

Newsletter#3

ShiftVET Project-Digital Transformation for Wood and Furniture VET

What is ShiftVET?

It is an European project focused on equipping trainers of i-VET with the necessary knowledge to implement digital technologies in woodworking training. The aim is to boost the digital transformation of current VET programs and increase the attractiveness of education in traditional and manufacturing industries.



Partners



Italy



Latvia



Spain



Spain

Together, we aim to bridge the gap between *traditional* wood education and the *technological* skills increasingly demanded by the sector.



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ShiftVET reaches its final stage END

After months of collaboration, learning and exchange, the ShiftVET project is reaching its final stage.

Throughout the project, partners from across Europe have worked together to strengthen vocational education and training, developing and testing activities aimed at bringing VET closer to current labour market needs and supporting more innovative and practical learning approaches.

This final newsletter looks back at the last steps of the project, with a particular focus on the final dissemination events organised in Latvia, Italy and Spain, where students, teachers and other relevant stakeholders had the opportunity to discover the project results, share their experiences and discuss how the ShiftVET approach can continue to support VET beyond the project lifetime.

As ShiftVET comes to an end, this is also an opportunity to reflect on what has been achieved and to thank all those who have contributed to the project along the way.



Latest activities from A3...

1

Practical factsheets summarising the training experiences and approaches developed by the partners:

- [Mechatronics course](#)
- [Electrical Instalation Course](#)
- [Product Design- 3D forms course](#)

2

Implementation Guide, providing practical guidance and recommendations for VET providers interested in applying or adapting the ShiftVET approach.

The Guide is in English, but also available in:

- [Spanish](#)
- [Italian](#)
- [Latvian](#)



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3

Dissemination and transfer through final local events organised by the partners, giving students, teachers and other stakeholders the opportunity to discover the project results, exchange views and reflect on their possible use beyond the project.

Event in Italy



The final event brought together VET students, teachers and stakeholders to present the ShiftVET activities and explore how digital technologies can support wood and furniture training.

Event in Latvia



30 participants joined the ShiftVET final event in Latvia, where project results were presented and discussed with teachers, students and representatives of the VET community.

Event in Spain



36 participants, mainly students and teachers from the sector, took part in the Spanish final event, discovering the project results and discussing the role of digitalisation in furniture and woodworking education.

Together, these three activities represent the final step of ShiftVET: turning the experience gained during the project into practical resources, transferable guidance and direct engagement with the VET community.



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ShiftVET in numbers

- 4 European partners
- 13 practical training experiences
- 3 practical factsheets
- 1 Implementation Guide in 4 language versions
- 3 final dissemination events
- 89 participants reached through the final events



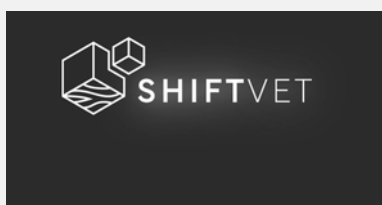
The ShiftVET Legacy



Although the project is coming to an end, its **results** remain **available** for VET teachers, trainers and organisations interested in introducing digital technologies into wood and furniture education. The practical factsheets, Implementation Guide and other project materials can continue to support the adaptation and replication of the ShiftVET experience in other training contexts.

Watch the ShiftVET final video

Take a final look at the ShiftVET journey, its activities, results and final events across Europe.



Thank you for being part of ShiftVET!

ShiftVET would like to **thank** all the students, teachers, trainers, VET organisations and stakeholders who participated in the project activities and contributed their experience, ideas and feedback throughout the project.

The project may be ending, but the knowledge, resources and experiences developed together are ready to continue supporting the digital transformation of wood and furniture VET.

If you would like to learn more about the project or access the available materials, visit the project website and explore the online repository:

<https://shiftvetproject.eu>



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