

RESKILLING AND UPSKILLING

A SENSE OF INITIATIVE

INNOVATION

GREEN SKILLS

DIGITAL SKILLS

COOPERATION

Alliances for Innovation

Is your organisation interested in forming an alliance to boost innovation, new skills and an entrepreneurial mindset in vocational

Erasmus+

education and training and higher education? Find partners in the EU and beyond and apply for funds now!

What are the skills that young people and adults need to tackle pressing societal challenges, such as climate change, rapid digitalisation, changing demographics, artificial intelligence and to actively contribute to a highly **innovative and more resilient society**?

This question is at the core of a new Erasmus+ Call. **Alliances for Innovation**, which aims at fostering innovation through **cooperation and ow of knowledge** among higher education (HE), initial and continuous vocational education and training (VET), and the broader socio-economic environment, including enterprises and research.

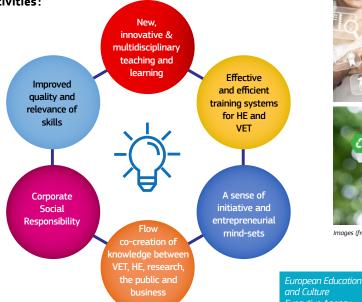
To boost innovation in Europe apply for one or both of the following Lots:



Alliances for Education and Enterprises

...are transnational, structured and result-driven projects that bring together enterprises and both VET and HE providers to work together in partnership within **one or several di erent economic sectors**. They can address either both VET and HE or just one of these educational fields.

Projects in LOT 1 intend to implement one or more of these activities:



ENTREPRENEURAL

NEW SKILLS NEW CURRICULA

March 2022



Alliances for Sectoral Cooperation on Skills (implementing the 'Blueprint')...

...seek to create new strategic approaches and cooperation for concrete skills development solutions **in a speci c sector or area**. This initiative will implement one major action of the *European Skills Agenda* for sustainable competitiveness, social fairness and resilience, the *Pact for Skills*.

The Pact for Skills will build on and absorb the Blueprint for Sectoral Cooperation on Skills. Therefore, Alliances under Lot 2 will support the implementation of the Pact by developing a sectoral skills strategy. This strategy has to lead to systemic and structural impact on reducing skills shortages, gaps and mismatches, as well as ensuring appropriate quality and levels of skills.

In view of the design of training programmes, proposals should address urgent skills needs of people in working age as well as emerging occupational profiles (covering EQF levels 3-5 as well as EQF 6-8).





Strategic approach to **sectoral cooperation** on skills



European sector-wide agreed 'core' occupational pro les, curricula and training programmes



Long term action plan for the progressive roll-out of project deliverables

Proposals must focus on one of the 14 industrial ecosystems: (Only one proposal per industrial ecosystem will be funded*)

Tourism		Creative & Cultural Industries	
Aerospace & Defence	Textile		Electronics
Mobility - Transport - Automotive		Low-carbon energy - intensive industries	
Renewable Energy	Agri-Food	Health	Digital
Construction	Retail		Proximity & Social Economy

^{*} At equal quality, a proposal covering an ecosystem that is not at all covered by an ongoing Blueprint Alliance will be assessed as more relevant. You can find the previous Blueprints in the Erasmus+ project results platform.

Proposals in Lot 1 and Lot 2 should integrate in their work...



Digital Skills



Green Skills



EU wide instruments and tools, whenever relevant (EQF, ESCO, Europass, EQAVET, ESG).



Deadline for submission of applications: 15 September 2022 - 5 pm (Brussels time)

Who can take part in the Alliances?

- Private or public organisations legally established in a **an** EU Member State or third country associated to the Programme and listed under the Eligibility Criteria of this Call in the *Erasmus+ Programme Guide* (p.260-261) can join as full partners, affiliated entity or associated partner.
- One of the full partners will be the **coordinating organisation**, which will apply for the Erasmus+ grant. This organisation must be legally established in an **EU Member State**.

Each Alliance should involve...

Alliances for Education and Enterprises



at least 8 full partners:

- ≥ 3 labour market actors* and
- ≥ **3** education and training providers (VET and HEIs)

Alliances for Sectorial Cooperation on Skills (implementing the "Blueprint")



at least 12 full partners:

- ≥ **5** labour market actors* and

at least 8 EU Member States and third countries associated to the Programme

Max. EU Grant per project



Partnerships in LOT 1 and LOT 2 should include at least one HE institution and one VET provider as full partners.

What funding is available in 2022?



1 million €	2 years
1.5 million €	3 years
4 million €	2 years

Duration



Interested in applying?

Find more details in the Erasmus+ Programme Guide.

To learn more about the submission procedure, consult the Online Manual on EU Funding & Tenders.

Apply via the EU Funding & Tenders Portal.

For specific questions please contact EACEA-EPLUS-ALLIANCES@ec.europa.eu.

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^{*} Labour market actors are enterprises or companies or representative intermediary organisations, such as chambers, trade unions or trade associations.