

Best Practices in Teaching EU Matters

1. Basic Information

- Title/Name of the Best Practice: A citizenship education program
 - Country/Region of Origin: Italy
 - Institution/Organization Implementing the Practice: CNOS-FAP, VET Schools, Local Community, NGOs
 - Kind of Activity: Part of the formal curriculum, Group activity, Blended learning (face-to-face and digital)
 - Target Audience: Students in initial vocational education and training (IeFP), aged 14-19
 - Duration of the Activity: Multi-year program spanning from the first to the fourth year of vocational training
 - Accessibility: Free access
 - Year of Implementation: 2024 (latest update)
 - Contact Information: Available through CNOS-FAP official website
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2. Description of the Practice

- **Objective:**

The practice aims to promote citizenship education among vocational education students, fostering their understanding of democracy, civic engagement and European values. It encourages active participation in social, political and environmental matters.

It is structured into three modules designed to help develop, in particular:

- *Awareness of the conditions and tools necessary for exercising active and responsible citizenship*
- *A critical approach to the contexts and issues to be addressed in an increasingly complex, globalized, and intercultural society*
- *Understanding of how key political and representative institutions function at the national, European, and international levels, along with the different forms of citizen participation*
- *Awareness of lifestyle changes needed to protect the environment, moving towards a fairer and more sustainable economy.*

- **Description of Activities:**

This practice offers a possible educational pathway for citizenship education aimed at students in VET pathways from the first to the fourth year, following a "vertical" approach as a support tool for trainers. The educational program is divided into three main modules:

- *Introduction to Citizenship Education: exploring students' perceptions of politics and democracy through brainstorming and debates*
- *Democratic Institutions and European Citizenship: studying national and EU governance structures, fundamental rights and legal frameworks.*
- *Digital Citizenship: developing responsible and ethical digital behavior, including cybersecurity awareness and online civic participation.*

The practice incorporates lectures, case studies, debates, role-playing and project-based learning activities.

- **EU Citizenship Focus Areas:**

- *European institutions and policies*
- *Civic participation and democracy*
- *Fundamental rights and European values*
- *Social inclusion and equal rights*
- *Sustainable development and green EU initiatives*
- *Digital citizenship and online responsibility*

Strong points	Weak points
<i>Hands-on activities promoting active learning</i>	<i>High preparation workload for teachers</i>
<i>Integration of European policies and values</i>	<i>Needs continuous updating to align with evolving EU policies</i>
<i>Combination of theoretical and practical approaches</i>	
<i>Free access and adaptable to different VET contexts</i>	

3. Pedagogical Details (if these data are available)

- **Teaching Methodology:**

Project-based learning, debates, role-playing, experiential learning, and digital resources.

- **Resources and Tools Used:**

Digital platforms, printed materials, case studies, EU official documents and online interactive tools.

The most useful unit to teach EU citizenship education is Module 1, lesson 2 DEMOCRATIC INSTITUTIONS IN EUROPE (https://www.cnos-fap.it/sites/default/files/rapporti/modulo2_lezione_2.pdf)

Beyond national states, after the tragedy of World War II, the foundations were laid for the creation of a supranational entity representing all European citizens. Over time, this entity has evolved into the European Union. It is a unique institution in the world, with a rather complex operating system that needs to be properly explained to students. There is a vast amount of available material on this topic; we have selected some resources for their clarity and simplicity, as well as for their adaptability by trainers according to the needs of their respective classes ([available here](#))

- **Innovative Aspects:**

- Introduces a vertical curriculum spanning multiple years.
- Adapts existing methodologies to vocational education settings.
- Incorporates both in-person and digital engagement strategies.

- **Adaptability to VET Settings:**

The framework is designed to be flexible for adaptation in different regions and training institutions.

4. Outcomes and Impact (if these data are available)

- **Measured Outcomes:**

- Increased student awareness of European institutions and civic responsibilities.
- Enhanced critical thinking skills in analyzing political and social issues.

- **Student/Teacher Feedback:**

NA

- **Evidence of Success:**

Implemented across multiple Salesian vocational training centers

5. Inclusivity and Accessibility (if these data are available)

- **How Inclusive is the Practice?**
NA
- **Accessibility of Resources:**
 - *Materials are freely available online and in print.*
 - *Activities can be adapted to different classroom settings.*

6. Alignment with EU Citizenship Education Goals (if these data are available)

- **Relevance to EU Citizenship Topics:**
 - *Direct alignment with European Commission guidelines on civic education.*
 - *Covers key themes such as digital democracy, sustainability, and human rights.*
- **Policy Alignment:**
 - *Complies with the EU's lifelong learning and key competences framework.*
 - *Supports the European Education Area's objectives for inclusive and quality education.*

7. Additional Notes or Recommendations

- **Challenges in Implementation:**
 - Requires teacher training to effectively deliver interdisciplinary content.
 - Keeping resources updated with new EU policies and digital trends.
- **Suggestions for Improvement:**
 - Development of more interactive online modules
- **Additional Resources (if applicable):**

<https://www.cnos-fap.it/allegati-rassegna-cnos-2024>