SPOC IN PRISON

Small Private Offline Courses in prison

Coordinating establishment
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PROJECT

Project : 2018-1-FR01-KA204
Grant agreement : 047927

For more information, visit the project web page on the website of Université Paul-Valéry Montpellier 3

Scan to go to the project website

Erasmus+

The project plans to set up 4 education workshops aimed at prisoners and the education teams working in prisons

Objective

A course in digital training

Within the framework of the **SPOC** project, we are offering modules in digital skills training with a view to adapting this to the constraints imposed by prison life (in particular, the absence of internet connections).

Two-hour modules including educational resources and individual or group activities will help those held behind bars to acquire skills in different fields (languages, psychology, digital culture and humanities, for example) and to develop digital skills by using a variety of tools and supports.

At the end of the project, the team would like to extend the experiment in digital training courses to several other European prisons.

Duration of the project: 3 years from 01-09-2018 to 31-08-2021

The ambition of the project

To produce an encompassing summary dealing with the development of digital skills and teaching in the custodial setting in Europe

To list European projects and initiatives that offer digital training inside prison.

To provide a methodological and pedagogical kit "Setting up digital training adapted to the prison environment" aimed at teachers/ trainers.

To recommend a digital training course adapted to the prison environment (resources for activities and methods of evaluation).

Description

SPOC is a project for the exchange of good practices in adult education and it is financed by the European Commission within the ERASMUS+ Programme.

This is a strategic partnership between **Université Paul-Valéry Montpellier 3**, the Romanian **Center for Promoting Lifelong Learning (CPIP)** and **Antigone**, an Italian NGO working to protect the rights of detainees, and the **Prison of Benevento**. It focuses on the development of an innovative way of acquiring digital skills (Small Private Offline Courses), aimed at prisoners and their instructors.

The project includes:
• A study phase;
• A production phase during which a prototype for a training programme will be created;
• A test phase carried out in real conditions.

Initiation workshop
This is a workshop to introduce digital skills to the trainers working in the Prison of Benevento.

Training session
This is a session where training in educational engineering which will help trainers draw up a prototype for a training course.

Testing
The training course prototype will be tested pedagogically with the participation of Benevento prison inmates.

Brainstorming workshop
A brainstorming workshop with the trainers will help in the analysis of the feedback from these tests and in drawing up recommendations.