With the support of the Erasmus+ Programme of the European Union

Blended Learning Environments for European Prisons

bleep

Blended•Learning•Environment•European•Prisons

EUROPRS ICT Conference

06.04.2022

İstanbul/Türkiye

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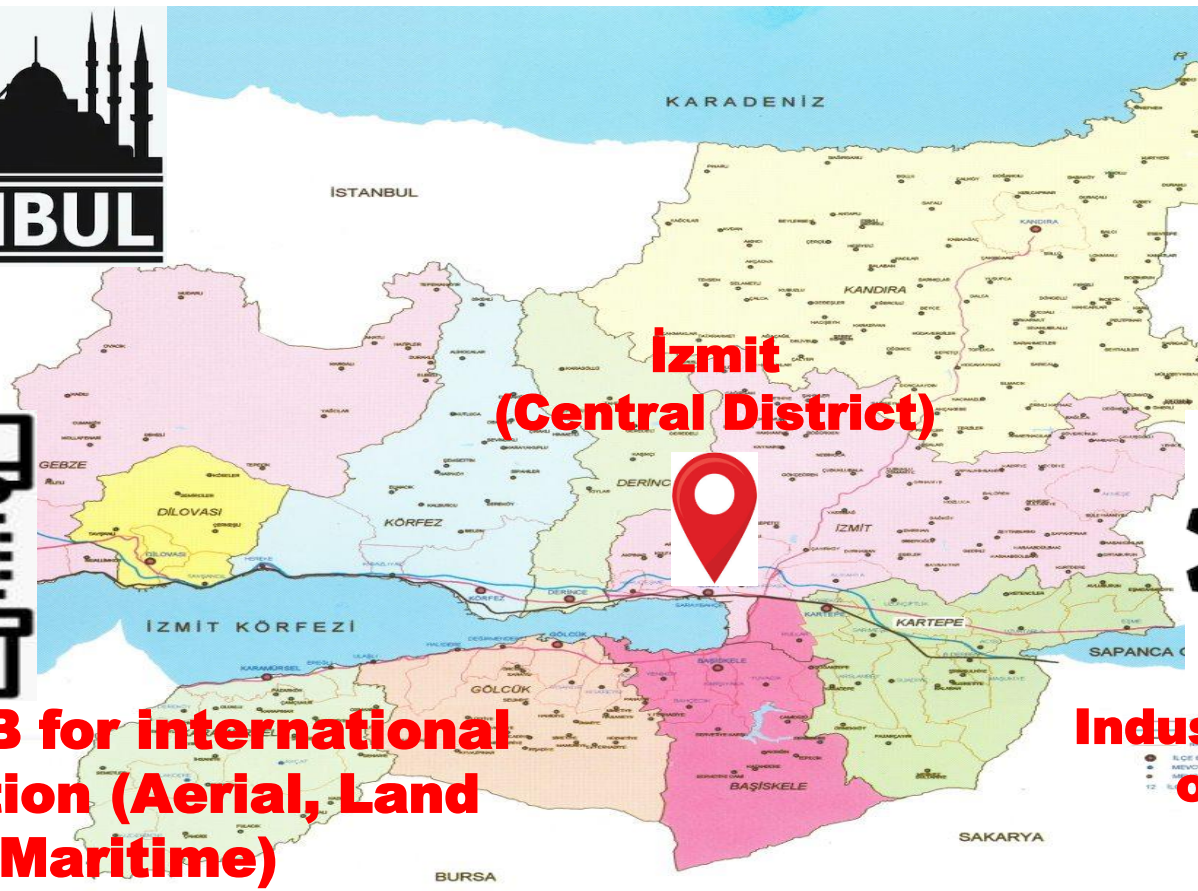
2019-1-NL01-KA204-060491

Kocaeli Province

1.9 million inhabitants

On the East border of



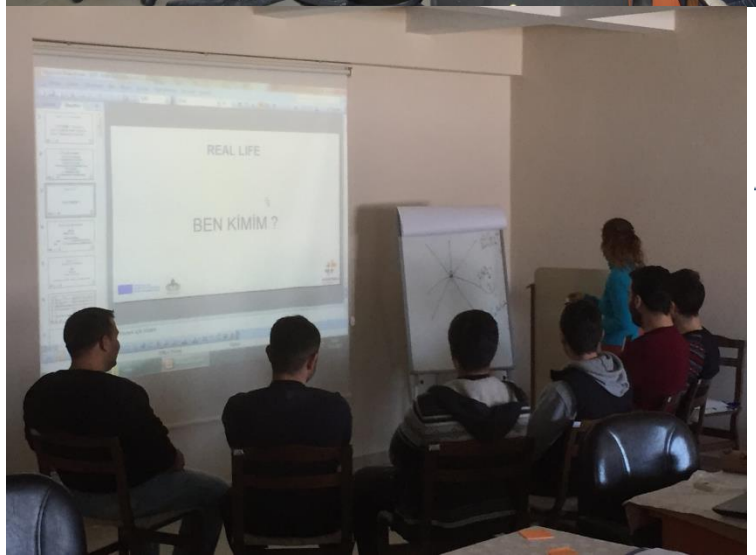
İzmit
(Central District)

Logistic HUB for international transportation (Aerial, Land and Maritime)

Industrial Capital of Turkey

Open Correctional Institution

REAL LIFE Project 2015-2018



Open Correctional Institution

REAL LIFE Project 2015-2018

Tam Destek 9. Bölüm - Kocaeli

225 görüntüleme • 2 Haz 2019

5 0 PAYLAŞ KAYDET

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225 görüntüleme • 2 Haz 2019

5 0 PAYLAŞ KAYDET

Open Correctional Institution

PEETA Project 2010-2012

- **12 Sessions with the prisoners**
- **Total 36 hours of Rhythm workshops**
- **SEPE Certificates**
- **Teamworking / Collaboration / Communication / Presentation and Self-expression skills**
- **Contributiton to their employability skills**

Open Correctional Institution

PEETA Project Final Performance

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What is BLEEP?

an innovative, creative, Europe-focused blended learning environment for ex/prisoners;

in which the reintegration and learning process can be monitored and supported.

BLEEP Facts

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A consortium of
9 partners
from 6 European countries

An
European grant
of
447.297 €

36 months

(October 2019 – September 2022)

BLEEP PARTNERSHIP

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bleeP

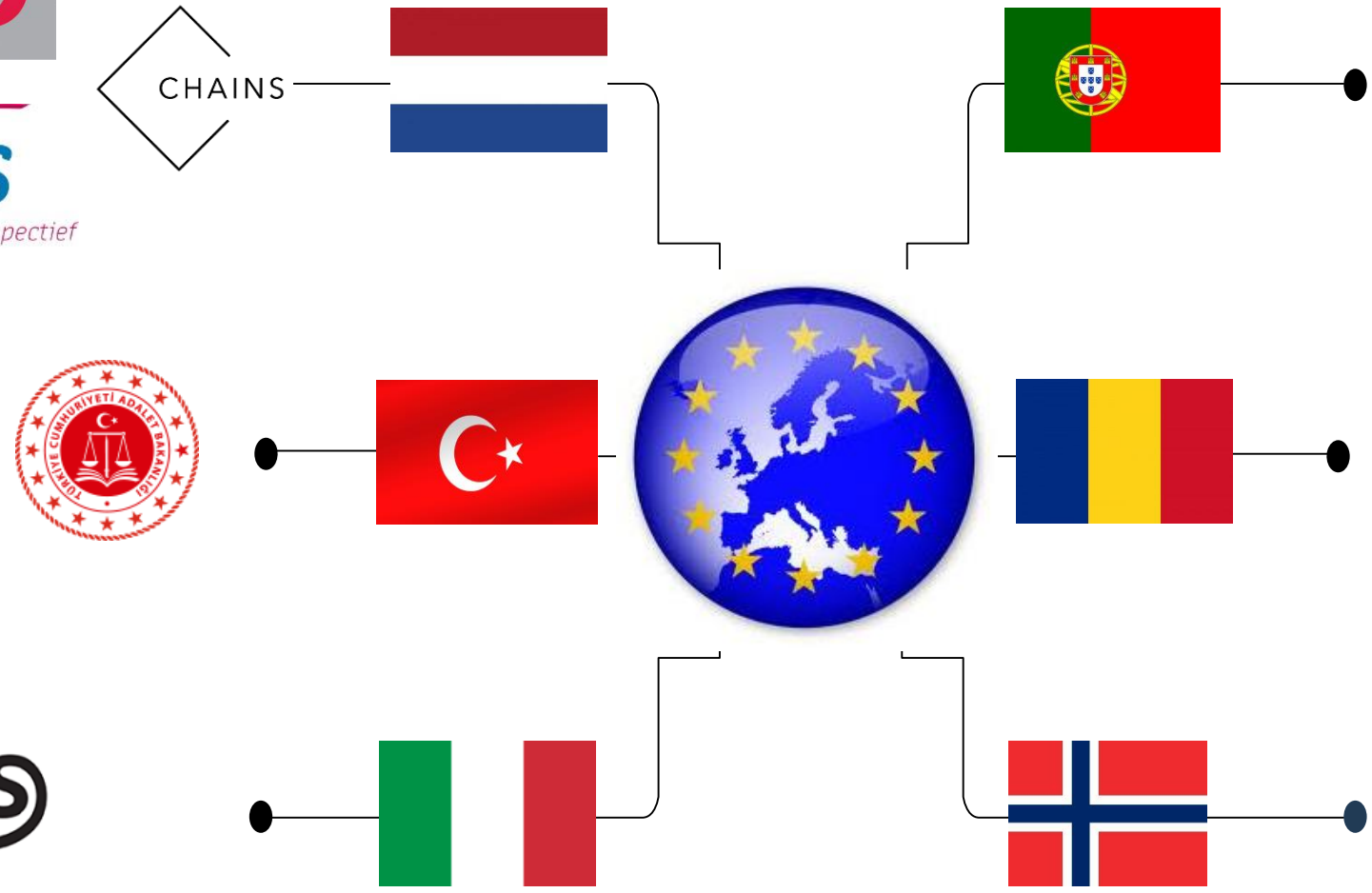
CLICKFIX

CHAINS

exodus biedt perspectief

DGRSP
DIREÇÃO-GERAL DE REINSERÇÃO E SERVIÇOS PRISIONAIS

IPS INNOVATIVE PRISON SYSTEMS



STePS

EPEA
European Prison Education Association

THE PROBLEM?

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Reintegration is often viewed from the very practical perspectives as simply ticking the boxes; having a house, a bank account, a passport, a job etc.

bleeP
Blended·Learning·Environment·European·Prisons

Whereas it should be perceived as a learning process based on the needs and qualities of an individual, which can be monitored and analyzed to improve the effectiveness of the learning process.

THE SOLUTION?

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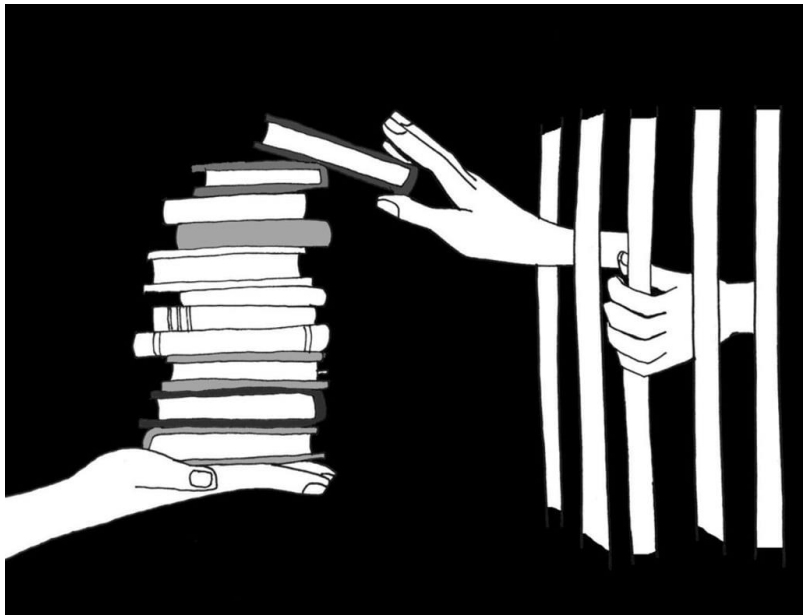
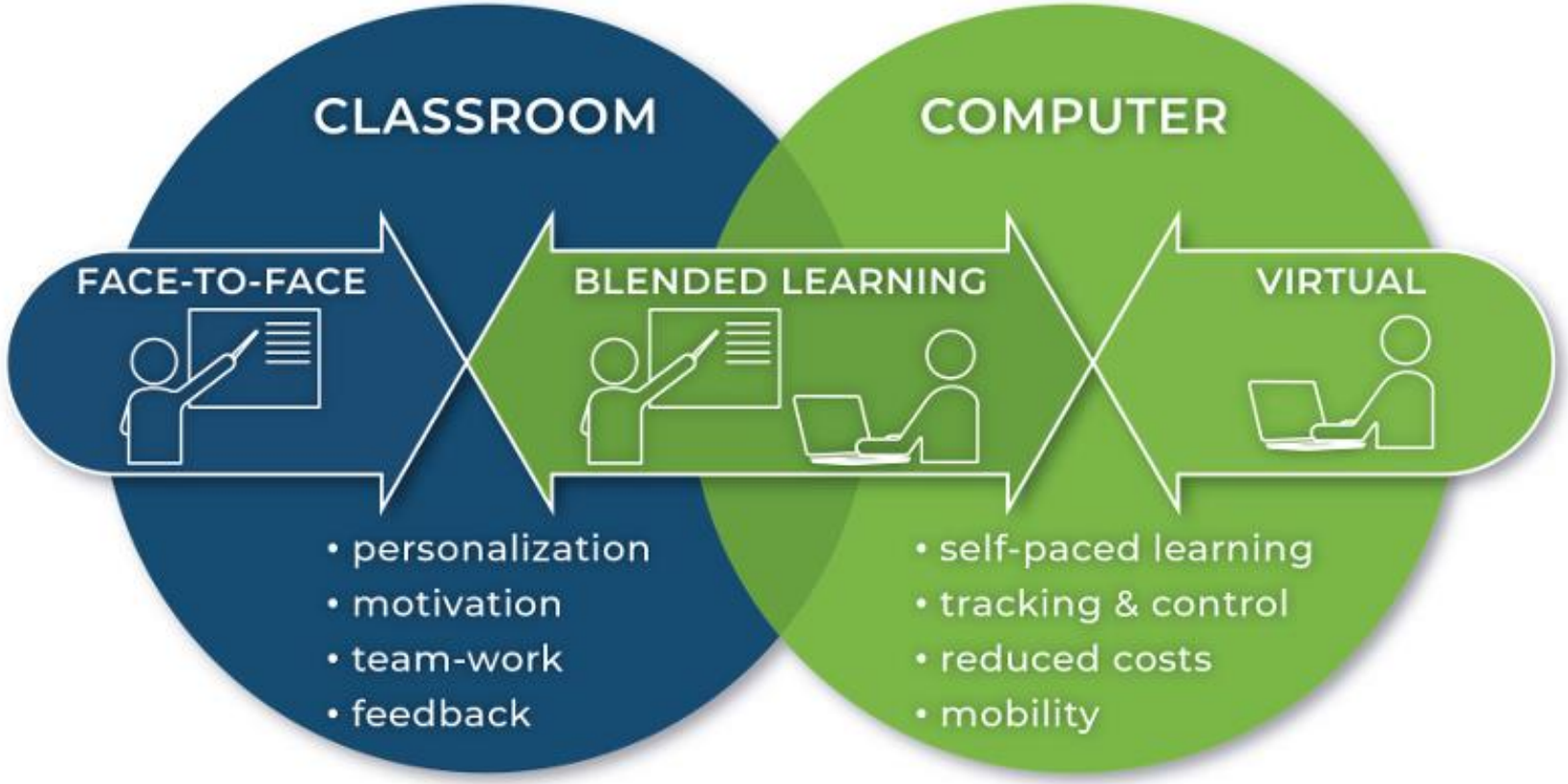
BLENDED LEARNING **method that combines digital/online materials and opportunities with traditional classroom-based (face-to-face) methods.**

But it requires

DIGITALIZATION

in prions education





THE SPECIFIC NEEDS?

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01 Staff are not yet used to thinking in learning plans for prisoners or themselves

02 Reintegration is still mostly based on the inabilities of the detainees instead of abilities.

03 Supervisors/teachers/mentors in prison hardly work in a blended learning environment while that is an essential part of the 21st century we live in (ICT skills).

04 Informal learning settings are needed during the transition from inside to outside prison.

BLEEP OUTPUTS

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01 **RESEARCH** How to make BLEEP real?

02 **LEARNERS JOURNEY: INSIDE-OUT**
Learning Content: How an ex/prisoner can develop and be owner of his own learning plan

03 **BLENDED LEARNING PLATFORM**
Accessible; secure, tested, adaptable

04 **FACILITATORS JOURNEY: INSIDE-OUT.**
Practical Guide for the facilitators who will work with the BLEEP platform.

05 **POLICY RECOMMENDATION**
A consideration for policy actors (local/national /European)

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BLEEP OUTPUTS

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03

BLEEP
BLENDED LEARNING PLATFORM

- **A two-part platform consisting of a tool (application) and a website:** The tool is tied to the end user and the website to an institution.
- **It is for the end user:** the end user, within the preconditions of the environment, is facilitated as much as possible in obtaining information and setting up his personal tool/task list/process. BLENDED!
- **It works Through The Gates.** The end user can take the tool's account outside.
- **It can be used both online and offline.** Offline in a smaller version
- **It can be used for self-learning:** Although help may sometimes be required in making decisions or a conversation may help formulate a goal.

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Hierarchy of the content

Theme

- The themes are **main pathways** 'Living', 'Money and income', 'Work' and 'Health'. These are recorded in the tool

Sub theme

- Various options within a main pathway.
- For example within the pathway ‘Housing’, this wil be rental, buy a house, stay at family/friends, supervised/with help of an istitution etc

Roadmap (Step-by-step plan)

- Step-by-step achieving the above sub-theme.

Articles

- In many cases it is necessary to use more information / external websites in one of the steps. From the tool you can be referred to articles in the BLEEP site. These are also editorial, as they may vary by region.

Related information

- In this part of the site is space for all related information, this space will not have a direct reference to the tool, but from other articles on the BLEEP site.

Theme, Sub theme and Roadmap include the content in the tool

Article and related information include the content of the site.

THEMES (BLEEP PATHWAYS)

01 HEALTH & WELL-BEING

02 FRIENDS & FAMILY

03 MONEY & INCOME

04 WORK & LEARNING

05 HOUSING

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Pathways

Which pathways would you like to work on? Click on a pathway to learn more about it.
There you can choose if you want to work on this pathway.

Previous step
I want to start right now
Next step

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THANK YOU

FOR YOUR TIME

Mustafa Ginesar

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