

## IO2: Examples of countries used in the transitions from school to training and work

| Title of the tool                  | Girls´ Day – online-adventure   |
|------------------------------------|---|
| Aim of the tool                    | Raising awareness for the topic of women in technical professions and getting to know the offers and, above all, the providers in Styria. Promotion and expansion of multimedia skills. |
| Method of delivery                 | □face to face   |
|                                    | ⊠ virtual   |
|                                    | □ blended   |
|                                    | □ hybrid  |
|                                    | ⊠ in class  |
|                                    | ⊠ outside of school   |
|                                    | ⊠ in company  |
|                                    |   |
|                                    | ⊠ group (please indicate group size)  |
|                                    | □ self-learning   |
| Duration                           | During action weeks, in lessons, at home  |
| Dimension                          | ⊠ Local   |
|                                    | ⊠ Regional  |
|                                    | ⊠ National  |
|                                    | □ European  |
|                                    | ☐ Worldwide (e.g. if free accessible via internet)  |
| Users                              | ⊠ teachers / trainers   |
|                                    | ☐ social workers / supporting persons   |
|                                    | □ career counsellors  |
|                                    | □ persons in companies (trainers, Human Resource)   |
|                                    | ⊠ other (parents)   |
| Target group (final beneficiaries) | Students:   |
|                                    | oxtimes at the transition from lower secondary school to high school  |
|                                    | $\square$ at transition to Vocational Education and Training (VET)  |
|                                    | $\square$ at transition from school to work   |
|                                    | ☐ attending a transition programme (not at school anymore, but also taking part in a VET programme)   |
|                                    | ⊠ parents   |
|                                    | □ others (please describe)  |





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| Short description of the tool   | Young people start a varied, exciting and multimedia journey through times-space with a flipbook. They solve interactive puzzles, tasks and receive codes and thus get valuable information for their career choice. The game leads through 3 time-rooms: past - present - future. Per room – you need 2 hours to puzzle your way out. Entering and exiting is always possible.  |
|---|--|
|   | The puzzles are created by participating institutions so that young people can get to know the institutions and learn more about the topic of women in technology.   |
| Strong points   | <ul> <li>Reduction of prejudices of all participants and recognition that girls and boys are suitable for numerous non-traditional professions</li> <li>Young people get to know a range of support and come into contact with many institutions</li> <li>Improve their multimedia skills</li> </ul>   |
| week points   | <ul> <li>all information must be available via the website and in just a few clicks</li> <li>it cannot be asked for therefore all tools must be self-explanatory</li> <li>depends on internet connection and technical equipment</li> </ul>  |
| License conditions  | <ul><li>☑ Free to use (copyright or restricted)</li><li>☑ Free of charge</li><li>☐ With costs (how much)</li></ul>   |
| Learning effects  | <ul> <li>Basic sensitization of girls to technology and crafts in their everyday lives.</li> <li>Getting to know the institutions and offers as part of Girls' Day.</li> <li>Involving companies, institutions, families, schoolmates and friends through the digital offering. These can thus be sensitized to the topic of Girls' Day as well as the career orientation process.</li> <li>Inform about upcoming initiatives and offers of the partners for 2022.</li> <li>Promote and expand multimedia skills</li> <li>cross-institutional coordination and cooperation with the implementing institutions of the initiatives around Girls' Day.</li> </ul> |
| In which context is it used till now? Options for transfer to career guidance and counselling | The online adventure took place as part of the annual Girls' Day. It was developed as an alternative to bring the topic of women in technical professions to young people in times of lockdown.  |
| Website and contact   | www.girlsday.berufsorientierung.at   |

