Building The European Network for Lifelong Competence Development

TEN Competence

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TENCompetence Project Aim

- Building <u>The European Network</u> for Lifelong <u>Competence</u> Development
- To be used by any individual, school, team or organisation that has a need to (further) devel the competences (of their members) in a form and/or informal way
- The system will integrate and develop open source software based on the principles of web services (demonstrated with various clients (rich clients, web clients))

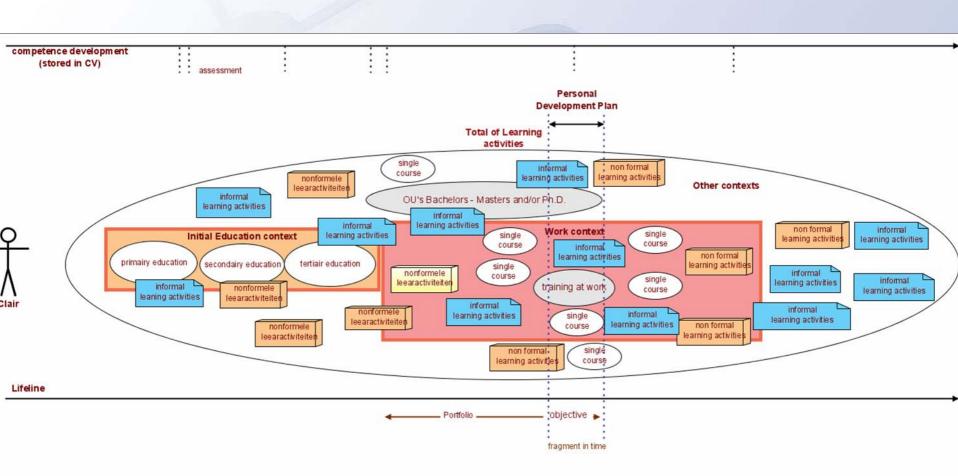


Vision of the Project

Facilitate the development of the competences of individuals in different contexts (job, work, school, home) in various phases of life

It is connected to lifelong learning, employability and personal growth







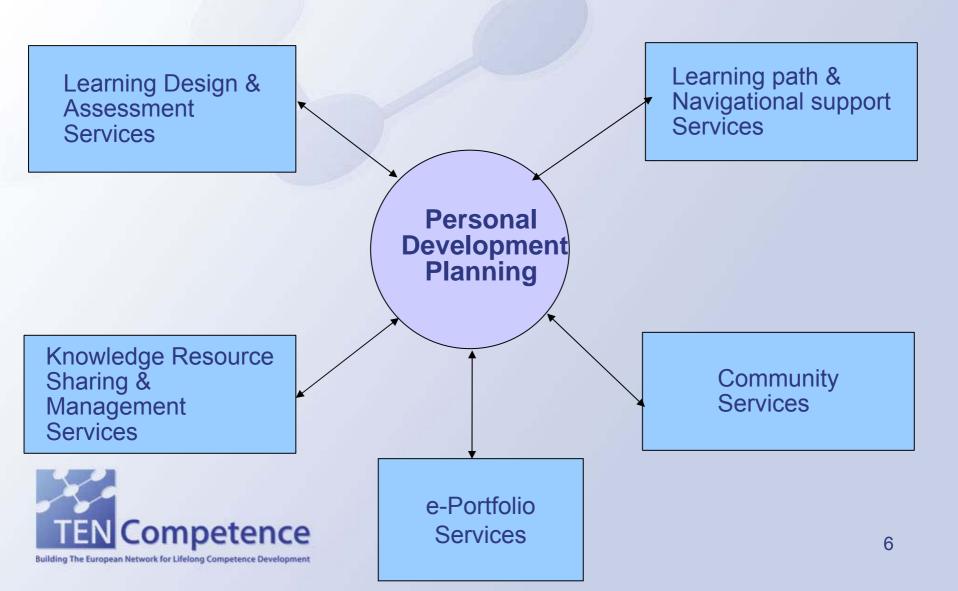
Use Cases

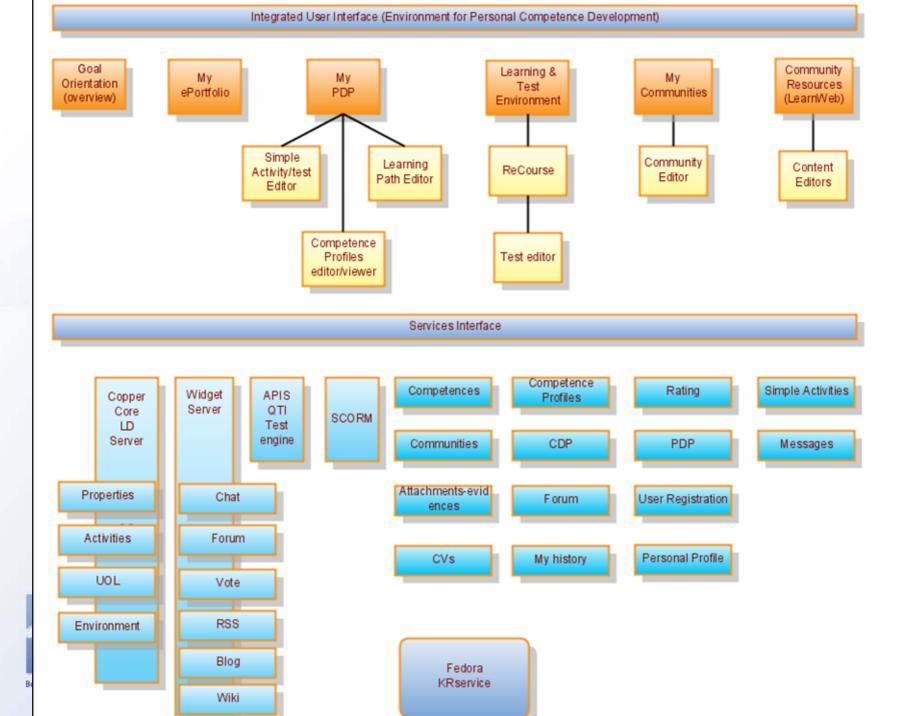
1.Want to improve a specific competence
2.Want to study for a new job
3.Want to keep up-to-date
4.Want to explore the learning resources, courses, people, etc. in a certain field
5.Want to assess my competences

6.Want to reflect on my competences (identify new goals)



High level overview of connected services





PDP Tool

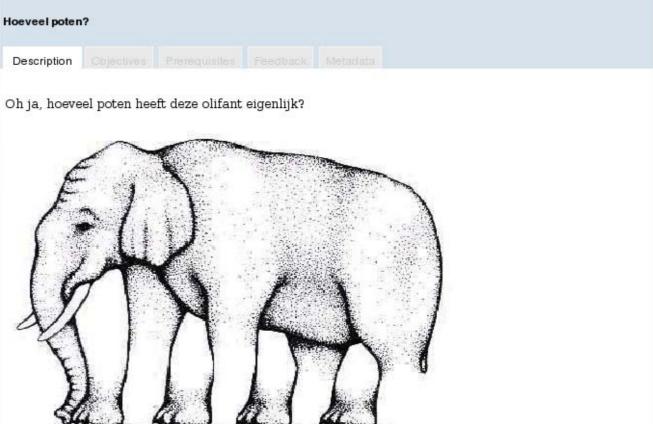
New PDP for Ruud			
Select goal	Self assessment	Plan activities	Perform
Required competences Project Planning Setting goals and estimating costs Project Deliverables Project Schedule Human Resource Plan Communications Plan Risk Management Plan	Setting goals and estimating o	costs	
	This involves setting clear goals to be ahcived by the end of the project and estimating the cost of reaching those goals.		
	The level at which you master this com	petence	
	Move the mouse over the control change the level. Take the test top help you to estimate your level.		
Risk Management Plan 🔤 🔤		Required	
Project Management Skills Team Building			•
Leadership Meeting Management			
Facilitating in face-to-face	The evidence to prove you master this competence		
Group-Based Problem Solving and Decision Making	Title Some attachment		
Conflict Management			
	Add evidence Remove		



Service-based Learning & Test Environ.

Hubert Promotie





ReCourse (Course Editor)

	Recourse		
indow <u>H</u> elp			
😫 🕐 🐼 🛩 🔒 🗌 🔫			
	- 8	0 Inspector 🕱	- 0
Activities for Gefeliciteerd	New	Hoeveel poten?	
Activity	Learner Coach		
▶ 🔚 Hubert, de jonge Doctor	Ŷ	Oh ja, hoeveel poten heeft deze olifant eigenlijk?	
マ 📅 Coach activiteiten	4		
📗 Introductie	4		
📗 Ken je eigen proefschrift	<i>\\</i>		
Passage 1	4	$f \rightarrow 1$	
Passage 2	4		1
Passage 3	4	1 / Am	
📗 Wat weet je zoals van IMS LD?	4		
📗 Hier is een kleine test	4	ANANA	
📗 Dan nu je proefschrift	4		
Hoeveel poten?			
Even ontspannen	4		
Veel plezier ermee!	4		
g Design 💼 Learning Environments o Resource	es	Description Environments Prerequisites Learning Objectives Complet	ion Rule »2

LearnWeb 2.0

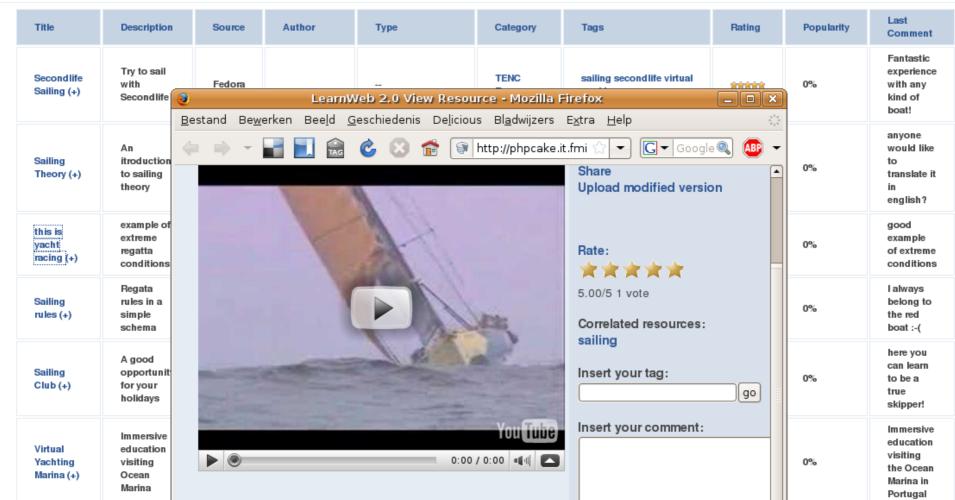
sailing

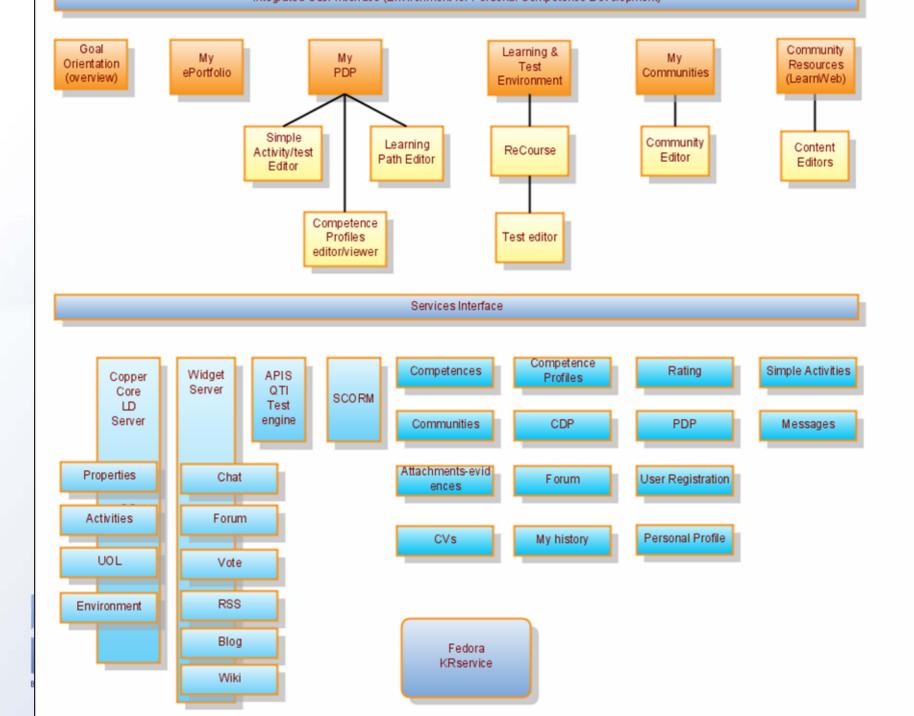
TENC Resources 😫 Search

Results for search by keyword/s sailing

Browsing categories

- KRSM Root Category
 - TENC Resources





Thanks!

