



RETAIL

Retailers Partnership Promoting Education for the Transition of the Industry Toward Enduring Business Models

(Erasmus+ / Key Action 2 - Cooperation for innovation and the exchange of good practices, Strategic Partnerships for VET education)



- Welcome.....Pg 1
- Project's Objectives.....Pg 2
- Target groups.....Pg 2
- Activities and Project results...Pg 3
- Next steps.....Pg 3
- Meet the Partners.....Pg 4
- Find us.....Pg 5

WELCOME!

Welcome to the second newsletter of the Erasmus+ Project RETAIL. The retail industry in particular has been severely affected by the COVID-19 pandemic, as quarantine restrictions greatly inhibited face-to-face services in stores. Our behaviours as consumers have been forced to change dramatically, with online shopping being adopted widely among those who had not used it before. The drastic changes in the external environment caused by the virus have had various effects on businesses in the retail sector.

The crisis has created stark contrasts in business performance between types of business operations. Many retailers in the EU had to end their businesses after being closed for months. Despite the difficulties related to COVID-19, the project continued to move ahead, producing and translating intellectual outputs that will help European retailers and youth unemployed interested in the retail sector to strengthen their knowledge, skills and competencies. They may need this additional knowledge now, more than ever before. However, a significant part of our activities in the project had to move to the virtual world.

This newsletter is intended to provide information to relevant stakeholders on the ongoing activities and outputs of the RETAIL project.



This project has been funded with support from the European Commission. This Newsletter reflects the views only of the RETAIL partnership, and the Commission cannot be held responsible for any use which maybe made of the information contained therein.

PROJECT OBJECTIVES



Support experienced entrepreneurs from the retail sector, in need of changing their business models and practices




Support youth unemployed, for whom the retail sector is an entrance door into the labour market. They are in search of opportunities in the sector and have a strong sense of new customer values and behaviours.

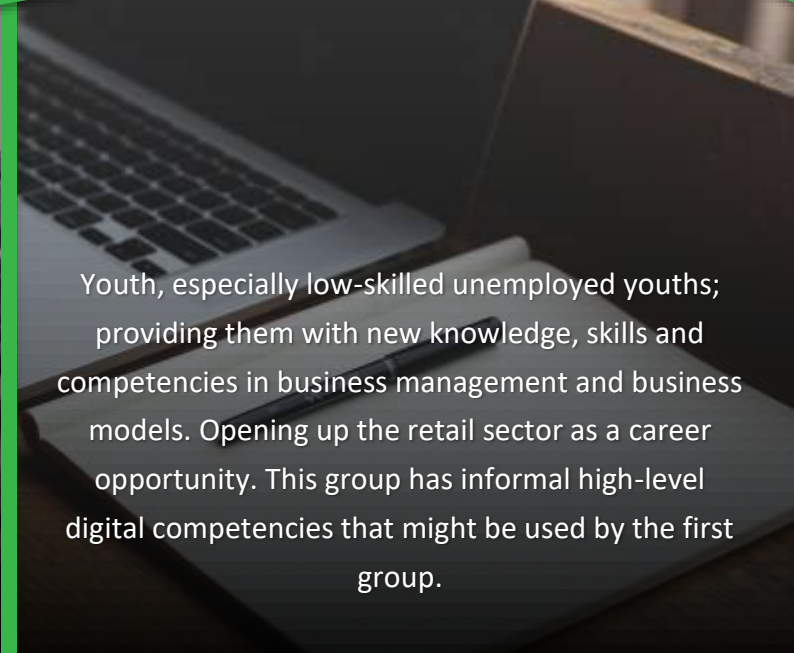


Support VET stakeholders and other business support organisations and educational institutions, who will access the OER and will be multipliers of the methodology and contents developed.

TARGET GROUPS



Experienced retail entrepreneurs seeking to renew their skills and up-skilling to develop themselves further towards long term sustainable practices, integrating digital, social, environmental and economic factors.

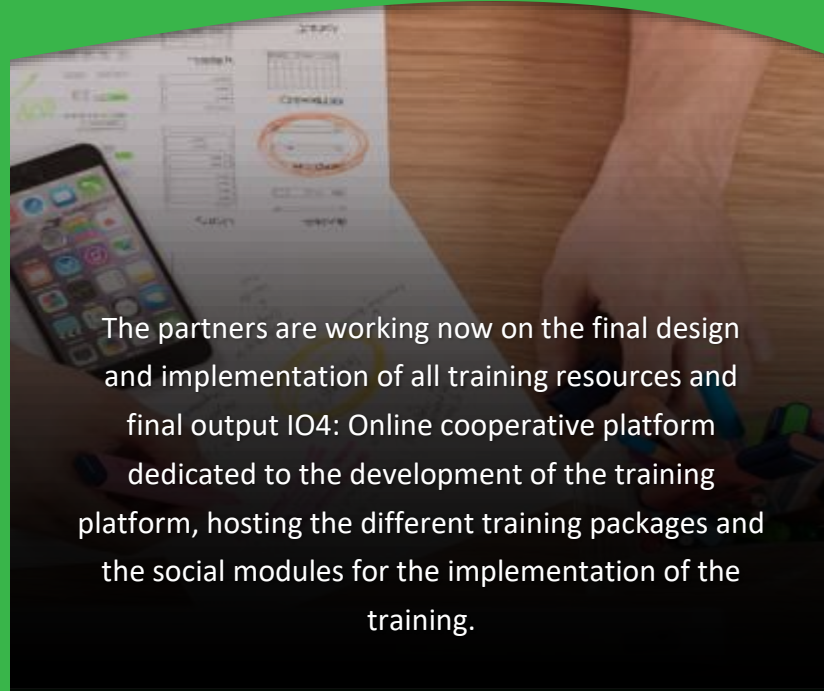


Youth, especially low-skilled unemployed youths; providing them with new knowledge, skills and competencies in business management and business models. Opening up the retail sector as a career opportunity. This group has informal high-level digital competencies that might be used by the first group.

ACTIVITIES AND PROJECT RESULTS



The production of the project's intellectual outputs is advancing as planned. All modules form the Intellectual Outputs 1, 2 and 3 (25 modules in total) are ready and have been translated into national languages: English, Spanish, Polish and Greek.



The partners are working now on the final design and implementation of all training resources and final output IO4: Online cooperative platform dedicated to the development of the training platform, hosting the different training packages and the social modules for the implementation of the training.

NEXT STEPS

Online cooperative platform

This platform has been developed as part of the Retail project and is intended to provide target groups with educational materials useful in their current and future professional activity. All training modules we have been working on in recent months can be found on this platform and all these materials will encourage target groups to learn interactively.

LEARNING ACTIVITIES

The Learning, Teaching and Training activity was planned as a physical intergenerational training - meeting in Larrisa (Greece) bringing together representatives of the two target groups and creating an initial collaboration seeking solutions to specific case studies. Due to the pandemic and the limited travel possibilities, as well as due to the risks posed by the physical meetings, this activity will also take place online. The partners are working on the agenda of the activities, trying to make it as interesting and engaging as possible for everyone.

MEET THE PARTNERS



Dublin Chamber



Polish Chamber of Commerce



Worth Work Ireland



DANMAR



FYG Consultores



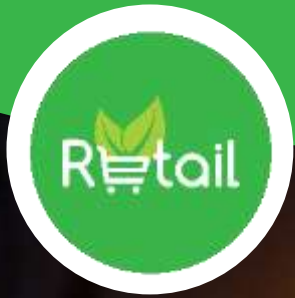
Kainotomia



MEUS



FIND US!



Stay up-to date with the project implementation, activities and results by following us on:



FACEBOOK: @RETAIL.erasmus



TWITTER: @project_retail



WEBSITE:
www.retail.erasmus.site/partners