

12 February 2024

Call for Proposals: Pedagogical Consultant for Online Learning Pathways: Girls Go Circular

Overview

EIT RawMaterials requests support from the Pedagogical consultant for online learning pathways to support the EIT Youth online learning project Girls Go Circular (GGC). In line with the Digital Education Action Plan 2021-2027, more specifically Action 13: Women's participation in STEM, the project aims to equip schoolgirls aged 14-19 across Europe with digital and entrepreneurial skills through an online learning programme about the circular economy and deep tech.

The programme's objectives are to achieve systemic impact in terms of:

1. Attracting more women to STEM and ICT. By increasing interest and knowledge in these fields at the secondary school level, the project contributes to closing the existing gender gap.
2. Introducing youth to the circular economy and emerging societal challenges.
3. Introducing youth to deep tech and its necessity for a more globally competitive Europe.
4. Driving thematic content important to EIT and the KICs into the curriculum.
5. Providing teachers with resources and training to incorporate challenge-based learning and innovative thinking into their classrooms.

The methodology is based on a learning-by-doing approach that engages students in activities such as online research, entrepreneurial role-plays, or challenge-based exercises. The skills developed align with the EU Digital Competences Framework 2.2 (DigComp), the European Entrepreneurship Competence Framework (EntreComp), and the European Sustainability Competence Framework (GreenComp). The following skills are developed:

1. Evaluating and managing data, information, and digital content
2. Interacting, sharing, and collaborating through digital technologies

3. Managing digital identities
4. Developing digital content
5. Entrepreneurial and leading skills
6. Green skills and sustainability-driven mindset
7. Familiarising with deep-tech topics
8. Societal problem solving
9. Critical thinking

At the core of the project, there is a Moodle-based learning platform called Circular Learning Space, which was developed by the EIT Community and managed by EIT RawMaterials, the project lead. Through this platform, students work individually and in groups during online and in-person sessions. The platform includes several modules of different lengths and difficulty levels, exploring the circular economy from different angles. While consolidating their knowledge of the green transition, students use digital tools to acquire practical skills. The platform guides students as they navigate the digital space to research challenges related to the circular economy and use digital tools to develop solutions or campaigns that address the challenges. After successfully completing a learning module, students receive a certificate that attests to the skills acquired.

In 2024, we focus on enhancing the learning platform and the accompanying learning materials. Our intention is to upgrade the platform to a newer version of Moodle Workplace, which will enable the integration of various additional features for our users. Among these enhancements, the introduction of learning pathways stands out as a prominent new feature. It will allow users to select a curated series of modules that align closely with their interests and learning objectives.

Furthermore, in line with our improvement plans, we are dedicated to refining the learning materials developed between 2020 and 2022. These modules will undergo thorough updates to incorporate the latest information relevant to their respective subjects while also integrating deep-tech solutions relevant to the field.

Lastly, our attention will extend to updating the teacher guidebook, a vital resource designed to support educators in navigating the platform effectively. This guidebook serves as a comprehensive tool, providing insights into each module, topic, and digital exercise and offering guidance to teachers in their preparation for facilitating classroom sessions.

Services Requested

EIT RawMaterials is requesting proposals for the following services:

- Map, delineate, and categorise the learning outcomes and competencies inherent in 16 learning modules featured on the Circular Learning Space – Girls Go Circular’s educational platform.
- Elaborate several different learning pathways that seamlessly interlink several (3-4) learning modules on the Circular Learning Space, fostering a coherent and well-structured educational journey.
- Analyse, identify, and structure how deep technology elements can be introduced in 13 learning modules, aligning with the overarching objectives of the Deep Tech Talent Initiative.
- Articulate a comprehensive set of guidelines for project partners, offering a systematic roadmap supporting them when revamping learning modules based on the skills gaps, deep technology elements, and learning pathways identified.
- Undertake a meticulous overhaul of Girls Go Circular’s Teacher Guidebook, focusing on conciseness and precision in content. Restructure the Guidebook to present educators with a more streamlined and focused resource for the effective delivery of learning modules and platform navigation.

The proposed timeline for the outlined tasks spans from March through the end of August 2024. Priority emphasis should be placed on two key areas: developing learning pathways and providing advisory services regarding deep tech elements. This prioritisation enables responsible parties to initiate the process of promptly engaging experts for their respective modules.

Later in the planning, attention should be directed towards refining the Teacher Guidebook. This task can proceed alongside the development of modules by consortium members, facilitating seamless integration and addressing any inquiries arising from the provided guidelines.

A tentative schedule could be structured as follows:

March-May	Focus on analysing existing learning modules and developing learning pathways.
March-May	Advisory services and exploration of deep-tech aspects per each existing thematic module (13).
June-August	Development of the Teacher Guidebook while consortium members work on module creation, allowing for potential clarifications and adjustments as needed.

Service Level Requirements

In providing services, the following service levels are requested:

- Services should be delivered by professionally competent and appropriately experienced individuals.
- Progress shall be reported biweekly/weekly by e-mail or online meetings upon request (frequency will be agreed with the chosen consultant).

Required Experience and Capabilities

The team or individual/s delivering the services should be able to demonstrate the following experience and capabilities:

- Proficient in the English language (at least C1)
- 5+ years of experience working with public sector, multi-lateral, philanthropic, and private sector organisations to develop practical, relevant, and effective measurement and learning systems in international contexts.
- Demonstrated and tested advanced presentation skills
- Computer literacy combined with strong communication skills to convey the results in plain language to non-experts.

Additional desirable experience and capabilities

- Methodologies, techniques, and domains relating to higher education and programme development
- Experience in working on (gender) inclusion-focused projects
- Experience in working on circular economy-focused projects
- Experience in working on deep tech-focused projects
- Strategic thinking – an ability to build collaborations inside and outside the organisation to achieve the broader objectives of the programme
- Project and budget management

Award Criteria

EIT RawMaterials and EIT Urban Mobility, as coordinators of this process on behalf of the GGC Consortium, will assess bids based on the following factors:

Component	Weighting
Cost/budget	30%
Quality – suitability and capability of the proposed services to deliver the scope and requirements in the Specification as evidenced by its motivation letter.	40%
Experience and Capabilities – the ability to meet the requirements listed above	30%
Total	100%

Bids:

The maximum budget for completing this consulting task is 35 000 EUR, incl. VAT. Please include the following information in your offer:

1. A brief description of your relevant expertise.
2. Short resumes of individuals assigned to conduct the services.
3. A brief proposal (3 pages max) on how you would complete the tasks described above, including suggested deliverables and a timeline.
4. The bidder's trading name, VAT, or tax identification number (if applicable) and the registered trading address (*please note, address is not required for an individual*).
5. A proposed budget for the completion of the task described above.
6. Any alternative solutions or services the bidder may wish to bring to the attention.

The evaluation process might include an online interview with possible consultants. EIT RawMaterials reserves the right to negotiate the final budget for implementation to be agreed on. The selected consultant will be remunerated following completion of the task and upon submission of an invoice.

Timeline

EIT RawMaterials and EIT Urban Mobility have set the following indicative timeline for this RFP. We reserve the right to amend this when needed.

Planned date	Milestone
20 February 2024	Bidders' deadline to submit proposals (EOB)
26 February 2024	Supplier selection by EIT RawMaterials and EIT Urban Mobility
1 March 2024	Proposed contract start date (A supplier should prepare the contract)

Please direct proposals and questions regarding this RFP to girlsgocircular@eitrawmaterials.eu.

Introduction and Background

Created in 2008, the European Institute of Innovation and Technology (EIT) boosts innovation and entrepreneurship across Europe by developing dynamic pan-European partnerships between leading universities, research labs and companies. Together, they develop innovative products and services, start new companies, and train a new generation of entrepreneurs. They bring ideas to market, turn students into entrepreneurs, and, most importantly, they innovate. These partnerships are known as EIT Knowledge and Innovation Communities (KICs).

There are currently eight Innovation Communities, each focusing on a different societal challenge. Seven of them are part of the EIT Youth Consortium:

- EIT Climate-KIC: addressing climate change mitigation and adaptation
- EIT Digital: addressing Information and Communication Technologies
- EIT Food: putting Europe at the centre of a global revolution in food innovation and production
- EIT Health: addressing healthy living and active ageing
- EIT Manufacturing: Strengthening and increasing the competitiveness of Europe's manufacturing
- EIT Urban Mobility: Smart, green, and integrated transport
- EIT Raw Materials: Developing raw materials into a major strength for Europe

EIT RawMaterials and EIT Urban Mobility were tasked to lead the Circular Learning Space revamping and improvement.