



*Building the future
of the construction
sector ahead of
talent development*

*Join Ediltrophy
and lead the process
towards the
excellency of the
construction field*



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EUROPEAN EDILTROPHY: MOVING AHEAD WITH PROJECT DELIVERY

Over the past months European Ediltrophy Project partners have been engaged in the implementation of project planned activities.

WORK PACKAGE 1: PROJECT MANAGEMENT



Hosted by Fundación Laboral de la Construcción, the 3rd Transnational Partners Meeting gathered in Madrid on 09-10 June to discuss on progress on project implementation and planning. Along with the visit of the FLC headquarters and related VET delivered, discussions focused on main outcomes and findings from the implemented activities as well as on planned initiatives over the next four-month period.

WORK PACKAGE 2: TASK 2.3 PILOT TRAINING COURSE TESTING FOR TECHNICIANS AND WORKERS

Based on the previously developed pilot training curricula on dry construction systems for technicians and workers, 40-hour training courses in hybrid modality (in presence and e-learning) were tested by partners in their own countries on February – May 2026. The technicians' pathway combined dry-construction knowledge with planning, site safety, quality awareness and BIM-based digital project development. The workers' pathway focused on practical dry construction skills, including wall and partition systems, suspended ceilings, finishing works, safe work organisation, sustainability and quality of execution. Both pathways combined face-to-face training with documented self-learning components and contributed to validating the project methodology in a real vocational training environment.

Proposed innovative training are meant to promote inclusive vocational education, supporting the social and labour market integration of vulnerable groups.

WORK PACKAGE 3: NATIONAL GAMING AND EUROPEAN EDILTROPHY

Roll-out of national gaming on project design and implementation initiated on March-May 2026. The national gaming events combined a technician/ design-oriented phase with a worker/ implementation-oriented phase, thereby linking project design with practical dry-construction execution, thus preparing partners contribution towards the European Gaming event scheduled in October 2026 in Bologna (Italy). Completion of the competitions at the national level is due by September 2026.

WORK PACKAGE 4: TASK 2.3 AND 2.4 - BEST PRACTICE IDENTIFICATION AND COMPARATIVE ANALYSIS

Over the past months 12 best practices among the 4 partners were collected. Each partner was due to identify 3 best practices, specifically focused on: social inclusion, digital transformation and environmental sustainability. The main goal is to promote across the European region effective practices and transferable approaches for a more inclusive vocational education and training, as well as improved management capacity, monitoring mechanisms, working environment and labour market integration.

To complement it, 3 international workshops to present key aspects of proposed best practiced on each thematic focus are planned to be conducted in the next quarter. Finally, a booklet collecting proposed best practices is currently underway to be translated into partners own languages for further dissemination.

WORK PACKAGE 5: DISSEMINATION

Over the past months, partners engaged in multiple sensitization activities targeting a broad range of audience, including professionals, trainers, public authorities, private companies and organisations from the building industry as well as key stakeholders from across Europe- Info-days on European Ediltrophy project main objectives and expected results were delivered in partners countries.

In addition, awareness raising sessions were conducted within broader event relevant to the building sector so as to create synergies in promoting dry-construction system innovative approach. Adding to this, social media communication helped raise visibility of the project's objectives, training results and gaming-based learning approach.

