



VET DEMAND

HELP THE VET PROVIDERS TO PILOT NEW BUSINESS INTERVENTIONS (PRODUCTS, PROCESSES, SERVICES) WITHIN INDUSTRIAL COMPANIES IN A REGION.



VET SUPPLY

EVERY YEAR THE VET SCHOOL ORGANIZES A ONE DAY LONG INNOVATION CAMP TO PROMOTE EARLY ENGAGEMENT.

EUROMECC

ESTABLISHING
PARTNERSHIP MODELS
FOR VET PROVIDERS
AND INDUSTRIAL
COMPANIES

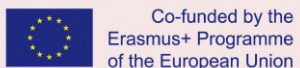
INNOVATION CAMPS

INNOVATION CAMPS TARGET THE YOUTH (AGE 14 - 20) AND PROVIDE OPPORTUNITIES FOR EARLY ENGAGEMENT WITH THE BUSINESS COMMUNITY WITHIN A SPECIFIC INDUSTRY IN THEIR REGION.

Companies are contacted, invited and contribute with:

- ❖ Case studies and tasks, or issues the learners can consider
- ❖ Mentoring support during the camp
- ❖ Being part of the jury evaluating learners' proposals
- ❖ Sponsorship, funds for prizes, travel costs, food and other direct cost items

Students are divided into groups of 5 students in advance of the camp. The tasks to be addressed during the camp can be distributed to the whole group, or the youths may choose for them selves. A system for registration and selection must be selected.



TOP VET!

IMPLEMENTATION

Open the camp with a welcome speech. Introduction to the program for the day, including the group work and mentors available. Presentation of the tasks by the industrial companies posing the 'real world challenges' and presentation of the jury. Learners start with their tasks and work as planned. Mentors are available for the groups when needed. This include teachers, SME companies, and other stakeholders. - Test the pitch and adjust according to feedback. Pitch to the jury and price ceremony.

EVALUATION

Process the feedback to determine for each of the 3 target groups: companies, educators and learners, the benefits and strengths of the innovation camp and those aspects that need to be strengthened.

Evaluation survey question sets put to the following participants: students, company staff and the teachers.