

Building the future of the construction sector ahead of talent development

Join EdilTrophy and lead the process towards the excellency of the construction field













ERASMUS+ Programme KA220-VET - Cooperation partnerships in Vocational Education and Training no 2024-1-IT01-KA220-VET-000248118 C.U.P. G81B24000580006

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Erasmus+National Agency INAPP. Neither the European Union nor the granting authority can be held

The first European Ediltrophy project newsletter officially initiates the storytelling of a European initiative aimed at promoting an innovative capacity development in the building industry through an environmental-friendly and social inclusion approach complemented with digital solutions. Moving from dry-construction systems, we are looking at strengthening technicians and workers competences through a shared talent development process including a European-wide competition, combining practical learning, team working and best-practices sharing. This first bulletin offers an overview of the project along with a brief report on the kick-off meeting as well as the findings of the mapping exercise covering the partners' countries and the next planned steps

Join us moving forward: let's shape together the future of the construction sector

EUROPEAN EDILTROPHY PROJECT: SKILLS AND INNOVATION FOR THE FUTURE CONSTRUCTION INDUSTRY

European Ediltrophy is a EU Erasmus+ (KA220-VET) funded project meant to support the transition process of the building sector towards a digitalised, more sustainable and inclusive scheme. Dry-construction systems are at the core of the project as innovative solutions to reduce the environmental impact while increasing the quality and effectiveness of building sites The key objectives of the Projects are:

- To facilitate the capacity development on dry-construction systems at the European level
- To develop innovative training pathways for technicians and workers
- To promote social inclusion of disadvantaged groups
- To strengthen the cooperation among companies, vocational training centers and institutions.

KICK-OFF MEETING IN ROME: THE PROJECT BEGINS TO TAKE SHAPE

On 29-30 January 2025 the Project kick-off meeting took place at Formedil main office. The meeting officially launched the start of the project gathering its partners to share the overall vision, objectives and workplan.

Discussions focused on the building-related vocational training from a European perspective as well as on the main challenges linked to the digitalization, the environmental sustainability and the social inclusion within the construction industry. Special emphasis was put on the two-folded scheme project targeting specialist technicians and masons workers

The exchange among the partners set the basis for the implementation of the planned activities, starting with the training needs analysis and moving ahead till to the European gaming scheduled on 2026.

EUROPEAN MAPPING: TOWARDS A SHARED MODEL

The project first operational phase led to a significant achievement: Task 2.1, - focused on the mapping of the best practices related to training and competition-based systems at the country level - was completed. Under the FLC- Fundación Laboral de la Construcción coordination, the mapping exercise facilitated the collection and comparative analysis of different experiences with the aim of developing a common-shared model adaptable at the European level.

The mapping was including but not limited to:

- Legal and training needs review at the national level
- Core competences in the dry-construction sector identification
- Country-level developed experiences and tools collection

The outcomes of the mapping are meant to inform the vocational training pathways as well as the competition-based model to be further shared and replicated at the European level.

NEXT STEPS: FROM TALENT DEVELOPMENT TO THE EUROPEAN COMPETITION

Further to the analysis, the Project is now entering the core implementation phase. Next months will be spent on:

- Developing training pathways integrating innovative and environmental solutions;
- Setting out procedures and terms for the national and European competitions
- Drafting standard didactic materials and evaluation tools
- Developing the Ediltrophy Gaming on trial phase;
- Conducting awareness raising events at the country level

The final event will take place at the SAIE in Bolonia (Italy) in 2026. Technicians and workers from partners countries will be confronting each other on a learning, competitive and inclusive-basis.

