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
European Digital Strategy
European Industrial and SME Strategies
European Research Area
European Education Area

Skills for green transition
Digital skills
Skills for jobs
Lifelong learning
STEM
1. A Pact for Skills

2. Strengthening skills intelligence
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

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

Concerted effort for quality investment in skills

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

Retail
- 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
- Retail sales
- Wholesale connected to consumers

Tourism
- Proximity & Social Economy
- Passenger transport and travel
- Hotels, short term accommodation
- Restaurants and catering
- Events, theme parks

Creative & Cultural Industries
- Motion picture, video and television
- Radio and music

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

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

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

Energy-Intensive Industries
- 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.

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

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

Construction
- Building of residential and non-residential estates
- Building of roads and railways
- Building of utilities and civil engineering
- Associated activates

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

Agri-Food
- Plant and animal production
- Processing of food

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

Agri-Food
- Plant and animal production
- Processing of food

={Partnerships kickstarted, Roundtable done}
European Skills Agenda:

Pact for Skills:
https://ec.europa.eu/social/main.jsp?catId=1517&langId=en

Blueprint for sectoral cooperation on skills: