

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

Aim of the tool Game show to explore talents, strengths and potentials with regard to career choice Sface to face virtual blended hybrid In class Soutside of school in company Individual Segroup (please indicate group size je max. 32) self-learning Duration 6 hours Regional Regional Regional European Worldwide (e.g. if free accessible via internet)
□ virtual □ blended □ hybrid Method of delivery In class outside of school in company Individual group (please indicate group size je max. 32) self-learning Duration 6 hours Local Regional National European Worldwide (e.g. if free accessible via internet)
blended hybrid method of delivery in class outside of school in company Individual outside group size je max. 32) self-learning Duration 6 hours Mational Regional National European Worldwide (e.g. if free accessible via internet)
□ hybrid □ in class ⋈ outside of school □ in company □ Individual ⋈ group (please indicate group size je max. 32) □ self-learning Duration 6 hours Local Regional National European Worldwide (e.g. if free accessible via internet)
Method of delivery □ in class □ outside of school □ in company □ Individual □ group (please indicate group size je max. 32) □ self-learning Duration 6 hours □ Regional □ Regional □ Surional □ European □ Worldwide (e.g. if free accessible via internet)
☑ outside of school ☐ in company ☐ Individual ☑ group (please indicate group size je max. 32) ☐ self-learning Duration 6 hours ☑ Local ☐ Regional ☐ National ☐ European ☐ Worldwide (e.g. if free accessible via internet)
□ in company □ Individual ⋈ group (please indicate group size je max. 32) □ self-learning Duration 6 hours ⋈ Local □ Regional □ National □ European □ Worldwide (e.g. if free accessible via internet)
□ Individual □ group (please indicate group size je max. 32) □ self-learning Duration 6 hours □ Local □ Regional □ National □ European □ Worldwide (e.g. if free accessible via internet)
☑ group (please indicate group size je max. 32) ☐ self-learning Duration 6 hours ☑ Local ☐ Regional ☐ National ☐ European ☐ Worldwide (e.g. if free accessible via internet)
□ self-learning Duration 6 hours □ Local □ Regional □ National □ European □ Worldwide (e.g. if free accessible via internet)
Duration 6 hours
Dimension □ Regional □ National □ European □ Worldwide (e.g. if free accessible via internet)
☐ Regional ☐ National ☐ European ☐ Worldwide (e.g. if free accessible via internet)
Dimension ☐ National ☐ European ☐ Worldwide (e.g. if free accessible via internet)
☐ European ☐ Worldwide (e.g. if free accessible via internet)
☐ Worldwide (e.g. if free accessible via internet)
□ teachers / trainers
\square social workers / supporting persons
Users
☐ persons in companies (trainers, Human Resource)
☐ other (please describe)
Students:
☑ at the transition from lower secondary school to high school
Target group (final
beneficiaries) at transition from school to work
☐ attending a transition programme (not at school anymore, but also taking part in a VET programme)
\square parents





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

	□ others (please describe)
Short description of the tool	The concept of the Talent Check Berlin takes up the format of game shows and takes the young people into a talent show. The young people complete the scientifically based career choice test of the Employment Agency in a lively atmosphere. In the process, strengths and potentials are tested, just like in a demanding recruitment test. Afterwards, the young people playfully get to know their skills and abilities better during the practical checks before gaining an insight into the world of dual vocational training in the dual training showroom of the Chamber of Industry and Commerce and the Chamber of Crafts. After 3-4 weeks, all pupils have another individual interview to evaluate the results with an employee of the Employment Agency.
Strong points	 Extracurricular place of learning without pressure to perform Very modern and youth-friendly design Fun factor, knowledge transfer very target group-oriented and playful
	Free of charge
weak points	Unfortunately only for exclusive use by schools in classes
License conditions	
	☐ Free of charge
	☐ With costs (how much)
Learning effects	recognise own talents and potentials
In which context is it used till now? Options for transfer to career guidance and counselling	Application within the framework of career orientation for school classes in the 8th grade
Website and contact	https://www.talente-check.berlin
	(Format/idea probably comes originally from Austria)

