WP 1 Project Management & Coordination	WP 2 European Engineering Profession: EU Skills Council & Skills Monitoring and Anticipation Tools	WP 3 E4E Training Suite - Develop Innovative Training for the Engineering Profession
In WP 1, TU Dublin helps to: (1) define the "E4E Project Implementation Plan" D.1.1; complying with schedule, tools and practices indicated by FEANI, (2) prepare the project reports as requested, reporting directly to FEANI.	In WP2, TU Dublin helps to: (1) design the structure and decision-making mechanisms of the permanent European Engineering Skills Council (T2.1), (2) develop the operational guidelines for working of Secretariat, Assembly, Council; internal procedures of the Skill Council; profile of participants; supporting documents; visibility and outreach campaign, (3) develop the methodology to assess major trends affecting the professions (T2.2), (4) carry out the primary and secondary research (T2.3), (5) define the skills mismatch for the profession, specifications and requirements for the learning objectives of the E4E curriculum and training (T2.4).	<ul> <li>In WP 3, TU Dublin helps to:</li> <li>(1) define the learning objectives and outcomes,</li> <li>(2) elaborate the structure of the curriculum, elaborate the content, and design a path for recognition/certification of the curriculum,</li> <li>(3) develop of the E4E Skills Passport.</li> </ul>
WP 4 Pilot Delivery: Test & Validation in real operational environment & Fine-Tuning of E4E Curriculum and Training	WP 5 IMPACT: Monitoring & Evaluation and Quality Assurance	WP 6 Valorisation: Dissemination & Exploitation of E4E
<ul> <li>In WP 4, TU Dublin helps to:</li> <li>(1) develop the E4E Test &amp; Validation Plan,</li> <li>(2) carry out validation activities by delivering the E4E curriculum,</li> <li>(3) collect feedback using common templates and tools and compile the "Validation Report",</li> <li>(4) finalise the E4E Curriculum and Training based on users' feedback,</li> <li>(5) develop the guidelines for mainstreaming and uptake of E4E Curriculum and Training.</li> </ul>	<ul> <li>In WP 5, TU Dublin helps to:</li> <li>(1) provide inputs to the Impact Plan (D.5.1),</li> <li>(2) establish the internal QA Committee, where TU Dublin's staff participate as members,</li> <li>(3) identify members for the External E4E Quality Committee,</li> <li>(4) elaborate the impact assessments (D.5.2) and Impact Report on M&amp;E and QA (D.5.3), providing inputs and support to ANECA.</li> </ul>	<ul> <li>In WP6, TU Dublin helps to:</li> <li>(1) provide comments to the Valorisation Plan (D.6.1),</li> <li>(2) give inputs for the E4E website and OER platform (D.6.2),</li> <li>(3) provide reports to FEANI for the Valorisation reports (D.6.3).</li> <li>TU Dublin carries out dissemination activities (online and offline) during the entire duration of the project and organises the E4E Event "E6.3".</li> </ul>





## YEAR 1

D 1.1 E4E Project Implementation Plan	D 1.2 Interim Reports	D 1.3 Meeting Reports
The Detailed Project Plan is drafted by FEANI with the contribution of all partners. It contains the definite project schedule, as well as templates, formats and instructions for all documents to be produced during the project (e.g. internal progress reports), schedule and requirements for internal reporting, etc.	In month 7, partners submit the 1 <sup>st</sup> interim report to FEANI, who consolidates all the reports submitted into one document recording progress assessment against time schedule and budget constraint. This tool ensures a close control on project development allowing for immediate corrective actions if needed. It is used as a tool for smooth financial management of the project.	Project meetings last 1.5 days. All partners of E4E participate. At the end of the event, the following items are produced: agenda, signed attendance list, minutes, action list, presentations, and feedback forms filled by participants.
D 2.1 E4E European engineering Profession Skills Council	D 2.2 E4E common methodology to assess, anticipate, monitor evolution of the engineering profession with a focus on skills and competences	D 2.3 Results of primary and secondary research: inputs to E4E Skill Strategy
Partners establish the E4E European engineering Profession Skills Council. The E4E consortium defines its structure, functioning and operational / management models.	Partners define a common methodology, guidelines and tools to be used for accuracy, consistency and reliability of findings. The common methodology enables the E4E consortium to assess, anticipate, monitor the evolution of the engineering profession.	The results of the research (primary & secondary analysis) feed into the Skills Strategy.
D 2.4 E4E Skills Strategy: Anticipating Skill Requirements for the Engineering Profession	D 5.1 Impact Plan for M&E and QA	D 6.1 E4E Valorisation Plan: Dissemination & Exploitation
E4E Skills Strategy (D2.4) consists of 10 Fiches of national/ regional policies and initiatives that relate to the acquisition of digital/green/resilient/entrepreneurial skills and abilities for engineers. The Strategy consists of the following parts: (1) analysis of the demand side; (2) assessment of current supply; (3) scenario analysis; (4) action plan.	D 5.1 is the finalised and detailed version of the Impact Plan that detail roles, schedule and tools for correct and effective implementation of WP 5, including the functioning of the internal QA Committee and External E4E Quality Committee. All partners under the supervision of ANECA elaborate the plan.	FEANI draws up the Valorisation Plan with contribution by all partners: The Plan is finalised by month 3. It is composed of 2 sections (Dissemination and Exploitation). It describes the schedule, tools, practices for Dissemination & Exploitation of results during and after the end of the project. It is updated during the project to take into consideration findings and results of relevant WPs.
D 6.2 E4E Website and OER Platform	D 6.3 Valorisation Report (2 interim + 1 final)	
Development and Maintenance of the E4E Website and OER Platform subcontracted to an IT company. E4E consortium helps providing material and information for the website and platform.	The 1 <sup>st</sup> valorisation report is delivered in month 12 to monitor dissemination and exploitation activities that each of the partners needs to measure.	





1	2	3	4	5	6	7	8	9	10	11	12
Sep 22	Oct 22	Nov 22	Dec 22	Jan 23	Feb 23	Mar 23	Apr 23	May 23	Jun 23	Jul 23	Aug 23
		D1.1				D1.2		D2.2		D2.1	D1.3
		D5.1 D6.1								D2.3	D2.4 D6.3
		D6.2									

## YEAR 2

D 1.2 Interim Reports	D 1.3 Meeting Reports	D 2.3 Results of primary and secondary research: inputs to E4E Skill Strategy
In months 13 and 20, partners submit the 2 <sup>nd</sup> and 3 <sup>rd</sup> interim report to FEANI, who consolidates all the reports submitted into one document recording progress assessment against time schedule and budget constraint. This tool ensures a close control on project development allowing for immediate corrective actions if needed. It is used as a tool for smooth financial management of the	Project meetings last 1.5 days. All partners of E4E participate. At the end of the event, the following items are produced: agenda, signed attendance list, minutes, action list, presentations, and feedback forms filled by participants.	The results of the research (primary & secondary analysis) feed into the Skills Strategy.
D 2.4 E4E Skills Strategy: Anticipating Skill Requirements for the Engineering Profession	D 3.1 E4E Learning Objectives and Learning Outcomes based on occupational profiles and employability paths	D 3.2 E4E Curriculum and Training
E4E Skills Strategy (D2.4) consists of 10 Fiches of national/ regional policies and initiatives that relate to the acquisition of digital/green/resilient/entrepreneurial skills and abilities for engineers. The Strategy consists of the following parts: (1) analysis of the demand side; (2) assessment of current supply; (3) scenario analysis; (4) action plan.	Partners elaborate the E4E learning objectives and outcomes, relying on available resources and tools at EU level (Cedefop guidelines, EQF, ECVET, Europass, EQAVET and ESCO).	Partners elaborate the E4E curriculum & training, which has the following features: (1) modular approach, (2) blended delivery, (3) trainers' manual", (4) path to certification and recognition.
D 3.3 E4E Skills Passport	D 4.1 Validation Plan	D 5.2 Impact Assessments
E4E Skills Passport enables the E4E Curriculum and Training and its learning outcomes to be aligned E4E to EQF, Europass, ESCO taxonomy and EURES Suite.	The plan consists of guidelines and feedback forms that enable partners to carry out the test and validation of the E4E curriculum/training in a standardised and comparable fashion.	Development of reports describing the results of the Formative and Summative Impact Evaluation. All partners contribute in the elaboration of the reports under the guidance of ANECA.





D 5.3 Impact Report on M&E and QA	D 6.3 Valorisation Report (2 interim + 1 final)	
	The 2 <sup>nd</sup> valorisation report is delivered 24 to monitor dissemination and exploitation activities that each of the partners needs to measure.	

13	14	15	16	17	18	19	20	21	22	23	24
Sep 23	Oct 23	Nov 23	Dec 23	Jan 24	Feb 24	Mar 24	Apr 24	May 24	Jun 24	Jul 24	Aug 24
D1.2					D3.1		D1.2		D3.2	D2.3	D1.3
D5.3					D5.2					D4.1	D2.4 D3.3
											D6.3

## YEAR 3

D 1.2 Interim Reports	D 1.4 Final Project Report	D 2.3 Results of primary and secondary research: inputs to E4E Skill Strategy
In month 27, partners submit the 4 <sup>th</sup> interim report to FEANI, who consolidates all the reports submitted into one document recording progress assessment against time schedule and budget constraint. This tool ensures a close control on project development allowing for immediate corrective actions if needed. It is used as a tool for smooth financial management of the project.	The final report is drawn up with contributions from all partners. FEANI is responsible for the drawing up and the delivery of the consolidate version to EACEA.	
D 2.4 E4E Skills Strategy: Anticipating Skill Requirements for the Engineering Profession	D 4.2 Validation Report	D 4.3 Final E4E Curriculum and Training validated and fine- tuned





E4E Skills Strategy (D2.4) consists of 10 Fiches of national/ regional policies and initiatives that relate to the acquisition of digital/green/resilient/entrepreneurial skills and abilities for engineers. The Strategy consists of the following parts: (1) analysis of the demand side; (2) assessment of current supply; (3) scenario analysis; (4) action plan.	In the validation report (D4.2), partners assess the feedback from users/recommendations collected in the validation phase.	After the E4E Curriculum and Training is fine-tuned considering the recommendation from the testing phase, it is poised to be mainstreamed in the engineering profession ecosystem.
D 4.4 Guidelines for Misterming and Uptake of E4E Curriculum and Training	D 5.2 Impact Assessments	D 5.3 Impact Report on M&E and QA
The guideline elaborated by the partners consists of instructions/practical recommendations for other organisations interested in adopting the E4E Curriculum and Training.		The report is drafted by ANECA with active contribution
D 6.3 Valorisation Report (2 interim + 1 final)		
The final valorisation report is delivered in month 36 to evaluate the dissemination and exploitation implemented by the partners.		

25	26	27	28	29	30	31	32	33	34	35	36
Sep 24	Oct 24	Nov 24	Dec 24	Jan 25	Feb 25	Mar 25	Apr 25	May 25	Jun 25	Jul 25	Aug 25
D5.3		D1.2								D2.3	D1.4 D2.4 D4.2 D4.3
											D4.4 D5.2

													I	FULL	E4E F	PROJ	ЕСТ (	OVER	VIEV	V														
1	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
															<u>//</u> ,																	C (1)		





D5.3 D6.3

Se p 22	Oct 22	No v 22	De c 22	Jan 23	Feb 23	Ma r 23	Ap r 23	Ma y 23	Jun 23	Jul 23	Au g 23	Se p 23	Oct 23	No v 23	De c 23	Jan 24	Feb 24	Ma r 24	Ap r 24	Ma y 24	Jun 24	Jul 24	A u g 24	Se p 24	Oct 24	No v 24	De c 24	Jan 25	Feb 25	Ma r 25	Ap r 25	Ма у 25	Jun 25		Au g 25
		D1.				D1.					D1.											D2.	D1.	D5.		D1.								D2.	D1.
		1				2		D2.		D2.	3	D1.					D3.		D1.		D3.	3	3	3		2								3	4
		D5.						2		1	D2.	2					1		2		2	D4.	D2.												D2.
		1									4											1	4												4
		D6.								D2.	D6.	D5.					D5.						D3.												D4.
		1								3	3	3					2						3												2
		D6.																					D6.												D4.
		2																					3												3
																																			D4.
																																			4





D5. 2 D5. 3 D6. 3