

ERASMUS+ Call

Strategic Partnerships for digitalisation and creative arts



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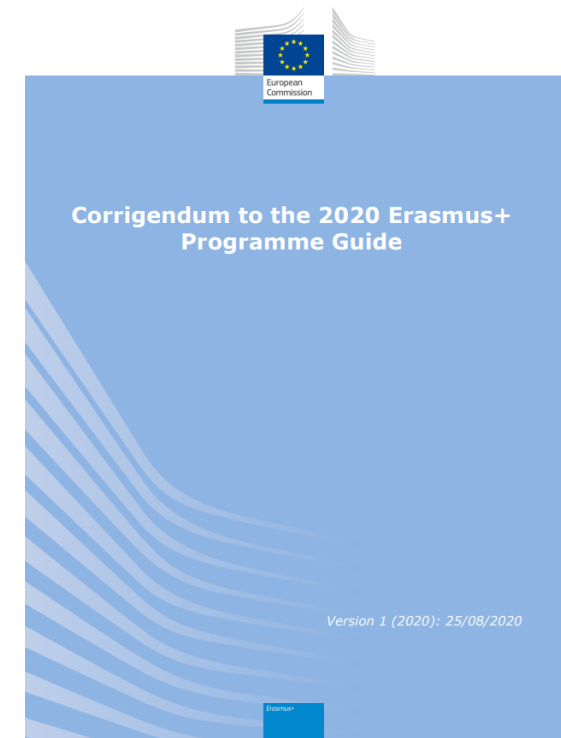


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ERASMUS+ EXTRAORDINARY CALL

Strategic partnerships to combat COVID-19 effects on education

- EACEA published in August an extraordinary call for applications for Erasmus + Strategic partnerships with the focus on **digitalisation and creative arts** with the deadline **October 29, 2020**.
- The projects are aimed at combating the adverse effects brought on by COVID-19 in the area of education.
- They each provide €100 million to respond to the educational challenges resulting from the COVID-19 pandemic.
- Each project can last maximum of 24 months with the maximum grant allocated of €300.000.
- Applications are decentralised and managed by National Agencies in which the application is submitted.



STRUCTURE

Digitalisation readiness and creative skills



Strategic partnerships to support digital readiness

These projects aim at equipping education and training systems to face the challenges presented by the recent sudden shift to online and distance learning, including supporting teachers to develop digital competences and safeguarding the inclusive nature of learning opportunities.

Applicable for the fields of school education, vocational education and training, and higher education



Strategic partnerships to support creative skills

Partnerships for Creativity aim to engage organisations in the fields of formal, informal and non-formal education, together with those from the creative and cultural sectors to stimulate European awareness and empower people of current and future generations – regardless of social and cultural background – to be successful innovators in their local environment.

Applicable for fields of youth, school education and adult education

RULES

Two main pillars of priorities

To be funded, projects must address one of the following priorities:

Innovative practices in a digital era:

Innovative practices in a digital era: The Erasmus+ Programme will support the taking up of digital technologies and of innovative and open pedagogies in education, training, youth and sport. Particular attention will be given to promoting gender equality and addressing differences in relation to the access and use by underrepresented groups.

Skills development and inclusion through creativity and the arts:

Priority will be given to educational activities and lifelong learning, informal and non-formal learning and youth work (including digital youth work) with a cultural and creative component to help young generations and professionals to acquire skills and competences, including digital competences, that reinforce creativity in education, as well as to boost quality, innovation and recognition of youth work that support the creative potential of youth, thus contributing to the resilience of the cultural and creative sectors.

Strategic Partnerships in response to the COVID-19 situation will be funded according to the same rules defined for standard Strategic Partnerships.

For more details, refer to the official call: https://ec.europa.eu/programmes/erasmus-plus/news/coronavirus-response-extraordinary-erasmus-calls-support-digital-education-readiness-and_en



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