EXPLORE THE AI & SUSTAINABILITY IN VET RESOURCES

The AI & Sustainability in VET project has come to an end, but the resources developed by teachers, students and partners remain available online.

From training materials and classroom projects to videos and practical examples, the project website brings together resources designed to help VET teachers introduce **AI, electronics and sustainability into learning activities**.

LEARN ABOUT AI AND BRING IT INTO YOUR CLASSROOM

Want to understand how AI, computer vision and electronics can be used in VET?

The **AI-SAVES@VET learning materials** introduce topics including artificial intelligence, machine learning, Raspberry Pi, cameras, sensors, computer vision, TensorFlow and OpenCV.

The resources also explore how these technologies can be applied to environmental challenges, alongside ethical and legal considerations.

Whether you are starting from the basics or looking for ideas to use with your learners, you can access the training materials online.

EXPLORE THE LEARNING MATERIALS

FIND PROJECT IDEAS YOU CAN USE WITH YOUR STUDENTS

What can students actually build with AI?

The **AI-SAVES@ProjectHub** brings together practical projects developed during the project. Each example shows how AI and electronics can be connected to a real challenge, particularly around sustainability.

Projects include information about their objectives, the materials and devices used, the development process and the final result.
Browse the examples, adapt them to your classroom or use them as inspiration for your own activities.

EXPLORE THE PROJECT HUB

Co-funded by the European Union

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DISCOVER THE AI-SAVES KIT

The project combined software with hands-on experimentation.

The **AI-SAVES KIT** uses components such as a Raspberry Pi, cameras, sensors and actuators to help teachers and students move from learning about AI to building their own applications.

Throughout the project, teachers used the kit to experiment with machine learning, computer vision, environmental monitoring and automated systems.

Discover the resources and examples connected to the kit on the project website.

SEE WHAT TEACHERS AND STUDENTS CREATED

Learning did not stop with the training materials.

Across the participating schools, teachers and students used the project resources to develop their own ideas and test how AI could respond to sustainability challenges.

From intelligent waste systems to energy-saving solutions and computer-vision applications, these projects show what can happen when students move from learning about technology to building with it.

SEE THE PROJECTS

WATCH THE PROJECT IN ACTION

Prefer to watch rather than read?

The project video library includes demonstrations, classroom activities, teacher experiences, training sessions and student projects from across Europe.

See how the resources were used in practice and discover ideas you can bring into your own learning environment.

WATCH THE VIDEOS

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THE RESOURCES REMAIN OPEN

The end of the Erasmus+ project does not mean the end of its materials.

The project website and educational resources will remain available for teachers, trainers, learners and organisations interested in using or adapting them.

So if you are looking for a starting point to explore AI, electronics and sustainability in VET, save the website and come back whenever you need a new idea.

VISIT THE AI & SUSTAINABILITY IN VET WEBSITE

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