

AILYVET

AI Learning Assistant for Your VET journey. A learning agent that apprentices, teachers and two schools build together.

GUIDING IDEA From answer machine to maker machine

DURATION
09.2026 to 10.2027

COORDINATOR
Oskar von Miller Schule Kassel

PARTNER
VUC Storstrøm, Denmark

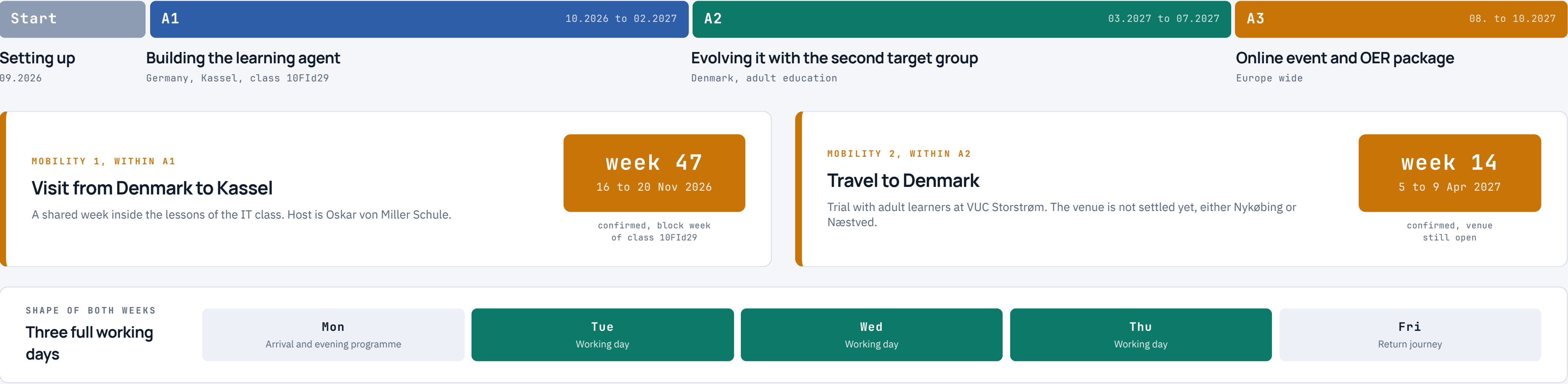
01 The learning triad

Three parties, one cycle. The learning agent replaces no one. It sits between the other two and makes visible what would otherwise stay inside somebody's head.



02 Activities and mobilities

Fourteen months in three activities. Both encounters are scheduled and fall inside a block week of the IT class, so that the learners take part.



The staged path

- 01 Prompting**
Asking in a way that makes the answer hold
- 02 Prompt engineering**
Setting role, context and limits on purpose
- 03 Connecting tools**
Linking our own sources and workflows
- 04 Your own agent**
Building, testing and owning the learning agent

Running through every stage is unmasking. Making visible what happens inside the system, so that nobody trusts an output blindly.

DE COORDINATOR
Oskar von Miller Schule Kassel
Vocational school with an IT focus. The pilot group is class 10FId29 in the first year of training, working inside the subject around relational databases.

DK PARTNER
VUC Storstrøm, Denmark
Adult education provider. The second target group are adults who are already confident with digital tools but new to prompt engineering and agents.