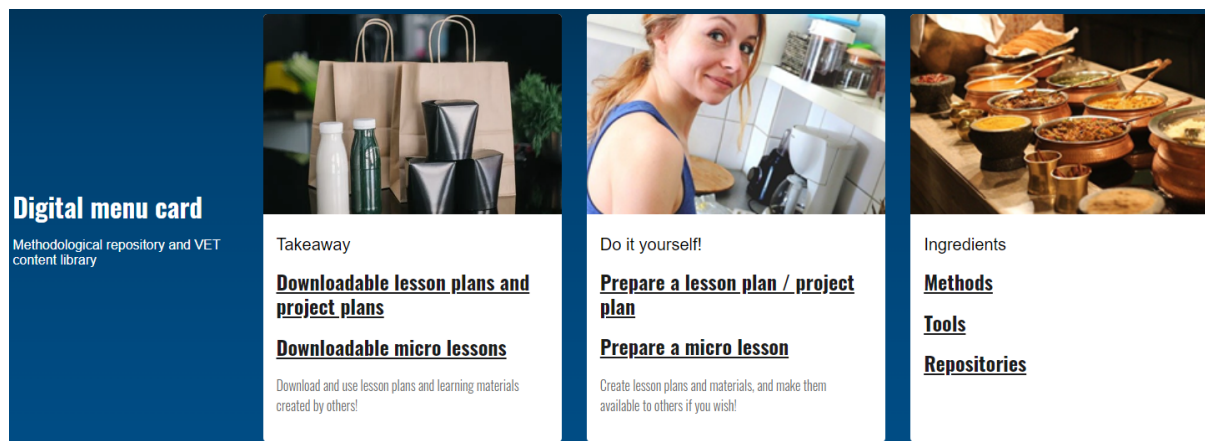


## Who is the platform for, what is it for?

Developed by the VETWork consortium, the [DMC platform](#) aims to streamline pedagogical design through digital technology.

DMC supports a wide range of learning and training methods. Whether teachers want to create traditional classroom lessons or more flexible online learning experiences, the platform will help them.



Screenshot from the DMC homepage

The platform is built around the concepts of pedagogical design, knowledge sharing and collaboration, and support for flexible learning and training.

## Pedagogical design with time planner and ingredients

The use of even the simplest digital tools requires careful planning, especially when they are integrated into cooperative or active learning methods such as flipped classrooms. This is because the management of active learning is considerably more complex than in traditional classrooms, which rely on teacher-led presentations and question-based comprehension checks.

The preparation of a detailed lesson plan can be a tedious task for teachers, especially for specialised teachers who may not have received in-depth pedagogical training.

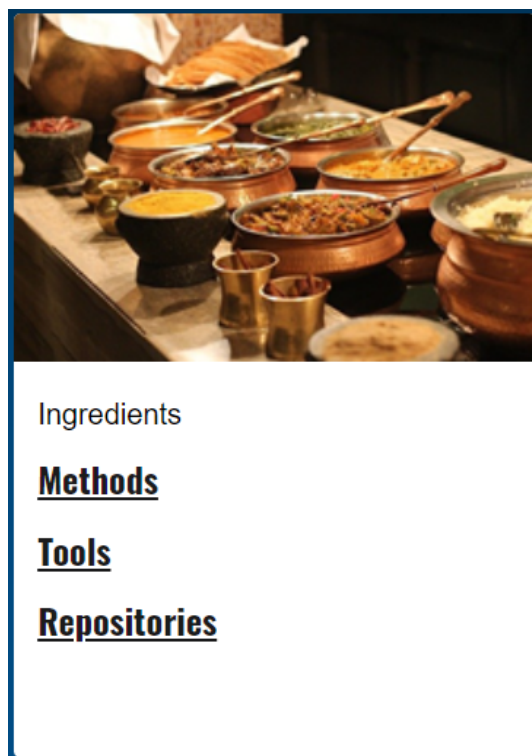
DMC helps you do this with an innovative approach to make lesson planning more efficient and effective.

The DMC has all the components to prepare engaging and motivating, effective, dynamic, digitally enhanced lessons that meet the demands of modern education for today's students.

The platform contains hundreds of microteaching resources in one place on digital tools, 21st century teaching-learning, assessment methods, creative techniques and open educational resources (OER), facilitating the planning process ensuring that the lesson plan meets standard requirements and can be included in the teacher's professional portfolio.

The basic resources, micro-contents and tools were compiled and uploaded to the database by VETWork consortium's team of experts. These resources are specifically adapted to the needs of teachers.

The lesson planner, available after registration, guides the teacher through the planning process: fields in the form help to ensure that no important element is left out of the lesson plan, and can even give ideas on how to make the lesson more colourful. With just a few clicks, you can also set the basic data needed (e.g. sector, subject, year, didactic objective, skills to be developed), so teachers can focus on the essential elements of their lesson plan or project instead of administrative tasks.



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## Knowledge sharing and cooperation

Teaching has traditionally been a solitary profession, in the past teachers worked independently. But in the age of digital education, collaboration is essential for success: teachers need to work together to integrate technology effectively into their teaching practice.

In addition to pedagogical planning, the DMC therefore also supports knowledge sharing and collaboration between teachers.

In the Takeaway section you will find ready-to-use lesson plans and projects. Teachers can not only save their lesson plans to their own accounts, but can also choose to publish them on the platform.

The published lesson plans can be freely downloaded and used by other teachers<sup>1</sup> or copied to their account, modified for their own purposes and even shared by them.

The ready-to-use lesson plans will serve as an example for teachers on how their colleagues are incorporating 21st century active teaching and learning methods into their lesson plans and how they are using digital tools to support learning and didactic goals.

The app has been designed with vocational education and training in mind, so you can filter the list of lesson plans by 'sector', but you can also narrow it down by subject or year.

#### Lesson and project plans

Sector  
- Any -


Teaching method  
- Any -

Subject  
- Any -

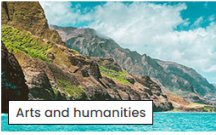
Grade  
- Any -

Competencies / skills  
- Any -

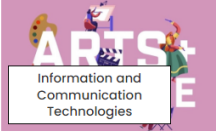
**APPLY**



**The development and validity of ethical rules - Code of Ethics**  
Be able to distinguish between: 1) industry ethical standards and local,...  
Clone count: 1



**Desert Island**  
Students revise and practise the grammar material they have previously learned  
Clone count: 1



**Culture and Art**  
At the end of the lesson the students will be able to use and categorise new...  
Clone count: 0

Filter options for the list of downloadable lesson plans

Currently, the number of lesson plans shared on DMC is close to 100.

At the end of each lesson plan and project plan, the platform also provides a commenting facility to support collaboration and joint thinking.

## Accessing content on the site

The platform is available at <https://dmc.prompt.hu/en/>.

## Registration

Some features are only available after you have logged in. Only registered users can log in.

<sup>1</sup> The lesson plans are published on the DMC as Open Educational Resources (OER) and can be downloaded and adapted by anyone without registration.

To register, click on the **Log in** link in the top left corner of the screen.

[Log in](#)

**DMC**

On the page that opens, go to the **Create a new account** tab, fill in the form and click the **Create new account** button.

## Create new account

[Home](#)

[Log in](#) [Create new account](#) [Reset your password](#)

Email address \*

The email address is not made public. It will only be used if you need to be contacted about your account or for opted-in notifications.

Username \*

Several special characters are allowed, including space, period (.), hyphen (-), apostrophe ('), underscore (\_), and the @ sign.

Last name \*

First name \*

School

Sector

**CREATE NEW ACCOUNT**

The site redirects you back to the home page, where you will see a confirmation message saying "A welcome message with further instructions has been sent to your email address."

✓ A welcome message with further instructions has been sent to your email address.

Open the email, click on the link inside and on the **Log in** button on the page that opens:

## Set password

[Home](#)

This is a one-time login for *minta*.

Click on this button to log in to the site and change your password.

This login can be used only once.

**LOG IN**

On the next page, in the **Password** and **Confirm password** fields, you will need to enter the password you have chosen to log in with later:



### Status message

You have just used your one-time login link. It is no longer necessary to use this link to log in. Please set your password.

**Email address \***

user@example.com

The email address is not made public. It will only be used if you need to be contacted about your account or for opted-in notifications.

**Password**

Finally, click on the **Save** button at the bottom of the page.

**Save**

If you no longer want to edit your profile, navigate back to the home page, for example, by clicking on the **Home** link in the breadcrumb menu:

[Home](#) > [minta-tanar](#)

# minta-tan

You can then browse the site while logged in.

## Logging in

When you visit the site again and need to log in again, click on the **Log in** link in the top left-hand corner of the page.

[Log in](#)

DMC

Enter your username and password, then click the **Log in** button.

## Log in

[Home](#)

[Log in](#)

[Create new account](#)

[Reset your password](#)

Username \*

Enter your DMC username.

Password \*

Enter the password that accompanies your username.

**LOG IN**

## Forgotten password

If you forgot your password, on the [Login page](#), click on the **Reset your password** tab, enter your username or the email address you used to register, and click on the **Submit** button.

## Reset your password

[Home](#)

Log in

Create new account

Reset your password

Username or email address \*

Password reset instructions will be sent to your registered email address.

**SUBMIT**

The site redirects you back to the home page, where you'll see a confirmation message saying "If {username} is a valid account, an email will be sent with instructions to reset your password."

✓ If *mintatantar* is a valid account, an email will be sent with instructions to reset your password.

You can enter your new password by clicking on the link provided in the email and then clicking on the **Login** button on the page that opens, in the same way as you would for [registration](#).

## User profile

Once logged in, click on the **My account** link at the top left of the screen to view your profile.

[My account](#) [Log out](#)

**DMC**

The profile shows your username, first and last name, any lesson plans you have created and their public or draft status, as well as links to lesson plans, tools, methods and content sources marked as favourites.

## minta-tanar

[Home](#)

View

Edit

Last name

Minta

First name

Tanár

### My lesson plans

[Copy of Desert Island](#)

Draft

[Copy of The development and validity of ethical rules - Code of Ethics](#)

Published

### Favourites

[#CodeWeek](#)

[Anchor](#)

[Bandicam](#)

## Delete profile

If you want to delete your profile, go to [User Profile](#) and click on the Edit tab.

## minta-tanar

[Home](#)

View

Edit

Scroll down to the bottom of the page and click on the **Cancel account** link next to the Save button.



**Save**

 **Cancel account**

Finally, click **Confirm** on the next page.

## Search the site

If you want to find out whether a specific topic is being discussed on the site, type your search term in the search box and press Enter or click on the magnifying glass.

### Search

Search



## Downloadable lesson plans and project plans

In the main menu, you can access the page by clicking on **Download... > lesson plans**.

The drop-down lists on the left side of the page allow you to filter and narrow down the list of hours and projects on the right side according to the following criteria:

- sector,
- teaching method,
- subject,
- grade,
- competences/skills.

To do this, open the corresponding drop-down list, select the value you are interested in and click on the **Apply** button.

Sector

- Any -

Teaching method

- Any -

Subject

- Any -

Grade

- Any -

Competencies / skills

- Any -

APPLY

If you want to change the filtering conditions, you can set the values in the drop-down lists to the default by clicking on the **Reset** button.

Leadership and responsibility

APPLY

RESET

Above the list of lesson and project plans, you can create a completely new lesson plan by clicking on the **Create** button (see [Lesson Planning](#)).


## Lesson and projec

[Home](#)

Create



In the lesson plan list, for each list item you can see how many times it has been copied (see [Cloning Lesson Plans](#)). If you are logged in, filled in heart icons will indicate if you have marked a lesson plan as a favourite (a list of links to favourite lesson plans is available in your [User profile](#)).




Arts and humanities

**The development and validity of ethical rules - Code of Ethics**

Be able to distinguish between: 1) industry ethical standards and local,...

Clone count: 1





Arts and humanities

**Desert Island**

Students revise and practise the grammar material they have previously learned

Clone count: 1



To view each lesson and project plan, click on the underlined title of the plan.

On the left side of the page that opens, you will find the usual search box, and below it, a summary table of the most important data of the lesson or project plan, provided by the author and relevant to the lesson/project.

Profession	
Subject	-
Grade	14th grade
Likes	1
Number of copy	1

On the right hand side you will find the lesson or project plan itself.

When logged in, you will see the breadcrumb cookie under the title, **View** and **Clone** tabs below it, and the author's name and submission date underneath. Click on the PDF button to download the lesson or project plan to your computer as a PDF file.

# the development and validity of – lesson / project plan

[Home](#) » [Lesson and project plans](#)

View

Clone

Submitted by Jónás Diána on Wed, 06/15/2022 - 11:57

**PDF**

## Cloning Lesson Plans

At the top of the lesson plan page, click on the **Clone** button under the breadcrumb menu to open an editable copy of the lesson plan.

[Home](#) » [Lesson and project plans](#)

View

Clone

Submitted by Jónás Diána

On the form, anything can be changed or rewritten.

If you want to save the modified plan not only to your own account, but also to be included in the downloadable lesson/project plans, check the **Submit for examination** checkbox at the bottom of the page.

☒ Submit for examination

**Save**

If you do so, administrators will be notified that a new lesson/project plan has been submitted, which will be made public after approval.

When you're done editing the lesson/project plan, click the **Save** button at the bottom of the page.

Save

You can edit, delete or clone your own lesson plans and create new versions of them by clicking on the tabs below the breadcrumb menu.

## Ethics – lesson / project

[Home](#) » [Lesson and project plans](#)

View

Edit

Delete

Clone

Submitted by Minta Tanár on Wed, 06/07

### Commenting on lesson/project plans

When logged in, scroll down to the bottom of a lesson plan page to add comments to it. Others can reply to your comments.

## Hozzászólások

Hartyányi Mária, 2022. 03. 22., k – 21:33

### Szép munka, de sajnós a...

Szép munka, de sajnós a Google dokumentumokat nem lehet megnézni, nem fogod megosztani?

Válasz

Kele Tünde, 2022. 04. 27., sze – 14:53

### Válasz

Megosztottam, remélem, mostmár megnyitható.

Válasz

## Új hozzászólás

Tárgy

Hozzászólás \*

**B** *I* | | | | Formátum - | Forráskód

[A szövegformátumokról ?](#)

MENTÉS

## Lesson Planning

You can create a lesson/project plans in two ways: by copying and editing an existing one (see [Cloning Lesson Plans](#)) or by creating a completely new one.

To create a completely new lesson plan (as opposed to cloning an existing one), click on **Create... > lesson plans** in the main menu or click on **Create** above the list of downloadable lesson plans.

## Lesson and projec

[Home](#)

[Create](#)



Fill in the fields of the form.

### Content fields of the "Create Lesson / project plan" form

#### Name of lesson / project plan (required)

One-line free-text field (maximum length: 255 characters).

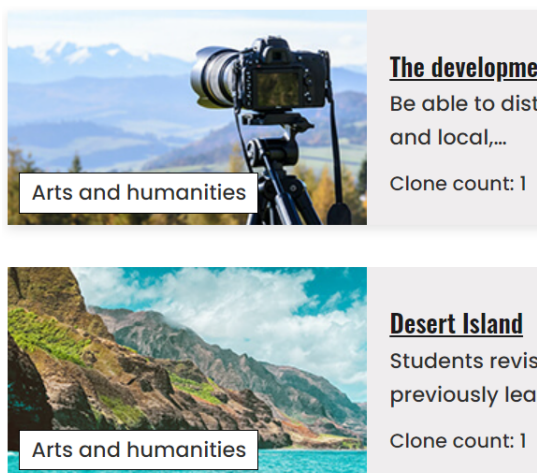
In order for your lesson plan to be found easily, make sure the name clearly describes the topic and content of the lesson plan.

#### Type of lesson / project plan (required)

A drop-down list from which one value should be selected. You can choose whether the plan is for a project or a lesson.

#### Lesson plan list image

This will be the thumbnail image on the lesson plans page.



If no image is uploaded, a default image is displayed here.

To upload an image, click on the Choose File button, then either browse the image from your computer or simply drag and drop the image file into this field.

### ^ Lesson plan list image

Add a new file

Choose File No file chosen



### Sector (required)

Checkboxes, at least one of which must be checked.

If the lesson plan is for vocational training, the sector to which the profession belongs should be selected, otherwise (in a lesson plan for public education) the checkbox "Not applicable" should be checked.

### Topic, learning area (required)

One-line free-text field (maximum length: 255 characters).

There are several lessons per topic/learning area. Enter the broader subject area to which the lesson/project belongs. For example, if the subject of the lesson is accounting analysis, the topic is Accounting.

### General subject(s)

Autocomplete field: start typing the subject name, and when it appears in the list, select it by pressing the arrow keys and hitting Enter, or by clicking on it. Separated by a hyphen, you can enter/select more than one item (if a project plan is being created, it will involve more than one subject).

#### General subject(s)

economy, finance
  
information technology, ICT

### Vocational subject(s)

Autocomplete field (for how to use it, see here: [General subject\[s\]](#)). To add a subject that is not in the list, type it in the box and press Enter. The next time, the new item will be selectable.



### **Grade (required)**

Checkboxes, at least one of which must be checked.

### **Competences, skills to be developed (required)**

Checkboxes, of which any number can be checked.

Here, we can select so-called [transversal skills](#), i.e. competences and skills that are not related to a specific profession, discipline or field of knowledge, but can be applied in a wide range of workplace situations.

### **Professional competences, skills to be developed**

One-line free-text field (maximum length: 255 characters).

Of the competences required to work in the given occupation, enter the one(s) that the lesson/project is related to the development of (e.g. "car mechanics").

### **Digital tools used**

Checkboxes, of which any number can be checked.

You can choose from a list of digital tools stored in the platform's database. If the one you want to use is missing, you can add it in the next field.

### **Other tool not included in the previous list**

One-line free-text field (maximum length: 255 characters).

If the tool you want to use is not listed in the previous step, enter its name here.

### **Teaching method**

Autocomplete field (for how to use it, see here: [General subject\[s\]](#)).

The platform provides a detailed description of [modern teaching methods](#). You can choose from these.

### **Concepts**

One-line free-text field (maximum length: 255 characters).

List the most important concepts related to the lesson.

### **Learning and development goals (required)**

One-line free-text field (maximum length: 255 characters).

Describe the aim of the lesson/project, the learning outcome you want to achieve by the end of the lesson/project: 'By the end of the lesson/project, the student will be able to...' At the end of the sentence, you should put an action word. For example: solve a system of equations, calculate an average, list the varieties of flower seeds, etc.

### Required tools

One-line free-text field (maximum length: 255 characters).

A list of the tools used during the lesson.

### Duration

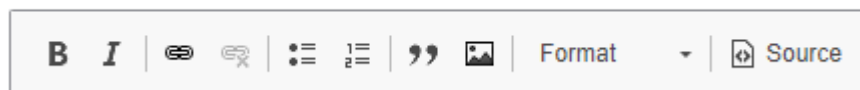
One-line free-text field (maximum length: 255 characters).


Enter the duration of the lesson or the project in minutes or weeks, respectively.

### Materials released before class or for a project

Content editor field, with the usual text editor features, for creating text, image, table content of any length, with source code editing option.

#### Materials released before class or for a project



Enter the reference to the source materials that you give to the students before class or for the project. With the link icon , you can insert links as well. The usefulness of the lesson plan will be improved if you also enter the purpose of the materials provided in advance.

*Tip: When embedding videos, include their links as well, so that the resource will be preserved for those who download the PDF.*

### Introductory part and preparation of the lesson / project plan

Content editor field.

You can insert a table if you want to keep the usual tabular format of lesson plans. However, according to the DMC concept, each lesson is different and its structure depends on the type of lesson (introduction of new material, application of knowledge, summary, etc.), the method chosen and the working methods. For this reason, it is very difficult to standardise the form of lesson plans in a template, but above all because it is difficult to incorporate teacher creativity into a template.

The didactic objectives of the lesson, the individual methods to get the attention of the students, to motivate them, etc. can already be listed here.

Please provide a detailed description of the start of the lesson/project, how to prepare the essential elements of the lesson, which will be set out in detail in the following sections.

### **Implementation of the lesson / project plan**

Content editor field.

Please provide a detailed description of the lesson schedule. It is useful to have a table here with an estimate of the time allowed for each part (which can rarely be kept). Free text or a table — it doesn't matter; the main thing is that it shows thorough pedagogical planning!

### **Evaluation plan**

Content editor field.

What evaluation method do we use? This is important to describe even if it is not a "debriefing" lesson in the traditional sense. How do we ask for feedback on whether the learning objectives have been achieved?

### **Differentiation**

Content editor field.

There is no class, not even a traditional frontal class, where there is no differentiation. There are as many creative ways as there are teachers to pay attention to the student who is slower. How does this happen in this class? Here are the solutions!

### **Homework, project task**

Content editor field.

In this section, you can describe the homework, but you can also attach the worksheet or provide a link if it is to be submitted online. It is also a good idea to describe the purpose of the assignment and how it relates to the lesson or project.

### **Attached file**

Attach a file or files in TXT, PDF, XLS, XML, DOC, DOCX, JPG, JPEG and PNG formats.

To attach a file, click on the Choose Files button, then either select the file or files from your computer or simply drag them into this box.

## ^ Attached file

### Add a new file

No file chosen

Unlimited number of files can be uploaded to this field.  
1 GB limit.  
Allowed types: txt pdf xls xml doc docx jpg png jpeg.

One of the most important ways of sharing knowledge between teachers is to share the tasks and resources. Give and take is a win-win situation!

### Saving options

If you want to save the modified plan not only to your own account, but also to be included in the downloadable lesson/project plans, check the **Submit for examination** checkbox at the bottom of the page.

☒ Submit for examination

**Save**

Administrators will be notified that a new lesson/project plan has been submitted, which will be made public after approval.

When your lesson or project plan is finished, click the **Save** button at the bottom of the page.

**Save**

## Downloadable digital learning materials

From the main menu, you can access the page by clicking on **Download... > digital educational materials**.

Use the drop-down lists on the left side of the page to filter and narrow down the list of micronutrients according to the following criteria:

- name of the creator,
- type,
- tool used for creation,
- sector.

To do this, open the corresponding drop-down list, enter the creator's name or select the value you are interested in, and click on the **Apply** button.

Name of the creator

Type

Tool used for creation

Sector

**APPLY**

If you want to change the filtering conditions, you can set the values in the drop-down lists to the default by clicking on the **Reset** button.

**APPLY**

**RESET**

Above the curriculum list, click on the **Upload digital curriculum** button to create a new curriculum (see [Uploading digital educational materials](#)).

## Digital education:

[Home](#)

[Create](#)

Click on the underlined title to view the individual lessons.



On the left side of the page that opens, you will find the usual search box, and on the right side you will find the course material itself.

## Uploading digital educational materials

To create a new digital educational material, click on **Create... > digital educational materials** in the main menu, or click on the **Create** button above the list of downloadable digital educational materials.

### Digital educational materials

[Home](#)

[Create](#)

Fill in the fields of the form, then click on the **Save** button at the bottom of the page.

**Save**

## Digital tools for lesson and project plans

From the main menu, you can access the page by clicking on **Ingredients > Digital tools**.

The drop-down lists on the left side of the page allow you to filter and narrow down the list of tools on the right side of the page, according to the following criteria:

- tool type,
- interface language,
- pricing,
- difficulty,

and you can sort the list in three ways.

To do this, open the corresponding drop-down list, select the value you are interested in and click on the **Apply** button.

Tool type

- Any -

Interface language

- Any -

Pricing

- Any -

Difficulty

- Any -

Sort by

Alphabetical order

Order

Ascending

**APPLY**

If you want to change the filtering conditions, you can set the values in the drop-down lists to the default by clicking on the **Reset** button.

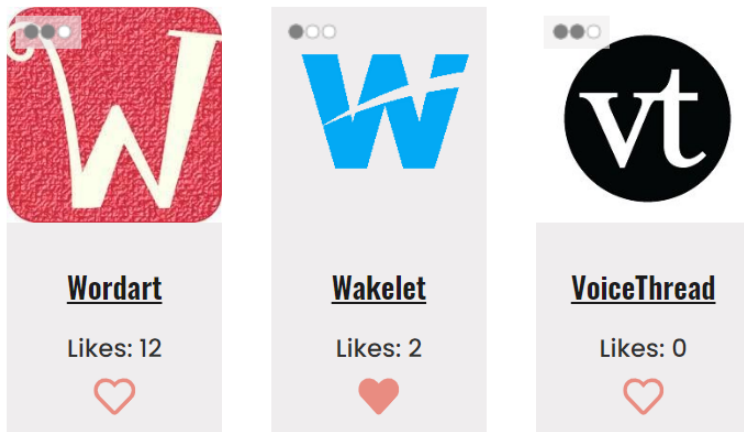
Descending

**APPLY**

**RESET**

Above the list of devices, you can create a new device page by clicking on the **Add an application** button (see [Add an application](#)).

For each item in the list of tools, there is a three-point scale in the top right-hand corner of the card. This indicates that, according to the page's author, how difficult it is to use the app. Below the name of the app, you can see the number of likes, and if you are logged in, filled in heart icons indicate that you marked a tool as a favorite (a list of links to favorite tools is available on our [user profile](#)).



To view a description of each tool, click on the underlined name of the tool.

On the left side of the page that opens, you will find the usual search box, on the right side you will find the tool description itself.

You will find the breadcrumb menu under the title, and a PDF button underneath it. Clicking on the PDF button downloads the tool page contents to your computer as a PDF file.

## Adobe Illustrator

[Home](#) » [Ingredients](#) » [Digital tools for creating lesson plans](#)



*Tip: When embedding videos, include their links as well, so that the resource will be preserved for those who download the PDF.*

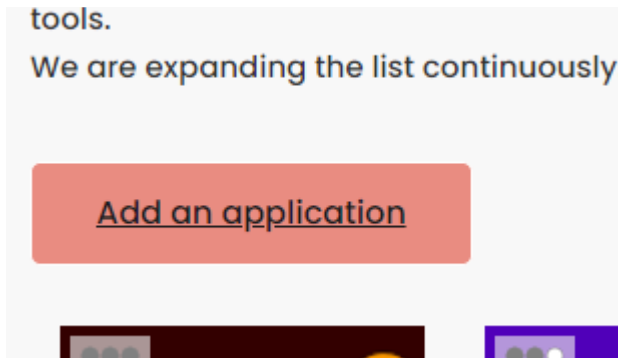
### Commenting on tool pages

When logged in, scroll down to the bottom of each tool's page to comment. Others can reply to your comments — [just like with the lesson plans](#).



## Add an application (available for mentors)

To create a new tool description page, click on the **Add an application** button above the tool list.



Fill in the fields of the form.

When you are done, click on the **Save** button at the bottom of the page.



## Methods

From the main menu, you can access the page by clicking on **Ingredients > Methods**.

Use the drop-down list on the left to filter and narrow the list of methods on the right by method type. Select the value you are interested in from the drop-down list, then click on the **Apply** button.

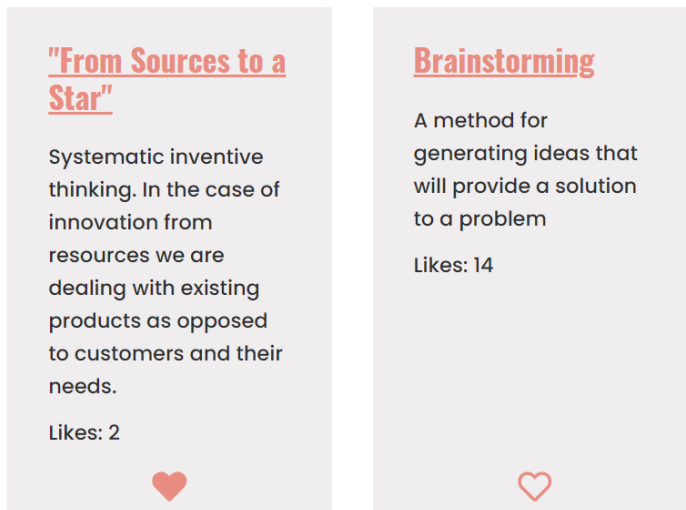
Type of method



You can set the value in the drop-down lists to the default by clicking on the **Reset** button.



In the list of methods, the cards show how many people liked each method. If you are logged in, a filled in heart icon on the card indicates if you have marked a method as a favourite (a list of links to favourite methods is available on our [user profile](#)).



To view a description of each method, click on the underlined title on the method card.

On the left side of the page that opens, you will find the usual search box, and on the right side you will find the method description.

By clicking on the PDF button, you can download the method description to your computer as a PDF file.



*Tip: When embedding videos, include their links as well, so that the resource will be preserved for those who download the PDF.*

## Commenting on method pages

When logged in, scroll down to the bottom of each method's page to comment. Others can reply to your comments — [just like with the lesson plans](#).

## Add a new method (available for mentors)

To create a new method page, click on the **Create method** button above the methods list.

that also influence effectiveness. The recommended to enrich teachers' met

[Create method](#)

"From Sources to a

Fill in the fields of the form.

*Tip: You should not only embed the videos, but also include a link to them, so that the downloaders will have the link in the PDF.*

When you are done, click on the **Save** button at the bottom of the page.

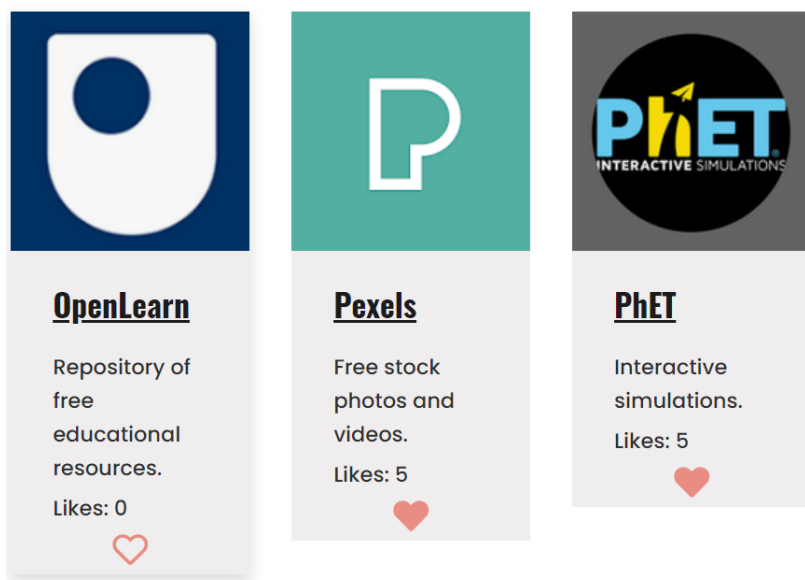
**Save**

## Repositories / content resources

From the main menu, you can access the page by clicking on **Ingredients > Resources**.

Above the list of repositories, click on the **Add a repository** (see [Add a repository](#)).

In the list of repositories, the cards show how many people liked a particular repository. If you are logged in, a filled heart icon on the card indicates if you marked a repository as a favourite (a list of links to liked resources is available on your [user profile](#)).



To view a description of each content source, click on the underlined name of the repository.

On the left side of the page that opens, you will find the usual search box, and on the right side you will find the description of the repository.

When logged in, you will find a breadcrumb menu under the title, below that, a button that scrolls down to [the comment section](#) below it, and a button with the title PDF underneath it, which you can click to download the content source description to your computer as a PDF file.

## #CodeWeek

[Home](#) » [Ingredients](#) » [Repositories](#)

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## ○ Aim of the project

The project aims to embed the traditional digital pedagogy teacher training program in a broader context by organizing customized school-based contact training sessions, linking it to organizational development components that enhance institutional digital competence and quality culture.

## ○ Objectives

- Institutional level intervention will begin with getting commitment from the management of partner schools. In each school, a management representative — so called “change agent” — will be selected to closely work on the project with a group of teachers.
- Partner VET schools will perform an initial self-assessment on digital pedagogy at institutional and individual (teacher) level, using the SELFIE tool and the DigCompEdu framework.
- Groups of teachers will participate in an online learning experience on the Digital Menu Card platform, for developing their digital competences based on DigComp 2.1 and the DigCompEdu framework.
- Partner schools will create their own digital pedagogy strategy and related action plans, broken down to individual level.
- On-the-job workshops will be organized for teachers who can put their new skills into practice and develop digital learning content for their classes with assistance from facilitators.
- Lessons will be delivered to students, using the newly developed materials and active learning methods.
- Finally, based on the experiences, a Digital Pedagogy Training and Intervention Model will be created that can easily be applied by other educational institutions as well, to support institutional level changes and continuous improvement of teaching practices.

## ○ Project basics

Title: Digital Culture for the 21<sup>st</sup> Century Vocational Education

Acronym: VETWork

Project ID: 2020-1-HU01-KA202-078760

Program: Erasmus+ KA2, Strategic partnership

Target group: VET teachers, trainers, managers

Beneficiaries: VET students

Partner countries: Hungary, Slovakia, Slovenia, Romania

Duration: 1 Sep, 2020 – 31 May, 2023

## ○ Partners

Prompt-H Számítástechnikai Oktatási, Kereskedelmi és Szolgáltató Kft. (coordinator, Hungary)

Expanzió Humán Tanácsadó Kft. (Hungary)

Univerza na Primorskem, Fakulteta za Management (Slovenia)

Biotehniški Izobraževalni Center Ljubljana (Slovenia)

Országos Magyar Továbbképző Központ (Romania)

Szent László Római Katolikus Teológiai Líceum (Romania)

Szakkay József Műszaki és Közgazdasági Szakközépiskola (Slovakia)

Közép-magyarországi Agrárszakképzési Centrum Magyar Gyula Kertészeti Technikum és Szakképző Iskola (Hungary)

SZÁMALK-Szalézi Technikum és Szakgimnázium (Hungary)

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