

Wave 1 (2018-2022)



Automotive
project-drives.eu



Maritime
technology
projectmates.eu



Space
(Geo information)
eo4geo.eu



Textile, clothing,
leather & footwear
s4tclfbblueprint.eu



Tourism
nexttourismgeneration.eu

Wave 2 (2019-2023)



Additive manufacturing



Construction



Maritime shipping



Steel industry

Wave 3 (2020-2024)



Batteries for
electro-mobility



Bio-economy: new
technologies &
innovation
in agriculture



Defence
technologies



Digitalisation
of the energy
value chain



Energy-intensive
industries/
industrial
symbiosis



Microelectronic
manufacturing
& design

How can my organisation get involved?

Get in touch with Blueprint partners and explore cooperation!

ec.europa.eu/social/blueprint-sectoral-skills

Reach out to

empl-blueprint-skills-alliances@ec.europa.eu

Participate in the debate by using

#EUBlueprintSkills

Useful links:

Skills Agenda for Europe

ec.europa.eu/social/skills-agenda

Erasmus+

ec.europa.eu/programmes/erasmus-plus

Cedefop: Skills Panorama

skillspanorama.cedefop.europa.eu

f Social Europe

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Publications Office



European
Commission



Blueprint for Sectoral Cooperation on Skills

In a Nutshell

Employment,
Social Affairs
and Inclusion

Why have a Blueprint for Sectoral Cooperation on Skills?

Technological progress. Artificial intelligence. Globalisation. Climate change.

Megatrends are shaping the labour market. Skills needs are rapidly changing across jobs. As a result, many sectors of the economy are suffering from skills shortages. But which skills are needed, and how can we deliver them?

The Blueprint for Sectoral Cooperation on Skills, launched as part of the Skills Agenda for Europe, is designed to find the answers.

The Blueprint is a framework for strategic cooperation between key stakeholders, such as:

- businesses;
- trade unions;
- chambers of commerce, industry or labour;
- research, education and training institutions;
- other professional associations; and
- public authorities.

By bringing people together, the Blueprint helps people and industries grasp new opportunities for innovation, growth and jobs.

How does the Blueprint work?

The selection of eligible sectors is based on data on skills shortages and their potential impact on growth and innovation.

Blueprint partnerships are chosen following a competitive Erasmus+ call for proposals. They then implement the Blueprint methodology as follows:

01

Blueprint partnerships gather and analyse evidence of **skills shortages and trends** in their sectors.

04

Skills strategies guide the adaptation of the workforce and drive innovation and growth in their sectors. New or updated vocational education and training is **implemented at national or regional levels.**

02

Partnerships develop comprehensive **sectoral skills strategies**. These strategies set out concrete actions and priorities to address skills gaps, including transversal skills such as digital skills.

03

Blueprint stakeholders develop transnational **vocational education and training** in their sectors. They design industry-led, long-term **action plans** for their rollout.



The evidence produced by the Blueprint partnerships will feed into strategies for the development of these sectors at European level. The data will also enrich the **Skills Panorama**, the public skills database powered by **Cedefop**, the European Centre for the Development of Vocational Training.

Three 'waves' of European sectoral partnerships are already applying the Blueprint methodology.

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'The Blueprint model of transformative cooperation led by industries has great potential to help prepare the various sectors for the future of work.'

Blueprint Wave 1 project partner