



# European Skills Agenda

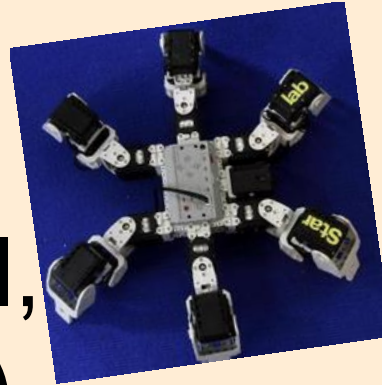
for sustainable competitiveness and social  
fairness and resilience

#SocialRights



# WHY?

- **Green** transition
- **Digital** transition
- Lessons from **COVID-19** (digital, health, resilience)
- **Recovery** (high unemployment)



- **20%** underperforming pupils
- **60** million low qualified adults
- **44%** population without basic digital skills
- EU real GDP growth 2020: **-8.3%** (Commission summer forecast)
- EU 27 unemployment: Aug 2020 **7.4%**

# European Pillar of Social Rights

First principle

Education, training, lifelong learning for all

European Green Deal

Skills for green transition

European Digital Strategy

Digital skills

Skills for jobs

European Industrial and SME Strategies

European Skills Agenda

STEM

Lifelong learning

European Research Area

European Education Area

# HOW? – 12 ACTIONS

## 1. A Pact for Skills

2. Strengthening skills intelligence
3. National Skills Strategies and Public Employment Services
4. Recommendation on VET
5. European Universities
6. Skills to support twin transitions
7. STEM graduates, entrepreneurial and transversal skills
8. Skills for Life

9. Individual learning accounts

10. Micro-credentials

11. Europass

12. Unlock Member States' and private investments in skills

## A European Pact for Skills

**Concerted effort for quality investment in skills**

**Public and private organisations, education and training providers at all levels, social partners, chambers of commerce...**

**Key principles of the Charter:**

- 1. Promoting a culture of lifelong learning for all**
- 2. Building strong skills partnerships**
- 3. Monitoring skills supply/demand and anticipating skills needs**
- 4. Working against discrimination and for gender equality and equal opportunities**



- Passenger transport and travel
- Hotels, short term accommodation
- Restaurants and catering
- Events, theme parks

- Social enterprises, associations and cooperatives aiming at generating a social impact, often proximity based

- Newspapers, books and periodicals
- Motion picture, video and television
- Radio and music

- Retail sales
- Wholesale connected to consumers

- Aircraft production
- Space manufacturing and services
- Defense products and technologies

- Building of residential and non-residential estates
- Building of roads and railways,
- Building of utilities and civil engineering
- Associated activities

- Production of textiles, wearing apparel, footwear, leather and, jewellery

- Telecommunications
- Software publishing, computer programming and consultancy
- Data processing, hosting, web portals
- Manufacturing of computers, communication equipment and consumer electronics

- Raw starting materials (semiconductor wafers)
- Semiconductor manufacturing tools
- Design and manufacturing of semiconductor components


- Pharmaceuticals and other medical products
- Personal protective equipment
- Medical services, hospitals, nursing homes, residential care

- Production of motor vehicles, ships and trains, and accessories
- Their repair and maintenance
- Transport

- Plant and animal production
- Processing of food

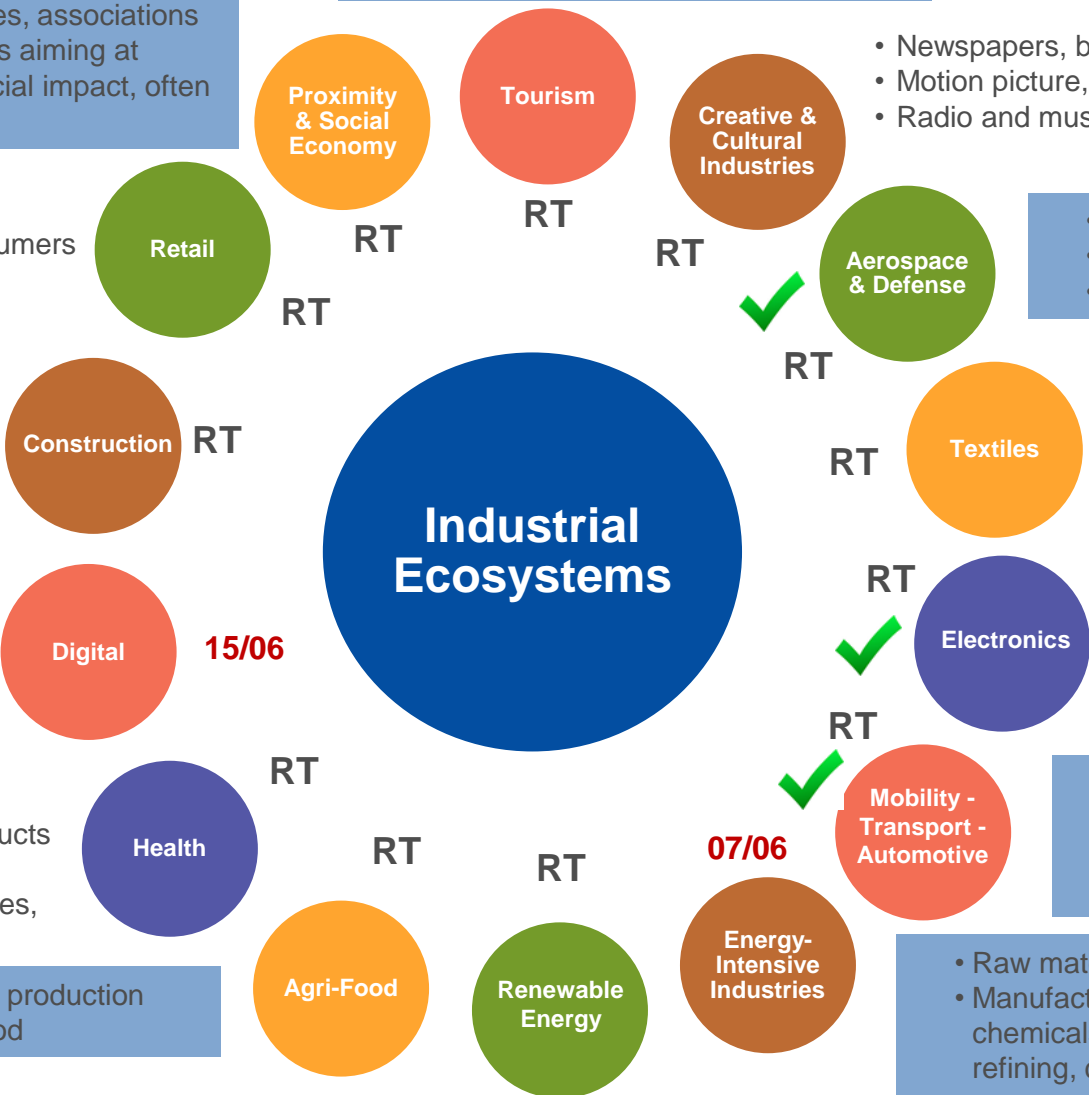
- Raw materials
- Manufacturing of products with high environmental impact: chemicals, iron and steel, forest-based products, plastics, refining, cement, rubber, non-ferrous metals, fertilisers, etc.

- Electric motors, engines and turbines
- Electric power generation
- Manufacturing and distribution of gas

 = Partnerships kickstarted  
**RT** = Roundtable done  
**Blue** = existing Blueprint



# Industrial Ecosystems



15/06

07/06

## **European Skills Agenda:**

<https://ec.europa.eu/social/main.jsp?catId=1223&langId=en>

## **Pact for Skills:**

<https://ec.europa.eu/social/main.jsp?catId=1517&langId=en>

## **Blueprint for sectoral cooperation on skills:**

<https://ec.europa.eu/social/main.jsp?catId=1415&langId=en>