#### YOU GET COMPETENCIES

## FRAMEWORK OF COMPETENCES







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Key competence 1 Multilingual competence

5 **Key competence 2** personal and social competence

**Key competence 3** Citizenship competence

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9 Key competence 6 Digital competence

O Key competence 7 STEM competence

11 Key competence 8 Literacy competence

Conclusion12Structures near from

you



## WHAT'S A COMPETENCE?

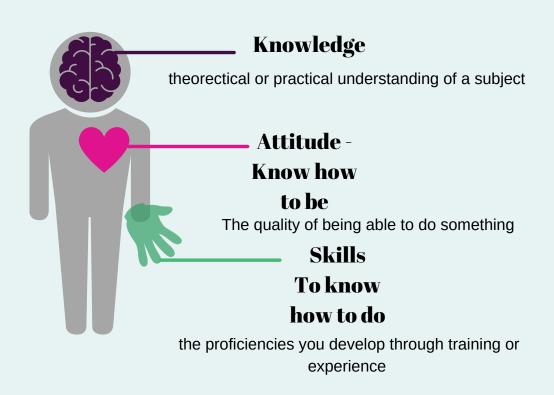


A competence can be defined as the ability to apply knowledge, skills and behaviours in an execution situation.

Hard skills : These are the technical skills required for a position, which are learned in school, acquired in training or through various professional experiences.

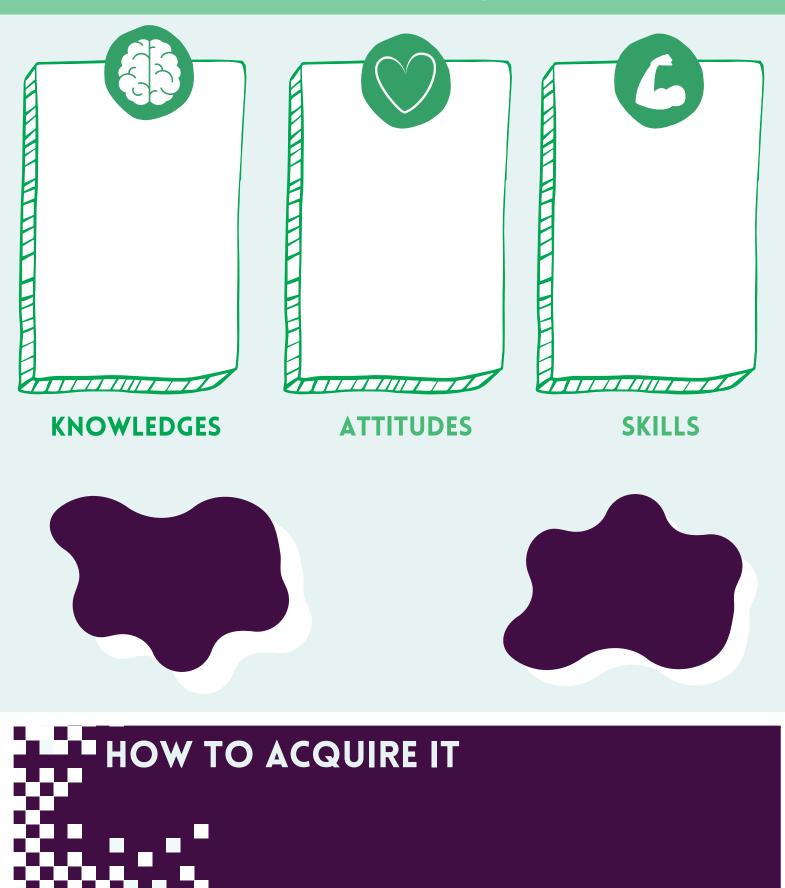
Soft skills : They are based on relational and emotional intelligence

Mad skills: referred to as " hobby skills " are those skills that can be deduced from the practice of a sport or hobby, and that can have a high added value in the context of work.



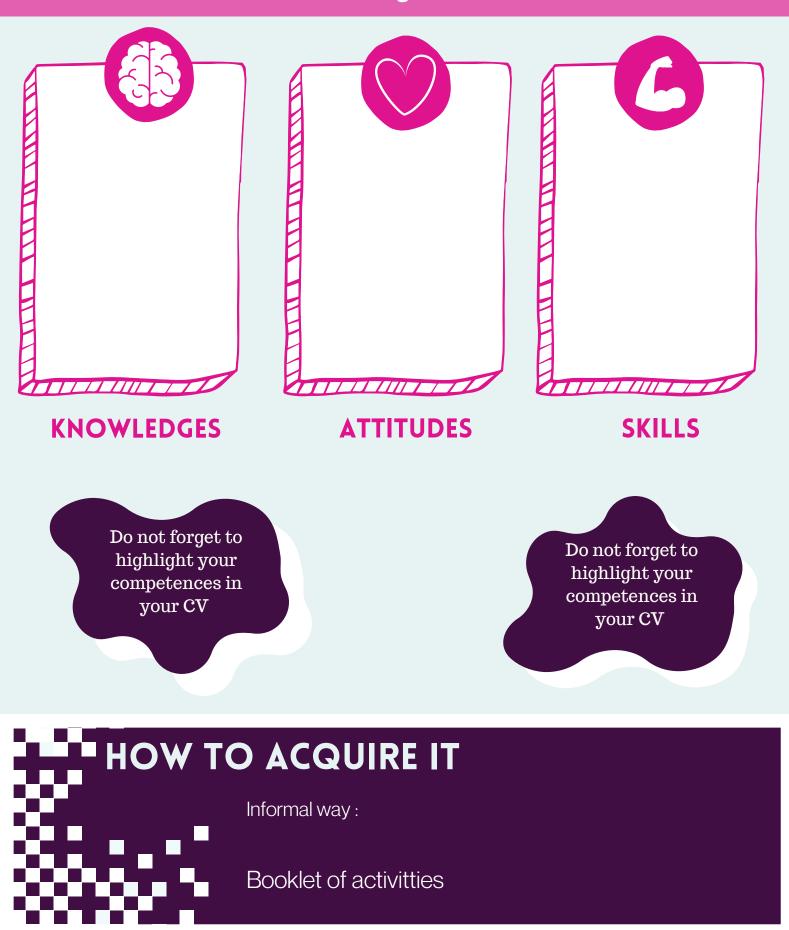


Is the ability to use different languages for communication and to understand and express thoughts, feelings and facts orally or in writing



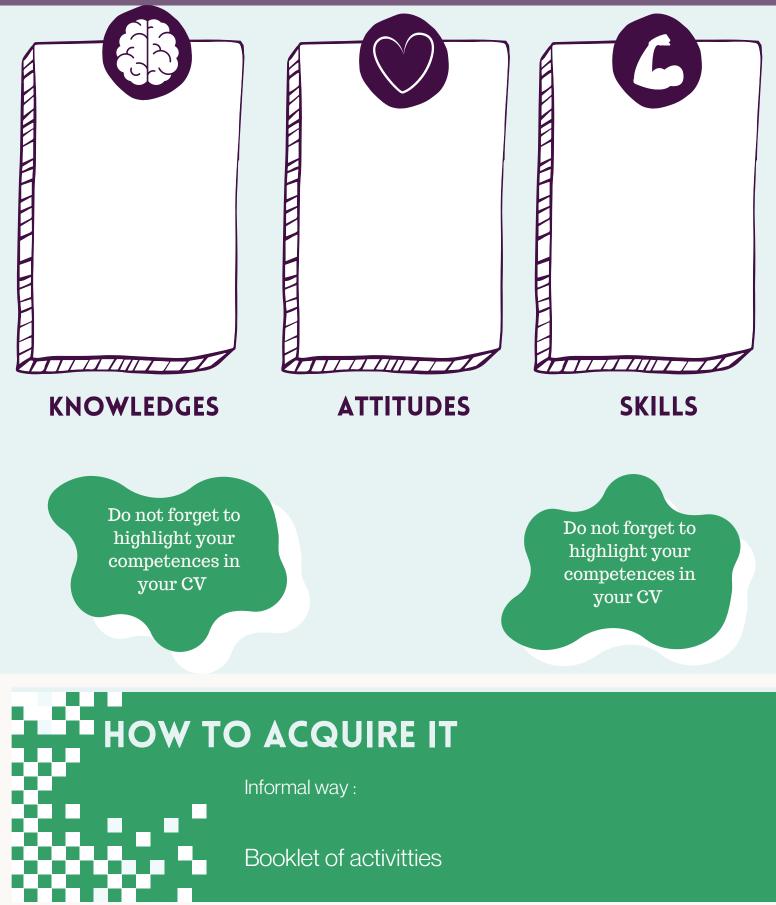


Is the ability to learn, to manage one's own learning and to reflect on oneself. It is about time and information management.



# **CITIZENSHIP COMPETENCE**

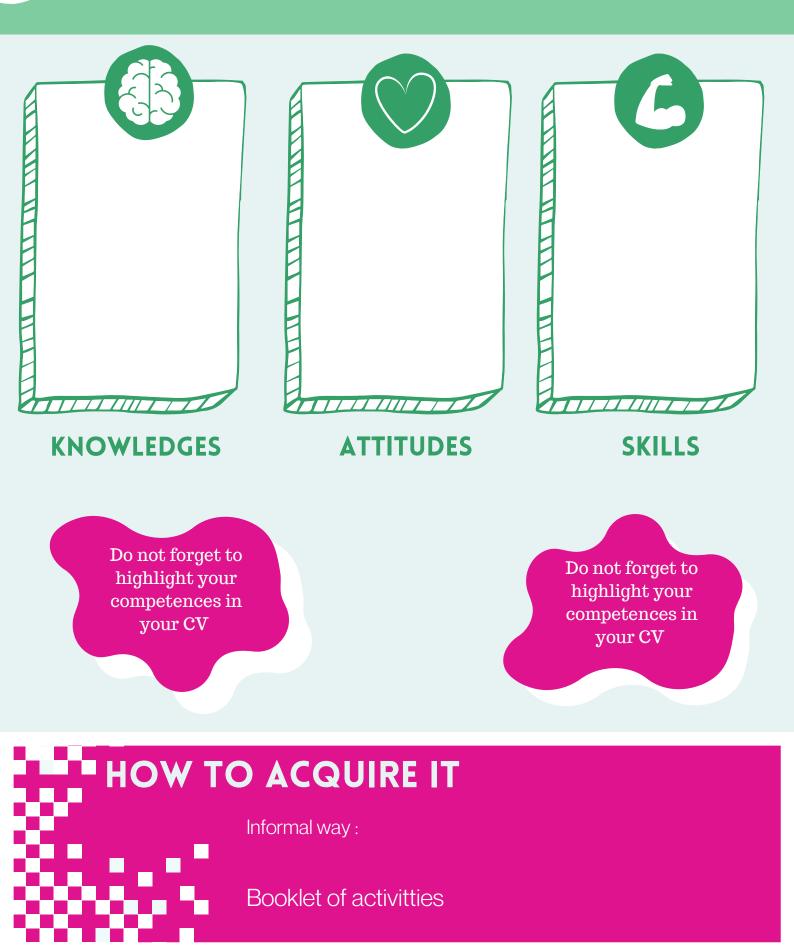
Is the ability to act as responsible citizens and to fully participate in civic and social life, based on understanding of social, economic, legal and political concepts as well as global developments and sustainability





### ENTREPREUNERSHIP COMPETENCE

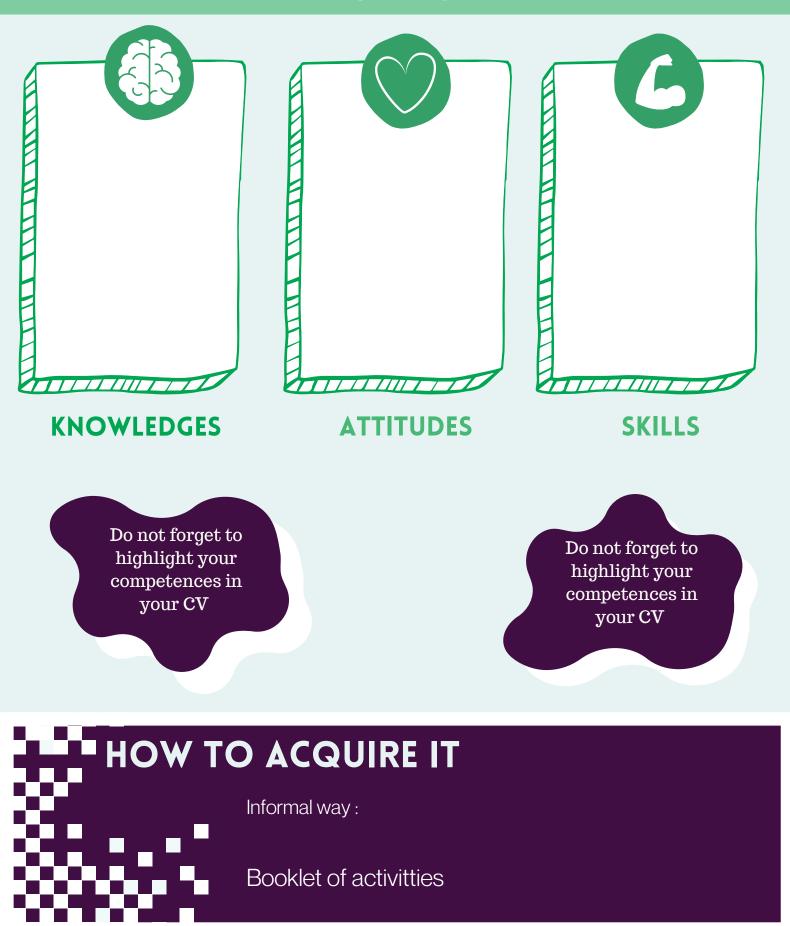
*is the capacity to act upon opportunities and to turn ideas into action that has value for others.* 





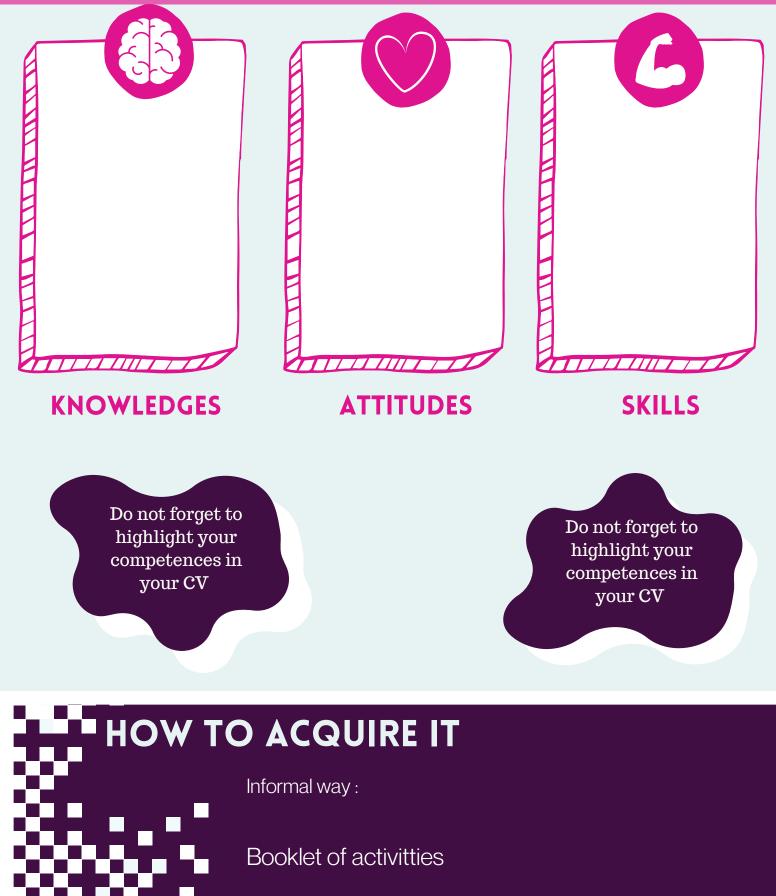
#### CULTURE AWARENESS AND EXPRESSION COMPETENCE

Is the understanding of how ideas are creatively expressed in different cultures, through different arts. It involves developing and expressing own ideas.



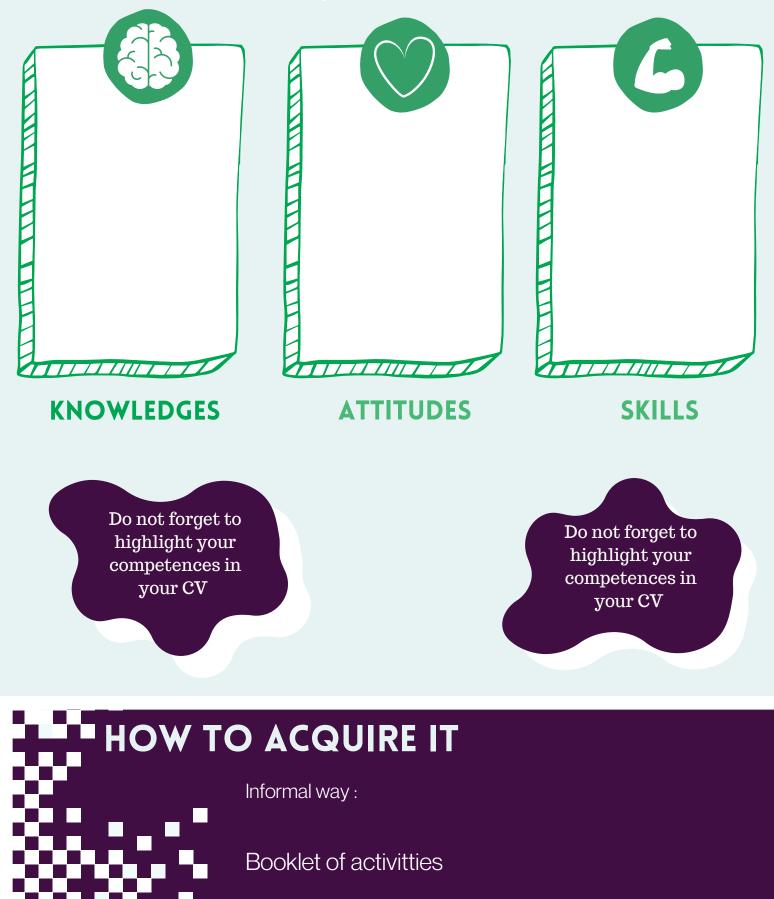
## DIGITAL COMPETENCE

Digital competence involves the responsible use of digital technologies; communication and collaboration, media literacy, digital content creation, safety, intellectual proprety related questions, problem solving and critical thinking.



### S.T.E.M. COMPETENCE

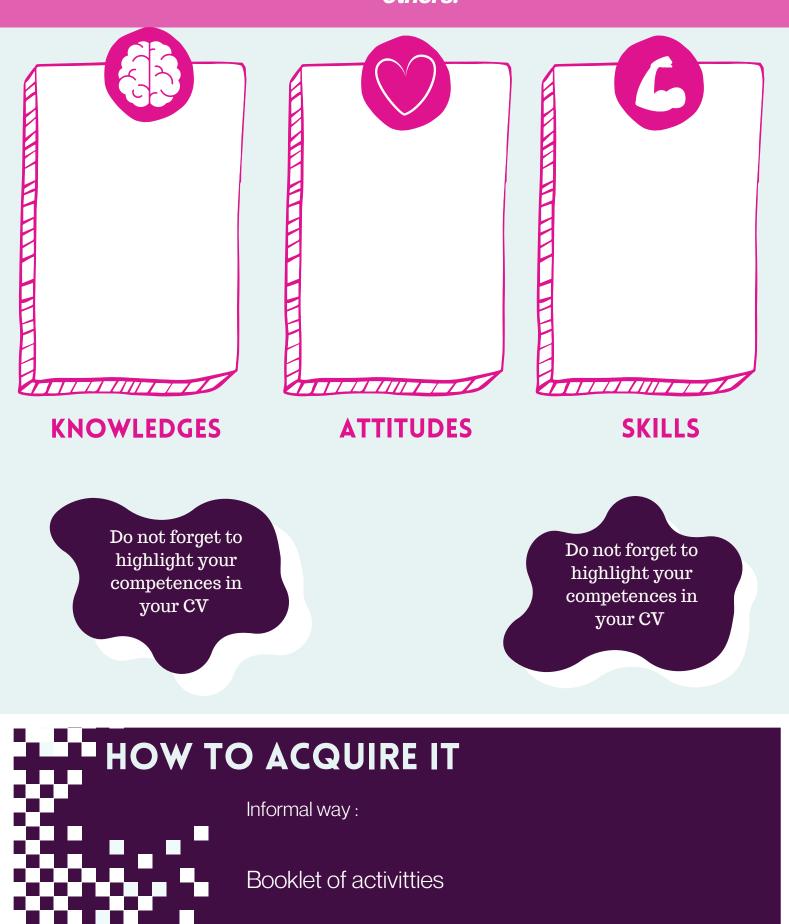
Is the ability to use mathematical thinking to solve problems in everyday situations. Competence in science refers to the ability to use knowledge; to identify questions and to base opinion on evidence.





# LITERACY COMPETENCE

Is the ability to understand and express thoughts, feelings and facts orally, in writing or in other forms and to interact with others.





Different for each country It will summarize all the structures, associations, ect that can help youth to acquire new competences



#### PRODUCED AS PART OF THE "YOU GET COMPETENCIES" PROJECT, FUNDED BY:



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