

## WITHIN THE SCOPE OF THE PROJECT



- Establishment of a digital platform and learning environment,
- Development of interactive educational content,
- Sharing of sector-based good practice examples.

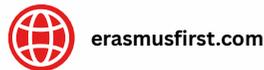
- The implementation of risk scenarios and game-based learning methods is aimed.
- These activities will contribute to improving the quality of vocational education.



 BURSA/NİLÜFER OTOMOTİV ENDÜSTRİSİ İHRACATÇILARI BİRLİĞİ  
MESLEKİ VE TEKNİK ANADOLU LİSESİ  
Bursa, TÜRKİYE  
Industrial scenarios Direct connection with automotive sector.  
[www.oibatf.mev.k12.tr]

 STREDNA ODBORNA SKOLA AUTOMOBILOVA  
Moldavska cesta 2, Košice, SLOVAKIA  
Automotive technical specialization  
www.sosake.sk

 ESCOLA PROFISSIONAL DE BRAGA Braga,  
PORTUGAL  
Diversified partner network and expertise in digital  
pedagogical innovation [www.epb.pt]



# F.I.R.S.T

Future Innovation in  
Resilient & Safety Training

## ABOUT THE PROJECT

The F.I.R.S.T. (Future Innovations in Resilient & Safe Training) Project is an international Erasmus+ project that enhances occupational health and safety training for students in vocational and technical education in the automotive field through digital and innovative methods. The project aims to enable students to enter real working life as more aware, safer, and well-prepared individuals.

// It is an international Erasmus+ project that aims to strengthen occupational health and safety training through a digital and innovative approach. //



## PROJECT VISION

To create a sustainable and resilient education model that strengthens the culture of occupational health and safety in vocational and technical education, based on digitalisation and innovative approaches

## PROJECT OBJECTIVES

- ✓ To ensure that vocational education students acquire a safe working culture at an early age
- ✓ To raise awareness and promote behavioural change aimed at preventing occupational accidents
- ✓ "To develop effective learning environments through digital content, risk scenarios, games, and simulations.



## TARGET AUDIENCE

All stakeholders who aim to adopt a safe working culture through digital content, risk scenarios, and game-based learning.

Students enrolled in Vocational and Technical Education

Vocational subject teachers

Master trainers and industry representatives.

Education administrators and decision-makers.

"A safe working culture is built today for the professions of the future."