4.0 ANDCOM NEWSLETTER

4.0 didactic approaches in duty of developing ANDragog's COMpetences

Issue nº2, September 2020-January 2021

In this Issue

Introduction to 3 out of the 7 m-learning modules:

M1. Internet of Things in the context of pedagogical use in adult teaching.

M4. Robotics, which does not have to be difficult.

M6. Cloud computing, as the future for managing and storing data.

ANDCOM on Facebook

Partnership meetings



Welcome to the second 4.0 ANDCOM Newsletter

The **4.0 didactic approaches in duty of developing ANDragog's COMpetences** project aims at introducing a new approach for the education of low-skilled and low qualified adults. 4.0 ANDCOM focuses on the role of andragogs - adult educators- who plan, organize and conduct educational activities in a variety of adult educational centers and institutions. A total of **seven modules have been developed as m-learning courses for Andragogs** and will be available within the tool **"Industry 4.0 in teaching low-skilled adults**". In this second 4.0 ANDCOM Newsletter we introduce the 3 modules that were yet to be presented in the first issue.

Video guidance for Andragogs: "How to implement Industry 4.0 in teaching low-skilled adults effectively?" are currently being developed and will be presented in the next issue.

M1. Internet of Things in the context of pedagogical use in adult teaching, developed by BEST

The Internet of Things, or IoT, refers to the billions of physical devices around the world that are now connected to the internet, able to collect and share data with other machines/ computers or humans. Thanks to cheap processors and wireless networks the enumeration of what could become part of the IoT might be nearly endless in the very near future. Today, you already find e.g. a fridge, radio and TV, smart phone or tablet, lamps, machines like washing machines and robots, cars, kitchen supplies, keys or fitness bracelets, heating and navigation systems communicating with the internet.

The purpose of this module is to explain what the Internet of Things or short IoT is and how it may enter the education system. It is dedicated to a step-by-step approach for Andragogs, educators working with adults, towards this topic. It shall help them to understand which skills and competences are needed in "smart education" including IoT. It shall support them to use innovative teaching methods, provide for innovation in training.

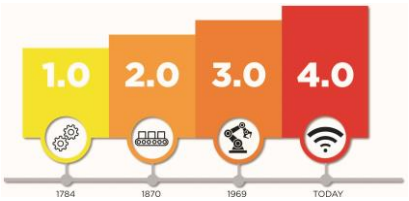
Thanks to cheap processors and wireless networks the enumeration of what could become part of the IoT might be nearly endless in the very near future."



Internet of Things. Source: https://www.kdnuggets.com/wp-content/uploads/iot-network.jpg

https://andcom.erasmus.site/

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(Re)evolution in industry. Source: Mindshift Talent Advisory

M4. Robotics, which does not have to be difficult, developed by Mindshift

Robots are more popular than ever. Robotics have been a major trend in the last decade and robots start to have a considerable impact in society due to its use beyond industrial assembly lines. The word robot appears frequently in places and, commonly, in many applications. It is used to refer concepts and devices.

The purpose of this module is to provide andragogs with the basics about Robotics in Education (RiE) and give them the insight that robots are much more common and used in our daily life than we can imagine. In education, robotics can have many other applications beyond simple build robots, programming or develop technology knowledge.

M6. Cloud computing, as the future for managing and storing data, developed by CWEP

Cloud computing is the use of IT capabilities (data collection, use of software, services, etc.) without the need to have these tools on computers or without the need to have servers to collect data, but by purchasing services from an external entity. So basically you use certain IT tools without buying them physically, but because someone has made them available to you (vendor provides servers, apps, storage place) and you pay him for that.

Cloud computing is a technology that affects businesses and all Internet users. It allows companies to work more efficiently and optimizes costs and processes. It is also a relatively young technology but its effects can be observed every day by all of us (although we may not be aware of that). This module is designed to clarify both the terminology and concept of cloud computing.



Source: https //pixabay.com/pl/illustrations/chmura-komputer-hosting-3406627/

Cloud computing is a technology that affects businesses and all Internet users

ANDCOM on Facebook

Since July 2020 you can follow the latest news about ANDCOM project on Facebook (https://www.facebook.com/Andcom.eu/)

Partnership meetings

On 10.07.2020, took place the 4.0 ANDCOM – 2nd partnership online meeting. During the meeting the progress of the project was discussed and the actions to be carried out were planned.

The m-learning courses "Industry 4.0 in teaching low-skilled adults" are currently in final review while the implementation of the video guide for adult educators begins.

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