

Scenario of creative digital innovation in career guidance/guidance:

Title: Getting to know the country of the internship

Type of implementation: Virtual, individual, self-learning

Career guidance/orientation phase: Does it fit in with my goals? Am I ready to decide?

Duration: 15 minutes

Target group: Apprentices and vocational school students or high school students who are willing to start an internship abroad

Size of the target group: Individual work

Scenario: One of the main objectives of the European Union is to increase the mobility of people. An internship in another country is a valuable enrichment, especially for young people who are in training or have just completed their studies. Acquiring new professional skills and competences, realizing that there are also different ways to do one's job, being able to compare experiences and working practices with professionals from another country are elements of professional development that are essential for young people who have to deal with an increasingly globalized and rapidly changing world of work. However, the decision to do an internship abroad can not only create high expectations, but also a certain amount of anxiety, even if the trainee/student knows that he or she will be supported by a sending and hosting organization.

For this reason, in the period between the confirmation of participation in an internship abroad and departure, it is very important that the intern/student is more closely involved with the destination country. This can be achieved by means of learning apps.

Learning settings for this scenario:

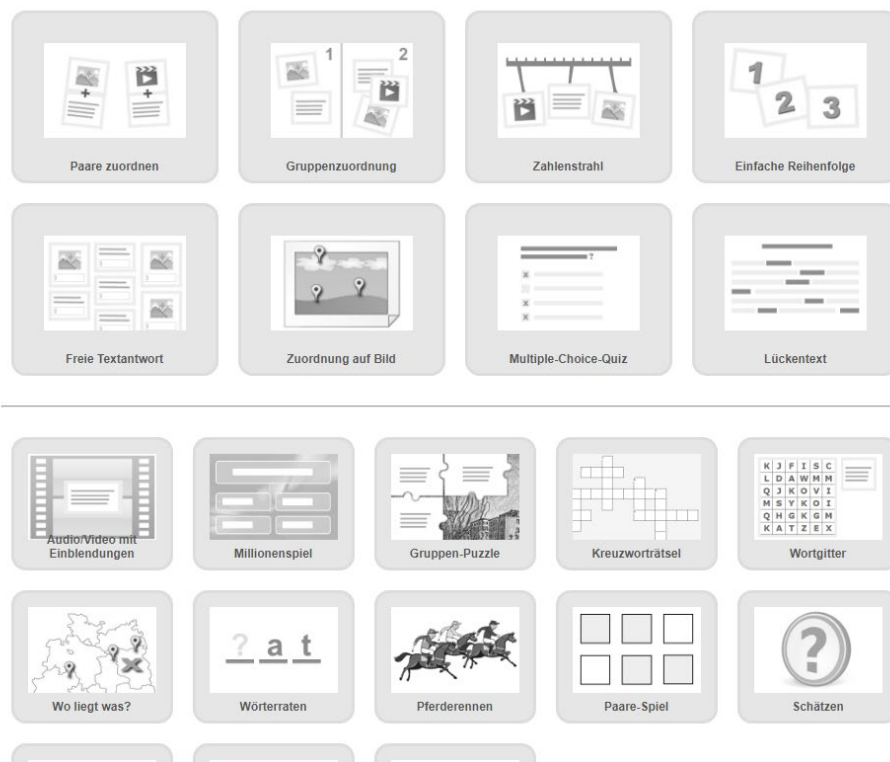
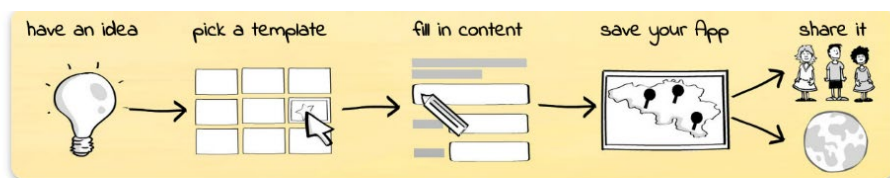
- 1. Log in Classic setting: at school
- 2. Out-of-school course or measure in an organisation
- 3. Setting in a company
- 4. Individual (or in small groups) shorter and longer periods of guidance provided by educational and career counsellors in an organisation
- 5. Transnational "European" learning environments

Tool used: LearningApps

Scenario of creative digital innovation in career guidance/guidance:

Step 1: Log in to LearningApps.

Choosing the tool



Enter the title and assignment.

Titel der App Anzeigesprache:

Aufgabenstellung
 Geben Sie eine Aufgabenstellung zu dieser App ein. Diese wird beim Start eingeblendet. Benötigen Sie diese nicht, lassen Sie das Feld einfach leer.

Spielfeld Hintergrundbild
 Geben Sie hier das Hintergrundbild (Karte, Zeitstrahl, Thermometer, ...) an, welches für das Spiel verwendet werden soll. [Verwenden Sie beispielsweise Karten der Wikipedia.](http://commons.wikimedia.org/wiki/Atlas_of_Europe)

Spielfragen
 Bei jeder Spielrunde wird zunächst eine Frage angezeigt. Diese kann in Form eines Texts, Fotos, Audios oder Videos zum gesuchten Ort angegeben werden. Wählen Sie anschließend die richtige Stelle auf dem Spielfeld aus, die gefunden werden soll.

Frage 1:

Markierung:



Scenario of creative digital innovation in career guidance/guidance:

e.g.:

Mark where Vicenza is located...



and finally save...



LearningApps.org

Kontoeinstellungen: Michaela Marterer

Apps durchsuchen | Apps durchstöbern | App erstellen | Kollektion erstellen | Meine Sachen

Italien - Vicenza - die Praktikumsstadt

Wo liegt was?

Aufgabe
Setze dich mit dem Land genauer auseinander. Es geht nach Italien - nach Vicenza.

OK

alleine spielen | mit Freunden spielen

Deine App wurde erfolgreich gespeichert. Du kannst sie jederzeit unter "Meine Sachen" wiederfinden und erneut anpassen.

Ähnliche App erstellen | private App | öffentliche App | App überarbeiten

App verwenden | Problem melden

Link: <https://learningapps.org/watch?v=pgiefprsc24>

Einbetten: `<iframe src="https://learningapps.org/watch?v=pgiefprsc24" style="border:0px;width:100%;height:500px" allowfulls`

Teilen: <https://learningapps.org/display?v=pgiefprsc24>

QR-Code