

Good practice: WITE Woman in Technical Education

Name of the project / programme	WITE Women in Technical Education - LLP Leonardo da Vinci TOI - Transfer of Innovation
Name of the organisation	Fondazione CUOA
Main methodology applied	<p>Exchange of best practices about guidance activities for girls toward technical education. Experimentation of the 2 selected innovations (included in the approved project) and experimentation of more guidance activities considered relevant and effective during the study visits.</p> <p>Specifically, the first product of the project was a platform where girls could live possible situations of everyday life in technical professions, moreover they could read stories of women working in technical jobs. It is a roleplay game called SITCOM http://vk-server2.donau-uni.ac.at/~sitcom/platform/index.html</p> <p>The second product of the project was a magazine WITE to raise sensitiveness and awareness about the opportunities given by a technical education, taking into consideration attitudes and interests of girls.</p> <p>A video was realised about the possibilities that a technical education can give to girls: https://www.youtube.com/watch?v=MKOg4wSSCB0</p> <p>During the two study visits, in Germany and Austria, the exchange of best practices led to the transfer of two more innovations:</p> <ul style="list-style-type: none"> - The event of Girls' Day, realised in May 2012 in Vicenza Province (but involving the whole Veneto in 2013) when girls of the second class of middle school visited companies to learn about their production and what women can do under a technical profile. - A scientific contest for girls of the third class of middle school in November (guidance period). Groups of 5 girls were supplied with a kit according to the theme (either chemicals or robotics). The best performances were awarded by a commission composed of representatives of companies, Industrial Association of Vicenza, Regione Veneto, Fondazione CUOA; ITIS Rossi.
Main project milestones	<p>The main project milestones were:</p> <ul style="list-style-type: none"> - a survey to understand the professional competences needed by the manufacturing sector in Veneto through questionnaires to managers/interpreneurs and interviews to female professionals. - an analysis of how to transfer the products - study visits for the exchange of good and effective practices - transfer of products (both foreseen and new) - experimentation and distribution of products and realization of events (i.e. Girls' Day)

	<ul style="list-style-type: none"> - analysis of the impact and satisfaction of beneficiaries (questionnaires) - dissemination activities
Playersinvolved in implementation	<p>Teachers, researchers, Regione Veneto officers. Partners: Fondazione CUOA Italy (Vicenza) lead partner Confindustria di Vicenza Italy (Vicenza) ITIS Rossi Italy (Vicenza) Federmeccanica Italy (Rome) Regione Veneto Labour Dept. Italy (Venice) Krems University (Austria) VHTO (Holland) IHK (Germany) Fortuito (Hungary) SW (Poland)</p>
Resourcesappliedtoimplementation	Students, teachers, companies
Mentoring and evaluation of results	
Implementationperiod	Lessthan 2 years
Description of targets / users	Students, teachers, parents, companies
How the users are selected	Technical Secondary schools in Veneto
Needs and situations on which the project is based	Job market related, equal opportunities
Specify "Other/s"	
Main objectives of project / practice	Produce changes in the education / labour systems, General transformation of the social environment / community, raise awareness about job opportunities for girls in technical professions
Main impacts on project / practices targets	A higher number of subscriptions in technical schools (ITIS Rossi as example)
Impactonmethodologicalinnovation	
Impactoninstitutions	Regione Veneto has been realisingGirls's Day in more Veneto Provinces, non only Vicenza
Impact on social, educational, economic organisations	
Impacton local community	

More information about needs and situations on which the project is based	
More information about the main objectives of project / practice	
How the users are selected	

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