

short introduction to train-the-trainer toolkit

CYANOTYPES

This is a short introduction to the Cyanotypes Train-The-Trainer Toolkit.

There is a short description of some the main components of the train-the-trainer toolkit. We also provide a detailed list of all the components.

A short presentation is also available.

You can find the full **[Train-the-Trainer Toolkit online](#)**.

A more detailed explanation of the piloting process can be found in component **T2.6 Running a Cyanotypes Pilot**.

The
Toolkit



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The Toolkit



The
Toolkit



the toolkit

overview of the train-the-trainer toolkit

The CYANOTYPES Framework has been developed to enhance the skills and capabilities of professionals in the creative industry sectors, such as design, fashion, media, and gaming. Its primary aim is to address the skills gaps and foster future-proof competencies in these industries. The **Creative Agency Competence Framework** is supported by a **Train-the-Trainer Toolkit** that builds on the concept of Creative Agency. This model is designed to enable professionals and educators to facilitate the development of transversal competences—skills that are transferable across various roles and industries—and overcome skills shortages by creating pathways for upskilling and reskilling.

Some of the main components of the **Train-the-Trainer Toolkit** are described below and provide a gradual introduction to the Cyanotypes Framework. **T1.3 The Playbook** sets out the approach taken, **T1.4 The Briefings** provide background information on key skills-related topics, **T1.6 The Guidebooks** provide detailed information about the framework and all the competences, **T1.7 The Scenarios** draw a picture of the many ways you can deploy the Framework in your pilots, **T3.0 The Blueprinter** is a generative AI tool that acts as a smart team-member for your pilots and **The Platform** is where we have provided examples of curricula and learning plans for each of the competences.

A detailed list of all the components is provided at the end of this document.

You can find the full [**Train-the-Trainer Toolkit online**](#).

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The Toolkit



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overview of the train-the-trainer toolkit

The **Train-the-Trainer Toolkit** consists of 4 pillars where you can find supporting components. These components are intended for use by pilot organisers and their local stakeholders. These four pillars are:



1. Preparing the Ground

These components provide introductory and background material about the CYANOTYPES initiative.



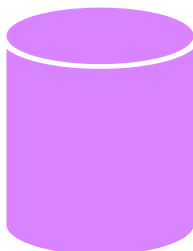
2. Engaging & Working Together

These components provide support for setting up your local skills partnerships and provide canvases for examine urgent and future skills needs.



3. Providing Support

These components provide additional support for using the learning materials in different contexts and co-creating new materials.



4. Consolidating Outcomes

These components will support you in designing for maximum impact and for consolidating outcomes.

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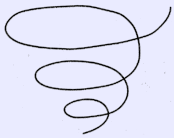
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The Playbook



The Playbook is a short introduction to the Cyanotypes approach to learning journeys and explains some key concepts, such as triple loop learning. Whether you are an individual learner, an organizational leader, a provider of education and training, a sectoral leader, or a policymaker, the Playbook maps out the journey.

TTT TOOLKIT COMPONENT: T1.3

The Briefings



A series of short Briefing Papers (2 pages) have been prepared to provide background information. Some examples are: Need for Upskilling, Future of Jobs, Triple Loop Learning, Learning Competence Ecosystems, EU Competence Frameworks, Co-creating Curricula, Local Skills Partnerships, Microcredentials, Themes and Urgent & Future Skills.

TTT TOOLKIT COMPONENT: T1.4

The Guidebooks



The Guidebooks provide a detailed insight into the Creative Agency Competence Framework. Additionally, there are separate descriptions of each competence. There are in total 6 Guidebooks, each one with a different perspective:, so everything is described in familiar language:

TTT TOOLKIT COMPONENT: T1.6

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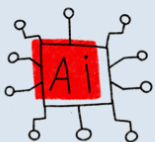
The Scenarios



A number of use cases and scenarios have been described in order to give pilot hosts some ideas on which objectives could be addressed, what kind of activities would be useful, which organisations to collaborate with, which outcomes could be expected.

TTT TOOLKIT COMPONENT: T1.7

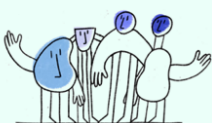
The Blueprinter



The Cyanotypes generative Ai tool is also part of the Toolkit. This tool, which runs on openAI, will be made available to all pilot organisers. When used as a team-member, the Blueprinter can significantly support all elements of the piloting process. Full supporting documentation is available as well as online training sessions.

TTT TOOLKIT COMPONENT: T3.0

The Platform



The CYANOTYPES open edX Platform hosts both the full modules that have been developed as well as the 25 Learning Plans that have been developed for each competence.

Additional functionalities will be added so that they can be tested during both the second phase and open phase pilots.

TTT TOOLKIT COMPONENT T3.7

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The Pilots



A Guide to Running Pilots is available providing an explanation of the onboarding process for establishing pilots.

TTT TOOLKIT COMPONENT T2.6

But there are many other components in the Toolkit and together they are intended to provide you with the support and materials you will need when designing and running your pilot activities. On The Platform, for example, you will find several **full curricula** (each with around 10 modules for some key competences. For every competence, you will find **Learning Plans** that you can use to further develop modules in your local context.

All the components are regularly updated based on feedback from the piloting activities.

For more information, please consult the Train-the-Trainer Toolkit or contact the Pilots Coordinator Jens Liebelt via info@cyanotypes.website

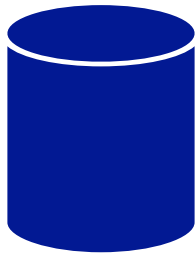
The Toolkit



the toolkit

detailed list of components

The **Train-the-Trainer Toolkit** consists of 4 pillars where you can find supporting components.



1. Preparing the Ground

These components provide introductory and background material about the CYANOTYPES initiative. In this section you will find background materials about the skills landscape. For example, the Playbook (T1.3) sets out the approach taken, The Briefings (T1.4) provide background information on key skills-related topics, The Guidebooks (T1.6) provide detailed information about the framework and all the competences, The Scenarios (T1.7) draw a picture of the many ways you can deploy the Framework in your pilots.

1.0 CYANOTYPES Animation

A short animation explaining the CYANOTYPES initiative

1.1 Overview of Project

A two-page flyer presenting the CYANOTYPES project

1.2 CCI Skills Strategy

A short overview of the Skills Strategy developed by the CYANOTYPES project

1.3 CYANOTYPES Playbook

An explanation and overview of the ideas behind the CYANOTYPES initiative and how it can be used and adapted for your own context, goals and ambitions

1.4 Briefing Papers

A series of short documents providing background information on key topics in the skills landscape.

1.5 Observatory

A space where we provide updates on events and reports relevant for skills and competences in the Cultural & Creative Industries

1.6 Creative Agency Guidebooks

A series of Guidebooks to provide in-depth information about the CYANOTYPES Framework competencies

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1.7 Pilot Development Scenarios

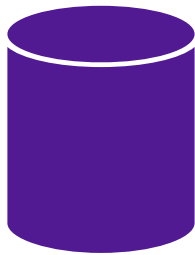
Some insights into the different piloting scenarios that can be developed using the CYANOTYPES Framework

1.8 Short Introduction to the CYANOTYPES Framework

A short general introduction to the CYANOTYPES Framework

1.9 Short Introduction to the Train-the-Trainer Toolkit

A short general introduction to the CYANOTYPES Train-the-Trainer Toolkit



2. Engaging & Working Together

These components provide support for setting up your local skills partnerships and provide canvases for examine urgent and future skills needs. In this section, there is a detailed guide to Running a Pilot (T2.6), some insight into considering urgent and future skills (T2.3), considering micro-credentials (T2.5) and establishing local skills partnerships (T2.0).

2.0 Setting up a Local Skills Partnership

Some pointers on establishing local communities and partnerships with a focus on Skills Development

2.1 Bringing Stakeholders Together

Some general suggestions for stakeholder engagement

2.2 Triple Loop Learning Workshop Format

A Workshop Guide for exploring the Triple Loop Learning approach

2.3 Considering Urgent & Future Skills

A Workshop Guide for exploring urgent and future skills

2.4 EU Competence Frameworks

An overview of European Competence Frameworks and a format for running a workshop on this topic

2.5 Using Microcredentials

A guide to considering and using micro-credentials in different contexts

2.6 Running a CYANOTYPES Pilot

A guide to hosting and running a CYANOTYPES Open Pilot

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the toolkit

detailed list of components



3. Providing Support

These components provide additional support for using the learning materials in different contexts and co-creating new materials. For example, In this section there is practical support for using the Cyanotypes Framework, such as card decks for workshops (T3.1), Guidelines for work-based learning approaches (T3.3), co-creating learning materials (T3.9), a Communications Package (T3.11) and a Self-Assessment Tool (T3.13).

3.0 CYANOTYPES Blueprinter

A guide for using the CYANOTYPES genAI tool with sample prompts

3.1 CYANOTYPES Card Deck

Hands-on cards and formats for exploring the CYANOTYPES Framework

3.2 Guidelines for Universal Design

A guide to principles and practices of universal design for learning environments

3.3 Guide to Effective Learning Approaches

Trainer's guide to effective teaching & learning methods

3.4 Guide to Work-based Learning Approaches

Supporting learning, professional development and the integration of emerging talent into creative workplaces

3.5 Tools for Designing Learning Experiences

Overview and Workshop Guide on relevant approaches and tools available for Learning Experience Design

3.6 CYANOTYPES Curricula

A space on the open edX platform for hosting curricula

3.7 CYANOTYPES Learning Plans

A guide for using the Learning Plans to generate modular courses

3.8 Guide to CYANOTYPES open edX Matchmaking Platform

A guide to the Learning & Matchmaking Platform

3.9 Guide to Co-creating Learning Materials

A guide for groups of stakeholders on co-creating learning materials

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3.10 Creating Trainer Profiles

A guide for trainers and educators who are committed to fostering creative agency in their learners

3.11 Piloting Communications Package

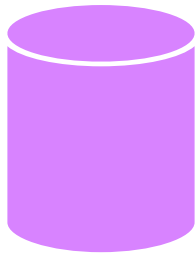
Supporting communication materials for CYANOTYPES Pilots

3.12 Short Version of CYANOTYPES Handbook

A short practical guide to the CYANOTYPES Training Programme

3.13 Self-Assessment Tool

The self-assessment tool is designed to be a flexible resource that can be used at various stages of a learning journey



4. Consolidating Outcomes

These components will support you in designing for maximum impact and for consolidating outcomes. In this section you will find a guide to shaping outcomes and impact (T4.0), support for Quality Assurance (T4.1) and tools for gathering feedback (T4.2).

4.0 Guide to Consolidating Outcomes

Support for gathering information about key outcomes from the CYANOTYPES Pilots

4.1 Quality Assurance Templates

QA templates for the piloting process

4.2 Feedback Gathering Tool

Tips for continuous reporting

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