SEN4CE

Seniors for Circular Economy

The core aim and overall objective we want to achieve with SEN4CE is to engage and empower seniors for the green, sustainable, and digital circular economy of the future and involve them in high quality adult education and life-long learning.

🌐 https://sen4ce.eu

f facebook.com/Sen4ce

PROJECT OBJECTIVES

1 **To empower seniors** to actively take part in sustainability and circular economy discussions, programs and initiatives

2 **To foster life-long learning** with custom tailored digital training materials for seniors on circular economy and digital tools

3 **To foster intergenerational knowledge transfer** and intersectoral (adult education/care and retirement) networks

4 **To achieve a large, international impact**, by addressing the target group through a broad spectrum of multipliers and channels

RESULTS

We want to empower seniors for the green, sustainable, and digital circular economy and involve them in adult education and life-long learning.

1 CE for seniors and life-long learning

A course curriculum (including learning content) on circular economy for seniors will be developed. To ensure accessibility for learners of varying levels, we have divided the content according to the **European Qualifications Frameworks (EQFs)**. **EQFs levels 2-3** are equivalent to secondary education, while **EQF levels 3-4** are equivalent to post-secondary education.

2 CE for care and retirement sector

A course curriculum and learning content for circular economy in the care and retirement sector will be developed, including a train-the-trainer program for staff to use the SEN4CE training (R1) with their clients. The curriculum will focus on enabling EQF 4.

3 Digital CE tools for seniors

Circular Economy goes hand in hand with digital tools. The focus of this result will be on digital applications for circular economy, enabling seniors to EQF 2-3 in digital tool skills.

4 Digital learning materials

Digital training materials will be developed, based on the concepts and curricula of R1-R3. The software Articulate will be used to create non-linear, scenario-based gamified e-learnings. The digital training materials will be fully responsive and the design will take into account the needs of the target group (seniors) and respect highest barrier-free standards. The digital training will be based in blended learning methodology.

5 SEN4CE Digital environment

The SEN4CE digital environment will be the primary sharing and promotion tool for the digital training courses. Special attention will be given to the design and visual identity to respect the needs of the target group seniors (easy access/barrier free). Instead of developing "yet another platform", the aim is to create the highest possible compatibility with existing platforms.

PARTNERS
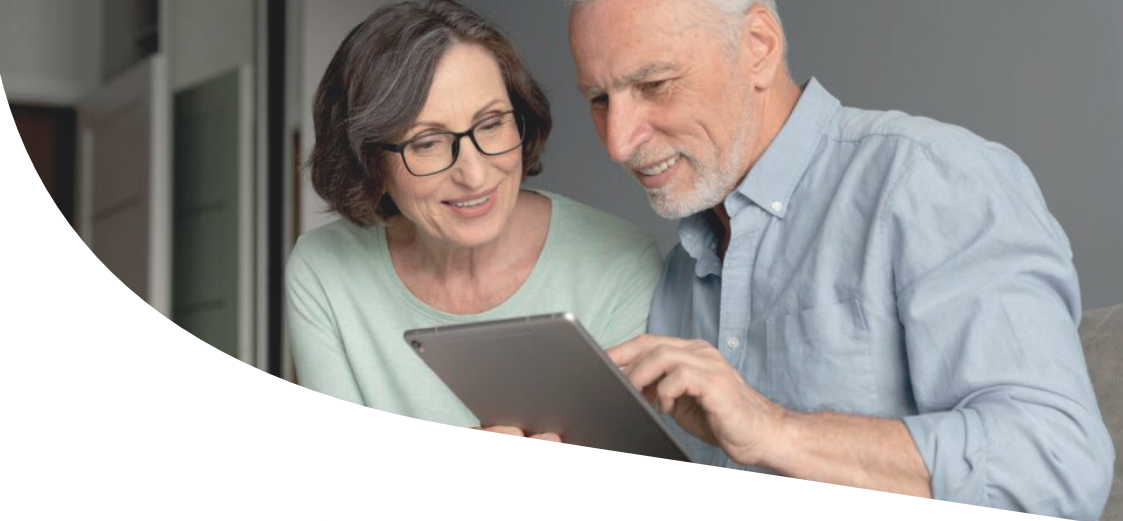
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