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Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

TENACT - Theatre for environmental action



Project Coordinator

Organisation BeyondBühne
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Website www.beyondbuehne.at

Project Information

Identifier 2021-2-AT01-KA220-YOU-000050950
Project Web Site <https://tenact.eu>
Start Date Mar 1, 2022
End Date Feb 29, 2024
EC Contribution 148,968 EUR
Partners Crooked House Theatre Company (IE) , FOCO - ASOCIACIÓN PARA LA FORMACIÓN Y COOPERACIÓN EN EUROPA (ES)
Topics Creativity, arts and culture ; Environment and climate change

Project Summary

Background

With the TENACT project, we want to address the rising issue of climate change and all the public and individual confusion and facets that come with it. This "super-wicked" problem, as scientists classify climate change, has to be understood by applying innovative education methods, like drama. We want to create a guideline for helping teachers and facilitators to make young people understand and take action responsibly and reflectively.

Objectives

We want to create a manual for workshops, that teachers and facilitators can use to implement new and innovative educating methods in their daily work. By that we want to impact on the self-reflection and self-efficacy abilities of the young people in the topic of environment and we found drama to be a useful method for that, as one has to jump into different roles physically and emotionally to create theatre.

Activities

We want to implement a number of activities. There will be transnational meetings, where the groups of the three countries will produce the theatre-technical workshops with the different topics of climate change as well as do evaluations, follow-ups and planning of the next steps. There will be the pilot phase to test the created workshops inside the organization with the young people, where the participants will reflect on the methods introduced. What is more, there will be three multiplier events to share the outcomes with the community.

Impact

The result of this project is to create a toolbox with drama activities and tools on environmental issues that can be included in a minimum 10 full workshops of a duration of 2/3 hours. With this project, we want to enhance a common European framework for the implementation of theatre activities and programmes within the youth work daily practices and strengthen the network of youth organizations internationally.

Link to project card: [Show project card](#)

* Results are available for this project. You can click on the link above, and go to "Results" section to view them

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

EU Green Deal pops up in future generations newsfeed

Project Coordinator

Organisation Österreichische Jungarbeiterbewegung, ÖJAB

Address MITTELGASSE 16 , 1062 WIEN , Wien , AT

Website www.oejab.at

Project Information

Identifier 2021-2-AT01-KA220-YOU-000047990

Start Date Apr 1, 2022

End Date Mar 31, 2024

EC Contribution 205,485 EUR

Partners CENTRO INTERNAZIONALE PER LA PROMOZIONE DELL'EDUCAZIONE E LO SVILUPPO ASSOCIAZIONE (IT) , YES FORUM EWIV - YOUTH AND EUROPEAN SOCIAL WORK FORUM (DE) , CSR Innovative Solutions (NO)

Topics Green skills ; Digital content, technologies and practices ; Awareness about the European Union

Project Summary

Background

As youth organizations, we are committed to prepare our target group (young people) as best as possible for the challenges of the future which also comprises climate change. On the one hand, this means that we do our best today to create the ideal conditions for the future, but on the other hand, it also means building competences that will be important in the future. In U.Pin, this entails that we want to encourage young people to contribute to climate protection, to be active citizens and to participate in shaping the future. At the same time, it also means equipping young people with skills that are significant in a changing world. These include digital skills and media competence. For this reason, our project has a strong digital component, in which all outcomes are designed for digital use and dissemination. In addition, the project aims to promote digital political engagement by involving young people in the production of videos.

The same is true for us as organizations - we too must prepare for the future and embrace change. It is therefore important stay up to date on current political developments, because they will also have an impact on our actions in the long term. At the same time, it also means that we need to recognize and enable new learning environments and meet changing demands. In a time of permanent availability of media, their effect on the individual is changing. We must respond to this in order to continue to develop exciting and informative learning materials. The U.Pin project will allow us to explore new methods and formats, that we can transfer to our daily work with young people.

Objectives

OVERALL OBJECTIVE

With U.Pin, we want to raise awareness on climate change among young people, inform about solutions on different levels and empower to become active in the fight against climate change. For this purpose, appealing, contextualised and applicable information on climate change and the EU Green Deal in innovative formats will be designed. To pick them up and reach them in the reality of their lives, new social media will be used for the dissemination (TikTok, Instagram and YouTube). But we don't just want to develop and design this content for them, but also with them.

SPECIFIC OBJECTIVES

The project aims to

- promote knowledge about climate change and the EU Green Deal
- deepen understanding of the EU functioning
- develop teaching material using innovative methods and approaches
- bridge digital gaps between youth workers and young people
- raise media literacy
- empower young people to become active in the fight against climate change

Activities

The project U.Pin is divided in the following phases:

Phase 1: Selection and Translation

The project begins with all partners familiarizing themselves in detail with the central contents: The EU Green

Deal, its measures and how it works. Then, the content is selected and translated into youth-friendly language and formats that young people can understand and relate to. The first result is a translation of the EU Green Deal (R1), the second result will be videos covering all 8 topics of the EU Green Deal (to be published on YouTube and TikTok) (R2). These results serve as a basis for all further activities and results.

Phase 2: Development of a course and manual

In the next phase, a trainers manual will be developed to enable multipliers such as teachers, trainers and youth workers to include content on climate change in their courses and explain the approaches of the EU Green Deal (R3). This manual provides background knowledge and methods to use R1 and R2 meaningfully in trainings or the classroom. The trainers manual developed in this way will be tested in the following phase.

Phase3: Piloting and training

In order to test the previously developed project results and the trainers manual on the one hand and to involve young people in the development of new content on the other, one training will be conducted in this phase (LTTA). The young people will produce and publish their own content in guided workshops so that more young people are targeted directly (in the training) and indirectly (with the produced videos).

Phase 4: Conclusion and Dissemination

In order to disseminate the project U.Pin and its results and make them better known among multipliers, multiplier events will be held in each partner country during this phase in order to reach a wider audience.

Impact

The project will produce the following three results:

- R1: The EU Green Deal attractively presented for young people
- R2: Youth Videos explaining the approach of the EU Green Deal
- R3: Trainers manual for teachers, trainers and youth workers to introduce the EU Green Deal within their teaching

As impact on the primarily target group, young people, we expect them to:

- have more and better knowledge about climate change and EU measures to fight it
- get a better understanding of EU institutions and how they work when implementing a program
- improve their media literacy, as they will experience the whole process of producing media content, which gives profound backgroundknowledge, that can be transferred to other media as well
- be empowered to express the own political opinion in public.

For the secondary target group, teachers, youth workers and trainers, the following impacts are expected:

- they will have more knowledge about climate change and EU measures to fight it
- they are equipped with a whole ready-to-use teaching concept about climate change and the EU Green Deal (R3)
- they have a better understanding of the EU functioning
- they gain new tools for political education
- they learn new methods and didactics
- they will have more understanding for social media in general
- they will have audiovisual material to be used in trainings.

For the partner organisations, the following impacts are expected:

- trainers equipped with new methods, tools and didactics
- a raised sensitivity among trainers and participants for sustainability and climate action
- more and better competences for the use of social media in general and in training
- new partnerships established between the participating organisations.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

Career Gardeners - Growing sustainable careers in times of crisis

Project Coordinator

Organisation SUDWIND VEREIN FUR ENTWICKLUNGSPOLITIK UND GLOBALE GERECHTIGKEIT

Address LAUDONGASSE 40 , 1080 WIEN , Wien , AT

Website www.suedwind.at

Project Information

Identifier 2022-2-AT01-KA220-YOU-000098703

Start Date Mar 1, 2023

End Date Feb 28, 2026

EC Contribution 250,000 EUR

Partners Progettomondo-ETS (IT) , STOWARZYSZENIE WSPIERANIA DZIALAN MLODZIEZY CZ-ART (PL) , Fundación Madre Coraje (ES) , open education centre foundation (BG) , GRYD EDUCATION AND CULTURE LIMITED (IE)

Topics Career guidance ; Quality and innovation of youth work ; Environment and climate change

Project Summary

Objectives

CAREER GARDENERS wants to contribute to the ecological transition that Europe must carry out by enabling YOUTH WORKERS to support young people in making life choices coherent with their value system and in building work-life balanced and meaningful careers. The partnership aims at providing new skills and tools for youth workers in finding answers to the most pressing problems like unemployment, finding work-life balance and dealing with climate crisis anxiety (incl. piloting and evaluation).

Activities

To provide new skills and tools for youth workers CAREER GARDENERS will set up an interactive eLearning course and an engaging web toolkit for youth workers on the multilingual platform CareerGardeners.eu. 15 youth workers will directly be involved in a blended learning pilot of the course with 2 mobilities in Spain and Poland. They will implement Career Garden sessions with young people in Austria, Bulgaria, Italy, Poland and Spain, including networking activities with local stakeholders.

Impact

CAREER GARDENERS will result in an platform for Youth Workers in 6 languages, with engaging multimedia course modules and a self-certification module for the training, and a range of tools for Youth Workers in the web toolkit. The project will strengthen the skills of the Youth Workers involved to support young people in their search for value-based life perspectives and strenghten green practices but also to motivate young people to communicate their issues to local stakeholders in the field.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

YOUnite - Holistic programme fostering the integration of overweight and adipose youth healthy into the labour market

Project Coordinator

Organisation OSB CONSULTING GMBH
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Website www.oesb.at
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Project Information

Identifier 2022-1-AT01-KA220-YOU-000087069
Project Web Site <https://younite-erasmus.eu/>
Start Date Oct 1, 2022
End Date Sep 30, 2024
EC Contribution 400,000 EUR
Partners ÖSB Social Innovation gemeinnützige GmbH (AT) , Zdrowy Kształt Magdalena Kotowicz-Kilian Ewelina Mazurkiewicz Spółka Cywilna (PL) , EMINA Pályorientációs Alapítvány (HU) , Association for Cultural Relations ry (FI)
Topics Career guidance ; Creating new, innovative or joint curricula or courses ; Development of training courses

Project Summary

Objectives

The main goal is the improvement of obese adolescents'/NEETs' social participation and sustainably re(integrate) them into the labour market. Social inclusion of young people is increased through a variety of training sessions and specific course modules are created. Project results will be used in the implementation of further youth projects on a national as well as an international level by NGOs, public employment services, youth organisations and other stakeholders.

Activities

Every partner country will organise working groups to decide on the content of the different modules for the programme. Youth coaches are trained with a programme specific curriculum, which was agreed upon by all partners after lengthy feedback rounds and adaptations of drafts. Young adolescents/NEETs receive trainings and guidance from the Youth coaches and the results are published on the project website.

Impact

Youth coaches are equipped with the knowledge needed to accurately tackle the problems faced by obese adolescents/NEETs, in the form of training manuals. Young people receiving personal trainings and study manuals to maximising their learning outcomes.

Results, reports and manuals will be published on the project website, allowing easy access to all. This will inspire the creation of similar projects, targeting the same vulnerable target group across the EU.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

YOUTH COURAGE - You are part of the solution!

Empowering young marginalised youth to reconnect with their social support system and facilitating personal growth to enable more active citizenship and solidarity.

Project Coordinator

Organisation JUGEND AM WERK STEIERMARK GMBH
Address LENDPLATZ 35 , 8020 GRAZ , Steiermark , AT
Website www.jaw.or.at

Project Information

Identifier 2021-2-AT01-KA220-YOU-000048966
Start Date May 2, 2022
End Date Aug 1, 2024
EC Contribution 242,841 EUR
Partners Volonteuropa (BE) , MEATH COMMUNITY RURAL AND SOCIAL DEVELOPMENT PARTNERSHIP LIMITED (IE) , Auxilium pro Regionibus Europae in Rebus Culturalibus (AT) , Volontariato Torino (IT) , UNIVERZA NA PRIMORSKEM UNIVERSITA DEL LITORALE (SI)
Topics Inclusion of marginalised young people ; Quality and innovation of youth work ; Promotion of alternative forms of participation

Project Summary

Background

Reaching and keeping contact with marginalised groups has always been a challenge, but the COVID-19 pandemic has shaken up an already unstable field and pushed marginalised young people more to the side and in isolation. Thousands of young people at risk of social exclusion have lost touch with their support contacts since March 2019, when the whole world went into lockdown overnight. The unstable on-off situation still continues until now and it will be a long way to countermeasure the effects that have spread into every aspect of life.

Current data shows that the situation of young people looks severe, because the young generation is confronted with huge challenges, first climate change and the consequent climate crisis, and now recovering from the COVID pandemic. Young people react differently to these future outlooks, and while some show resilient and motivated behaviour to spark change, others react with ignorance, paralysis or even anxiety.

A recent study of Unicef (10/2021) on the mental health of children shows that 1 out of 5 (Unicef Austria) young people suffer from psychological consequences (i.a. depression, anxiety, eating disorders) and about 80% exercise insufficient physical activities. In March 2021, young people were 30% to 80% more likely to report depression or anxiety than adults (OECD, 05/2021). Furthermore, open jobs and apprenticeships are less accessible. Bertelsmann-Stiftung has implemented two surveys with young people in Germany (2020/2021) and investigated their perspectives for (VET)-education, and the results are devastating. 78% of young people with a low education level say it is harder for them on the job market.

As coordinator and initiator of this project, the social enterprise Jugend am Werk Steiermark is recognising these effects in their frontline youth work offers. The young people, especially the marginalised groups and minorities, have withdrawn from support offers and it has become difficult to reconnect with them. Making first contact with marginalised young people has become even harder.

The open and low-threshold offers in youth work have been disrupted due to COVID-induced restrictions, and official policies have neglected this sector for far too long. Frontline youth work needs to be visible and for this we need cross-sectoral communication & cooperation and an improved link to policy makers on local, regional and national level.

For this, a threefold approach is needed:

- 1) reach marginalised young people & (re-)connect them with support systems.
- 2) empower the young people to take care and responsibility of their own physical and mental health, and consequently realise that they have power to change their situation by participating actively in social and civic life.
- 3) connect frontline youth work with policy makers by enabling dialogue between young people and decision makers facilitated by youth workers.

Hence, the addressed target groups must be:

- A) young people (12-25 years), marginalised due to obstacles in their life or who do not identify with the mainstream for personal reasons
- B) youth workers, who are professionals, volunteers, social & street workers
- C) multiplier organisations & networks who work with youth & employ youth workers
- D) research organisations and policy/decision makers

To bring this approach to life and improve the post-covid situation of the target groups, the YOUTH COURAGE project has assembled a multiprofessional, transnational partnership from Austria, Belgium, Ireland, Italy, and Slovenia. All project partners are relevant entities on regional, national and EU level with direct contacts to frontline youth work as well as broad networks of high impact potential. They all recognise the strong demand for innovative solutions to enhance the repertoire of youth workers in these troubling times. Each partner brings unique competences to the table, which ensure a professional implementation of the project as well as high-quality project results.

Objectives

The core aim of the project is visible in its title:

YOUTH COURAGE - You are part of the solution!

Empowering marginalised youth to reconnect with their social support system and facilitating personal growth to enable more active citizenship and solidarity.

To fully answer to this aim and the needs described above, the YOUTH COURAGE project partnership works on three objectives:

1. Provide modern, future-proof ways to (re-)connect with marginalised youth who have lost contact with their support system in times of crisis.
2. Empower youth and marginalised young people to become active citizens, to take responsibility for their own physical and mental health, and to enrich their personal growth through acts of solidarity and civic participation.
3. Provide innovative survey instruments to capture the current situation of marginalised youth and their support workers in transnational reports to further strengthen the link to policy makers and research centres across Europe.

These objectives are further complementary to the EU Youth Strategy and the 11 European Youth Goals (both 2019-2027), that focus on three areas of action: engage, connect and empower. Just as in the approach of the YOUTH COURAGE project, cross-sectoral areas are addressed, and this project will contribute to at least 8 of the 11 goals: Connecting EU with Youth, Equality of All Genders, Inclusive Societies, Information & Constructive Dialogue, Mental Health and Wellbeing, Moving Rural Youth Forward, Space and Participation for All, Youth Organisation & European Programmes.

The YOUTH COURAGE project will firstly, reach out and connect with marginalised youth and secondly, re-activate and empower youth who are already (re-)connected with their support system to become more resilient and take on responsibility for their physical and mental health as well as for their social environment through acts of solidarity and civic participation. The project will offer insights as well as innovative and suitable resources for youth work in four main topics:

Health (physical & mental health, awareness of responsibility for herd protection through vaccines)

Empowerment and Inclusion (gender, cultural, and ethnic identity, pride, special needs)

Active Mobility (youth visibility in the city, ownership of public space, sport activities, Erasmus+)

Solidarity (social & civic activities, volunteering, participation in local community)

The set objectives and topics are corresponding further to the framework of the Erasmus+ programme by the European Commission, in which the YOUTH COURAGE project is serving three main priorities and addresses

three complementary topics:

- Promoting active citizenship and young people's sense of initiative
- Inclusion and diversity in all fields of education, training, youth and sport
- Reinforcing links between policy, research, and practice
- Inclusion of marginalised people
- Quality and innovation of youth work
- Promotion of alternative forms of participation

The ultimate goal is to make young people aware that by becoming active citizens who participate in social and civic life, they can shape the future and make it more inclusive and solidaric, while empowering them to pursue these goals. At the same time, it is important to raise visibility and awareness for the situation of the young people, especially the marginalised groups, by supplying current data from the frontline youth work to policy and decision makers through suitable research operations.

Activities

To achieve the objectives of the YOUTH COURAGE project, the partnership will implement four project results, with strong involvement of the target groups in the developments:

R1: EUROPEAN YOUTH SURVEY: Investigating the post-covid situation of marginalised youth and the connection status to their support system.

Engagement of 300 youth & youth workers in the transnational survey

R2: YOUTH COURAGE OUTREACH FOR ACTIVE CITIZENSHIP - Social pedagogical interactive toolkit to (re-)activate marginalised youth during and after crisis.

Participative, bottom-up development of new resources and updating established methodologies to longlasting, future-proof form

Testing the resources with 150 youth & youth workers in all partner countries

Providing an open platform to exchange best practices among youth workers

R3: ESCAPE THE GLOOM: A low-threshold escape game that empowers marginalised youth to reignite their courage.

Open innovation social media campaigns for young people to shape the educational game

Testing the escape game in all partner countries & filming video teasers/walkthrough

R4: YOUTH COURAGE POLICY PAPER: Strengthening the collaboration between frontline youth workers, research institutes and policy makers to further investigate the situation of marginalised youth in Europe.

extended re-implementation of the EUROPEAN YOUTH SURVEY (2024) with 400 youth and youth workers in more countries

development of policy recommendations based on the deductions from comparing survey results

E1-E5: National YOUTH COURAGE Interactive Workshops

20 youth and youth workers per country will participate in these national events and develop new, target-group friendly methodologies to reach and empower youth in a flipped classroom style

E6: YOUTH COURAGE Final Conference

30 policy makers in Brussels of local and EU level are invited to this final event, which will be broadcasted online

and involve 30 more target group members in all partner countries

C1: YOUTH COURAGE LTTA

From each country, 2 young people as well as 1 youth worker and 1 project staff will meet in Brussels to work on R2 and R3. The event will enhance the European identity of all participants and enable the young people to become EU advocates to their peers.

To assure these results are developed in a high quality, are relevant to the target groups addressed & generate a broad sustainable impact on national as well as international level, the implementation process is facilitated by the following activities:

Project Management Activities

The coordinator Jugend am Werk Steiermark has vast experience in EU project management and has successfully led Erasmus+ projects for years, including the challenges faced during the COVID-19 pandemic.

Monitoring & time management supported by a detailed Project Plan

Regular budget & progress reports of partners (M6/M12/M18/M25)

Frequent risk assessments

4 transnational project meetings (M1/M7/M14/M25)

At least 4 online work sessions (M3/M10/M19/M23)

Interim (M12) & final report (M25)

Quality Management Activities

Multiple formal and informal assessments of the project process and result quality amongst internal staff and external target groups as well as through a professional external evaluator are planned. Indicators of the project's success are transparently set in the quality management handbook supplied by P4/Auxilium.

Promotion and Sharing Activities

Development of project logo & CI

Project website

Strategic promotion guide (incl. social media schedules)

7 newsletters (M3/M8/M12/M15/M20/M23/M25), of which at least 3 are published on EPALE

Regular reports of promotion activities (M6/M12/M18/M25)

Promotion of the project on online & offline channels of all partners and at conferences, seminars, events

Close collaboration with associated partners & press organisations

Sustainability and Exploitation Strategy for long-term impact beyond the project & partnership

Impact

In a nutshell, the YOUTH COURAGE project foresees the following tangible results:

R1 EUROPEAN YOUTH SURVEY

2 modern, target group friendly survey instruments for (marginalised) youth & youth workers in all partner languages + research guideline for future implementation beyond the partnership

transnational survey report in EN

video summaries in all partner languages

R2 YOUTH COURAGE OUTREACH FOR ACTIVE CITIZENSHIP

responsive, interactive online platform in all partner languages featuring:
100 collected resources and methodologies: 60 resources by the time of the piloting, 20 more during piloting, 20 more during expansion phase that runs until the end of the project through:
accessible online form to upload new methods easily

R3 ESCAPE THE GLOOM

targeted escape room game to empower youth on 2 difficulty levels in all partner languages
broad engagement opportunities through open innovation approach via social media polls
transferable guideline to create own escape game for youth settings

R4 YOUTH COURAGE POLICY PAPER

current results of EU wide youth survey (2024) in comparison to first results (2022) and hard facts
deductions and recommendations for policy makers and research institution to foster link to frontline youth work

All project results are provided primarily in a virtual online format and are characterised by an innovative and accessible format, however they can be printed as PDF and on paper if demanded.

The project envisages the active engagement of more than 1000 participants in the above mentioned project activities and more than 150.000 persons and organisations reached by all promotion and sharing activities together. The YOUTH COURAGE project aims at a long-lasting, sustainable and transferable impact for local, regional, national and transnational target groups on:

- (a) Individual level: young people, marginalised youth, professional & volunteer youth workers (target groups A & B)
- (b) Organisational level: youth organisations and networks, umbrella associations (target group C)
- (c) Structural level: public bodies/authorities, policy and decision makers (target group D)
- (d) Multiplier level: all of the above plus related networks, wider stakeholders, press, public

All YOUTH COURAGE project results and promotion channels stay available long after the project has ended and due to their high transferability potential, they will extend the impact far beyond the partner countries.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

ART ATTACK - Art for self-empowerment

Project Coordinator

Organisation Österreichische Kinderfreunde Region Mühlviertel
Address Gewerbestrasse 7 , 4222 St. Georgen/Gusen , Oberösterreich , AT
Website www.kinderfreunde.cc

Project Information

Identifier 2022-2-AT01-KA220-YOU-000097010
Start Date Feb 1, 2023
End Date Jan 31, 2025
EC Contribution 120,000 EUR
Partners ASSOCIAZIONE AGRADO - APS (IT) , ASSOCIACAO CHECK-IN - COOPERACAO E DESENVOLVIMENTO (PT) , Chiarugi Eleonora (IT) , Linzer Veranstaltungsges.m.b.H. (AT)
Topics Creativity, arts and culture ; Quality and innovation of youth work ; Creating new, innovative or joint curricula or courses

Project Summary

Objectives

The project arises from the common partners concern about the social and mental health consequences that the pandemic is leaving on the people, especially on youth.

Objectives:

- Provide Youth workers/educators and art experts with innovative methods and tools to support and empower themselves and the youth they work with;
- Empower 10 young artists from the 3 countries on their sense of initiative through innovative learning settings;
- Boost international and transectorial cooperation.

Activities

- 3 Transnational meeting for the staff of the 5 organisations from 3 countries
- 1 TC on creativity and art as tools for empowerment of transversal competences and self-knowledge
- 2 Local workshops on methods from the TC;
- 1 Artists Residency of 9 days with 10 artists in each (in Austria)
- 1 open art exhibition at the end of the Artist residency, with artworks of the 10 artists
- Creation of outputs (PDF Booklet, video, photos)
- 3 Multiplying events (in each country)

Impact

Tangible results

Outputs:

- PDF Booklet, Video and photos.
- Artworks from the Art exhibition
- Multipliers

Not tangible results

- Improvement of Educators' skills and their youth's skills on emotional management;
- Entrepreneurial learning for the 10 young artists and visibility of their artworks;
- Cooperation chances between artists and between the organisations in the future
- Improvement of the quality of the international cooperation of the partners in different sectors and methods.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices

Action Type: Cooperation partnerships in youth

Project Title

Career Paths Inclusive 2.0

Project Coordinator

Organisation EQUALIZENT SCHULUNGS UND BERATUNGS GMBH
Address OBERE AUGARTENSTRASSE 20 , 1020 WIEN , Wien , AT
Website www.equalizent.com

Project Information

Identifier 2021-2-AT01-KA220-YOU-000050713
Project Web Site <https://www.careerpathsinclusive.eu>
Start Date Mar 1, 2022
End Date Oct 31, 2024
EC Contribution 337,930 EUR
Partners DeafStudio (SK) , Fondazione Istituto dei Sordi di Torino ONLUS (IT) ,
innosign s.r.o (SK) , Dennis Hoogeveen Consultancy (NL)
Topics Career guidance ; Employability ; Inclusion of marginalised young people

Project Summary

Background

The aim of Career Paths Inclusive 2.0 (CPI 2) is to design, develop and test digital multimedia career guidance tools in sign languages. Deaf youth can plan their career paths unaided or in a supported setting (training) in their first language (sign) and are empowered and informed in their choice of future career. CPI 2 is a follow-on project to augment the existing tools and develop new complementary ones. Through CPI 2, we want to address the priorities, particularly relevant for deaf youth: Strengthening employability, inclusion and addressing digital transformation: Deaf youth - is particularly vulnerable to marginalisation, exclusion and unemployment. They experience linguistic barriers to participation in education and training systems throughout their lives (WHO 2021, p.46). The problem starts at birth - 90% of deaf children are born to hearing parents, so they lack an adult language model at home (Mitchell & Karchmer, 2004). Structural and linguistic limitations in education systems mean little or no bilingual instruction is available in schools throughout Europe. Most deaf children learn reading and writing without reference to sign language. Deaf youth often finish compulsory schooling with low literacy levels and few qualifications. Deaf students often demonstrate a lack of career planning (WHO 2021, p.46f), a lack of information about the job application process and a lack of employed deaf role models (Accessible Work 4 All 2020, Napier et. al. 2020, Hoogeveen 2015).

Access to career guidance in sign language helps bridge linguistic barriers, provide access to information, enable self- study, self-determination and increased literacy levels, and enable fair and equal participation on the first labour market. CPI 2 augments the CPI toolkit, adding animated video tutorials, more careers videos, a training course for the job application process and an evaluation and guidelines of the quality of sign language in the outputs. The results are designed to provide deaf youth access to careers guidance in their first language. Self-determination is vital - bilingual content enables deaf job seekers to access digital content without the need for interpretation or communication assistance. Through the training course they gain practical experience guided by a trainer. With digital resources in sign language at their fingertips which they can refer to in their own time, replay and repeat, deaf youth can use the project outputs for self-study or in a training setting, thereby improving the transferable skills that they need to find a job. As a result, they are more attractive candidates in the first labour market. This is empowerment. Equipped with transferable skills developed through CPI 2, it is easier for deaf job seekers to work in companies interested in diversifying their workforce. Deaf youth have embraced some aspects of digitalisation, and many deaf users show more advanced digital skills and competencies than their hearing peers. Nevertheless, digitalisation relies heavily on written language, and even though the tendency is falling, 45 % of internet content is in English. Complex formulations and foreign languages constitute barriers to people with lower literacy levels, such as is (sadly) often found in deaf communities (Krausenecker 2006). This means that digital transformation needs to be carefully implemented using an inclusive approach. In the context of deaf youth, this means developing bilingual digital materials – in sign and written language – to ensure that content is accessible and easily understood by people who identify as native signers. Accessible digital transformation needs to include the accessibility of content, not just the infrastructure – digital content must include sign languages, but also supporting graphics, visual images or animation, as well as the use of plain language (easy-reading format). All of these enable full and broad access to all users across the literacy spectrum

Objectives

CPI 2 is a follow on project from the highly successful Career Paths Inclusive (2019 – 2021) project to design, develop and test digital multimedia career guidance tools in sign language (success indicators: unique website

visitors: 46.765, users of interest profile: 800, Facebook Fans: 304, Instagram Followers: 332, YouTube views: 25,4 K/watch time 680h - 10.2021). The overall objective is to contribute to deaf youth empowerment and the realisation of articles 21 and 24 of the UN CRPD. The specific goal remains to inform and empower deaf youth, enabling them to plan their own career paths unaided or within a training setting through the provision of accessible career guidance information in their first language (sign language). We developed the Career Paths toolkit during the first project phase, which consists of an interest profile in Sign Language and numerous career orientation videos in 4 Sign Languages. The toolkit starts with CHECK YOUR PROFILE – a survey that invites users to answer 44 questions based on their interests, strengths and weaknesses. At the end of the survey, the three most appropriate areas of work appear as results. Accompanying the results are career orientation videos featuring 51 possible careers. We used plain language to facilitate a greater understanding of written accompanying texts, and there is a vocabulary section for difficult terminology. It combines picture or photo with the written word and Sign. CPI 2 augments the existing toolkit, adding additional resources and languages. We plan to develop four work packages: Output 1 consists of step-by-step explanation videos, which comprise animation and SL moderation on selected subjects such as job searches, interviews and CV/applications, and more. Output 2 consists of 40 videos in sign language about additional professions, output 3 is a training course about deepening the topics of the IO1 tutorial videos. For output 4, the partnership will develop an evaluation and guidelines on how to assess the quality of sign language in the project outputs. The tools are available in the following sign languages: Austrian, Dutch, Slovak and Italian, as well as German, Dutch, Slovak and Italian written languages. The use of plain language and focus on visual presentation means that the tools can be used by other groups such as people with intellectual disabilities or hearing youth wishing to acquire Sign Language skills and competencies. The tools can be used in integrative and vocational schools and organisations offering employment services, counselling, career guidance and support throughout Europe. There is a clear need for projects that provide bilingual tools for Deaf youth. Deaf or hard of hearing children and youth face many barriers in education, training and employment. Despite many advances in recent years, adequate bilingual education in sign language and written language is still not available in most European countries. That means in practice that many deaf children acquire only lower literacy levels, and there are currently few bilingual resources available to them. The first Career Paths Inclusive project had an exceptional resonance with the target group, which is why we would like to continue our work. The availability of career guidance tools in sign language enables deaf youth to decide for themselves, to plan and experiment in their first language, thereby facilitating greater self-confidence, self-determination, and inclusion.

Activities

Activities are divided into 3 main areas. These are activities relating to project management, i.e. monitoring, reporting and quality management, those relating to the development of the 4 outputs, and finally, those relating to the dissemination, exploitation and long-term sustainability of the project outputs. Project management activities include communication and coordination, admin and financial management, maintenance of the logical framework analysis, work plan and Gantt chart, financial and narrative reporting, dissemination reporting, quality management and risk management activities.

Through well-run and timely project management activities, we coordinate and harmonize activities between project partners while ensuring that the achievement of milestones and quality management are all assured, and all tasks are fulfilled in a timely way. Activities relating to the development of the outputs are as follows: Output 1 consists of 9 animated video tutorials providing careers guidance information on topics relevant for deaf youth looking for a job. Partners use a research template to ensure consistent information collection and topics are divided between partners. When the research phase is concluded, content is translated into written language and glossed for sign language translation. The animated video templates are produced by equalizent, and partners film the sign language moderation to overlay on the template. Completed videos are uploaded to the multilingual project platform. Testing throughout is undertaken by deaf youth and representatives of associated partners and

other stakeholders (working and focus groups). Output 2 consists of 40 career guidance videos in 4 sign languages (160 videos) which focus on the daily tasks of a particular job, presented by a deaf role model. The careers and interview subjects are carefully chosen to augment the videos already available. The Dutch and Italian sign language version of CHECK YOUR PROFILE is filmed and added to the platform. Testing as described above. Output 3 Consists of a training course based on the topics of the tutorial videos in Output 1. A curriculum and a handbook are produced and piloted by 10 deaf youth in each country. The output is tested (as above). Output 4 is the development of an evaluation tool and guidelines on how to measure the quality of the sign language content. An information video is filmed at the MEs in each country, showcasing the outputs and the skills and achievements of the deaf youth themselves. Dissemination is undertaken using a mix of online and face-to-face approaches, project-specific channels using the existing CPI website and social media channels, as well as existing partner channels, websites, social media channels, and newsletters. We utilise existing contacts, fora and conferences to ensure the project is widely disseminated. Deaf community acceptance and use of project outputs ensures greater long-term sustainability.

Impact

Deaf youth are empowered and informed in their choice of a future career, have access to and use bilingual digital tools and have augmented their transferable skillset. Verifiable indicators: By 2024, more than 100 deaf youth have used the tools independently. By the end of the project, 40 deaf youth have acquired transferable skills visible in their youth pass. By the end of the project, 80% of deaf youth participants express greater empowerment. 20 institutes, organisations and schools use the tools in their training programmes and career guidance.

Output 1 - explanation videos: 9 animated explanation videos are available in 4 sign languages (SPJ, ÖGS, NGT, LIS), so a total of 36 videos. 20 deaf youth have tested the tutorials 20 institutes are informed about the tutorials and have tested them.

Output 2 - Professions : Digital information on 40 selected careers is available in sign languages / in a multimedia format CHECK YOUR PROFILE is available in Dutch and Italian. 40 career guidance videos in SPJ, ÖGS, NGT, LIS (160 in total) 20 deaf youth have tested the tools 20 institutes are informed about the tools and have tested them .

Output 3 - Training: Curriculum, blended learning training course and accompanying digital handbook on skills needed for job applications. Curriculum, training course & handbook available in English, German, Slovak, Dutch and Italian for download on the website. Training has been piloted by 40 deaf youth. 20 institutes, organisations are informed about the training and have tested it.

Output 4 - Evaluation: an evaluation tool and guidelines on how to measure the quality of the sign language content. 5 evaluations (1 for each output of CPI and CPI 2.0). 1 final evaluation with guidelines to produce accessible teaching materials for deaf youth.

4 MEs have taken place with at least 200 participants 80% of the user (tester) feedback is positive Effective dissemination of the project goals, activities and outputs has taken place.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices

Action Type: Cooperation partnerships in youth

Project Title

Financial Signs

Project Coordinator

Organisation EQUALIZENT SCHULUNGS UND BERATUNGS GMBH
Address OBERE AUGARTENSTRASSE 20 , 1020 WIEN , Wien , AT
Website www.equalizent.com

Project Information

Identifier 2022-2-AT01-KA220-YOU-000101712
Start Date Mar 1, 2023
End Date May 31, 2025
EC Contribution 250,000 EUR
Partners innoSign s.r.o (SK) , Fondazione Istituto dei Sordi di Torino ONLUS (IT) , SignCoders Kft. (HU)
Topics Inclusion of marginalised young people ; Equal access and transition to labour market ; Overcoming skills mismatch and addressing the needs of the labour market

Project Summary

Objectives

Through the Financial Signs project, deaf youth have acquired valuable transferable skills, financial competences and increased financial literacy which make them more attractive to potential employers; they are more resilient, demonstrate greater self-determination and independence.

The partnership (from Austria, Italy, Slovakia and Hungary) work to develop a clickable map, a video toolkit and a blended learning training package to enable deaf youth to acquire financial literacy skills.

Activities

Our partnership researches good deaf-friendly and accessible practices in financial services, support and training and include them in a clickable map.

We develop and film 40 animated tutorial videos in Sign Languages on financial literacy topics.

We will develop a deaf-friendly blended learning training package in an inclusive and participative team setting (LTTA) and pilot it with 40 deaf youth participants. In events and workshops, we showcase our results in all participating countries.

Impact

Financial Signs Clickable Map:

A collection of good deaf-friendly and accessible practices in financial services, support and training.

Financial Signs Toolkit:

40 accessible tutorial videos in 5 Sign Languages with plain language texts on topics relating to financial literacy.

Blended learning:

The package includes a curriculum and handbook (methodology sheets, training materials, incorporating the clickable map and video toolkit) in English, German, Italian, Slovak and Hungarian.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

ELDeM YOU - European Life Design Method for Youth

Project Coordinator

Organisation KAOS Bildungsservice gGmbH
Address Südtiroler Platz 14-16 , 6020 Innsbruck , Tirol , AT
Website kaos4all.com

Project Information

Identifier 2023-1-AT01-KA220-YOU-000155009
Project Web Site <https://www.eldemyou.eu/>
Start Date Nov 1, 2023
End Date May 31, 2025
EC Contribution 120,000 EUR
Partners ibis acam Bildungs GmbH (AT) , STICHTING DUTCH FOUNDATION OF INNOVATION WELFARE 2 WORK (NL) , Consultoría de Innovación Social (ES) , Universität St.Gallen / Life Design Lab (CH)
Topics Digital youth work ; Career guidance ; Equal access and transition to labour market

Project Summary

Objectives

With the project we want to contribute to the reduction of the NEET rate in Europe by increasing the employability of young people through an innovative, scientifically based and target group oriented approach of life and career guidance. ELDeM YOU(European Life Design Method for Youth) will be developed for young people and youth workers in the form of a guide and a freely available digital tool, thus strengthening youth work.

Activities

In online co-creation workshops and a lot of expert work, ELDeM YOU will be developed in theory and practice, translated into four additional languages and disseminated via multiplier events, creative, contemporary web and social media presences as well as EU platforms. In order to achieve innovative and target group-oriented results, all activities are carried out in a cooperative and participatory manner with the ongoing involvement of young people and youth workers as well as science.

Impact

Project results:

- ELDeM YOU approach and basic concept: Life Design adapted for use with the target group of young people with a special focus on NEETs.
- ELDeM YOU guide for youth workers: Handbook with information and methods for the application of ELDeM YOU with different sub-target groups
- digital ELDeM tool: freely available e-learning with interactive applications, videos in 5 languages (e,de,es,nl,uk)

additional added value: transnational know-how transfer

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

From Chains to Bridges – Youth Uniting for Conscious Consumption and Fair Production in Global Supply Chains. Advocating climate justice and human rights globally.

Project Coordinator

Organisation Jugend Eine Welt Österreich - Don Bosco Entwicklungszusammenarbeit
Address Münichreiterstraße 31 , 1130 Wien , Wien , AT
Website www.jugendeinewelt.at

Project Information

Identifier 2023-2-AT01-KA220-YOU-000177429
Start Date Apr 1, 2024
End Date Mar 31, 2026
EC Contribution 250,000 EUR
Partners Neo Sapiens S.L.U. (ES) , Gutenberg - Organizatia Studentilor Vorbitori de Limba Germana (RO) , STOWARZYSZENIE JEDEN SWIAT (PL) , Don Bosco Mission Bonn (DE)
Topics Democracy and inclusive democratic participation ; Quality and innovation of youth work ; Digital content, technologies and practices

Project Summary

Objectives

1. Build the project partners' knowledge and skills to become fair and sustainable supply chain advocates.
2. Strengthen the capacities of youth workers to mobilise and unite young people in advocacy campaigns.
3. Foster critical thinking and literacy among youth from different backgrounds to help them make informed decisions as conscious consumers.
4. Make the complex topic of global supply chains accessible to youth with fewer opportunities, igniting their curiosity for global perspectives.

Activities

- # Project management and monitoring, evaluation and learning
- # Development of a supply chain box
- # Online training course for NGO partners & youth workers
- # National events and supply chain breakfasts
- # Design of an educational toolkit
- # Study visit to Brussels
- # National youth-led campaigns
- # Design of an escape room game
- # Coordination of a youth conference in Vienna
- # Design of a communication guideline
- # Social media campaigning

Impact

Result 1: Digital Supply Chain Box - Learning cycle for shaping our organisations and networks into mindful consumers and supply chain advocates.

Result 2: 'You, Us, Youth and the globalised world' – A youth workers' adventure travel kit for youth workers to educate and empower youth as advocates for fair supply chains.

Result 3: 'Escape Unfair Supply Chains' – Design of an immersive escape room experience that fosters youth' problem solving and critical thinking skills on global supply chains.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

Way2Go: Training and Equipping Young Accessibility Ambassadors for the European Projects

Project Coordinator

Organisation MOVEO - Verein für soziale Nachhaltigkeit und Inklusion von Menschen mit Behinderungen

Address Felbigergasse 42/12 , 1140 Wien , Wien , AT

Website www.moveointernational.com

Project Information

Identifier 2022-2-AT01-KA220-YOU-000097020

Start Date Mar 1, 2023

End Date Feb 28, 2025

EC Contribution 250,000 EUR

Partners TURKIYE GENCLIK BIRLIGI DERNEGI (TR) , ZAVOD ZA IZOBRAŽEVANJE IN INKLUZIJO ODTIZ (SI) , Europiamo ETS (IT) , Rightchallenge - Associação (PT) , NORDIC DIASPORA FORUM (SE) , CENTRE FOR ADVANCEMENT OF RESEARCH AND DEVELOPMENT IN EDUCATIONAL TECHNOLOGY LTD-CARDET (CY)

Topics Disabilities ; Inclusion, promoting equality and non-discrimination ; Information and communication technologies (ICT)

Project Summary

Objectives

Way2Go Project wants to:

- Create Europe-wide network through accessible & user-friendly online platform for disadvantaged youth & organisations willing to cooperate on European projects & achieve full accessibility in their work,
- Build capacity through developing inclusion related youth friendly & accessible training modules & organising training camps for the target groups & training young accessibility ambassadors,
- Engage community & secure topic visibility through outreach campaigns.

Activities

Apart from regular PM activities and TPMs, following has been foreseen:

WP2: focus group surveys, platform & app design, concept, development, testing and validation will lead to W2G platform creation,

WP3: Disability Inclusion Guidelines drafting, Youth Accessibility Ambassadors training, and this methodology through meetings and workshops testing, and

WP4: project promotion and awareness raising campaign together with local conferences will lead to final platform & app promotion in Vienna.

Impact

In conclusion, during the course of 24 months, Way2Go Project will produce:

- (1) online platform and app,
- (2) skilled and trained Youth Accessibility Ambassadors, and
- (3) functional network of project seekers of mixed abilities and open, accessible, and inclusive organisations to partner up and secure fully accessible Erasmus and ESC projects.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

YOUTH & COMMUTE - A structured approach for increasing the mobility of marginalized youth

Project Coordinator

Organisation InterAktion - Verein für ein interkulturelles Zusammenleben
Address Rebenburggasse 5 , 8793 Trofaiach , Steiermark , AT
Website www.verein-interaktion.org

Project Information

Identifier 2021-2-AT01-KA220-YOU-000050683
Start Date Mar 1, 2022
End Date Jun 30, 2024
EC Contribution 171,991 EUR
Partners Antalya Değer Yaratıcılar Derneği (Antalya Value Creators Organization) (TR) , MOBILIZING EXPERTISE AB (SE) , Eco Logic (MK) , SDRUZHENIE RE-ACT (BG)
Topics Green transport and mobility ; Physical and mental health, well-being ; Inclusion of marginalised young people

Project Summary

Background

We are living in times of chronic diseases pandemics, increasing air pollution and global warming in cities designed mainly for cars. The chronic diseases take their toll as the biggest killer in the EU and worldwide, most of it being ischemic heart disease and cancer, while the economically disadvantaged and socially excluded suffer the most from it. Several factors have been listed for that by the EU Commission, among which the sedentary life styles.

The Austrian ministry of health, the Health Council of the Netherlands, the European Society of Cardiology have all presented studies that show that regular physical exercise contribute to reducing the risk for cardiovascular diseases, and prevent atherosclerosis (calcification of the arteries that leads to heart attack). Bicycles allow for the daily commute to be turned into the needed training to stay healthy and fit.

While Europe is still struggling with COVID 19 crisis and a growing climate crisis, having the European Green Deal, the European Climate Pact and the EU's Sustainable and Smart Mobility Strategy in mind, the policy context has never been more favorable for cycling in Europe than now. While Commission is planning at least €20 billion to invest in sustainable transport, including bike lanes and countries across Europe are implementing investment projects into the cycling infrastructure, there is also a strong need for soft projects to support acquisition of knowledge, skills and competencies for safe road behavior.

Bicycle use varies greatly depending on the region - in the Balkans and especially in middle eastern countries bicycles enjoy very little popularity. Young people originating from those countries show very low traffic literacy, and some have never used a bike in their lives. Several European studies are showing, that when it comes to choosing bicycle as means of transport, people with migration background are less likely to use it. This gap is even bigger when it comes to women with migration background. According to an Austrian study (Migrationshintergrund und Alltagsmobilität. Mobilitätsverhalten und Verkehrsmittelwahl der österreichischen Bevölkerung. Heinz Fassmann und Ursula Reeger.) 70% of women with migration background do not cycle at all.

With this project we are addressing green transport and mobility, road safety literacy and the mobility and inclusion of young refugees, migrants and other groups living at the margins of the society. Lack of accessibility to transportation services and systems leads to social exclusion and the bicycle provides target groups with low-cost mobility, which is a prerequisite for social inclusion.

With the proper knowledge and practical skills, cycling becomes very affordable way of moving around in the cities, sometimes faster than the local transportation. In some cases, it is even a source of additional incomes. The current number of jobs directly related to cycling in the EU is estimated at 650 000, with the potential for one million more. This opens a lot of possibilities to many young people to find a dynamic and active job, or even open their own enterprise in that branch. Therefore the project consortium of the YOUTH & COMMUTE project is also bringing to light the entrepreneurial aspects of this sector.

Objectives

Our main aim is to increase accessibility to bicycles by creating a structured approach for working with

marginalized youth on acquiring skills, knowledge and motivation for becoming daily bike commuters. Through a research on national basis we have defined the reasons and obstacles why our target groups but also local youth is not using bikes daily or at all, and created a program with project outcomes that is covering cover the gaps.

Considering the amount of population living in cities, and the increasing share of the cycling in the intermodal traffic system, the need for educating the youth with low traffic literacy and bike maintenance skills increases.

By implementing the project, we want:

(a) Youth workers, social work professionals and/or non-formal educators to:

- be able to develop and implement a tailor-made structured approach and strategies for the improvement of road safety literacy in their professional intervention, taking a special consideration of vulnerable groups such as youngsters with low socio-cultural and economic resources, and young people with migration backgrounds;
- become part of a transnational network of professionals that provide innovative solutions for road safety literacy with marginalised youth;
- be empowered to contribute to the promotion of green transport and its positive impact on health and the environment through professional development.

(b) Young migrants, refugees and marginalised youngsters to:

- benefit from on-site opportunities to access information about cycling with all its benefits and support for safe road behaviour;
- develop their road safety literacy, understand the benefits and importance of green transport, improve their physical and mental health and well-being;
- acquire basic mechanical skills for bike maintenance;
- act as local, regional and national ambassadors of the project, green transport and mobility;
- have the possibility to participate more actively in society.

(c) The 5 partner organisations participating in the project to:

- develop a long-lasting cooperation by establishing a social enterprise, which will continue to operate beyond the project timeline and will benefit economically marginalized segments of society.

Activities

TRANSNATIONAL MEETINGS

There are 4 transnational meetings scheduled in M2, M9, M16 and M24 to ensure clear communication, respect for the diverse range of cultures, views, methods of approaching issues, and ways of communicating, clear delegation of tasks for the whole partnership and clearly defined deadlines; effective mechanisms for remote communication and team working, quality control process which will be implemented via constant monitoring, evaluation, feedback and reporting mechanisms allowing timely improvement to be introduced and resolution of any potential conflicts between partners, guided by signed partner agreements, the specifications of the proposal and Erasmus+ programme regulations in place.

LOCAL WORKING GROUPS

Establishment of Local Working Groups and implementation of local activities, which will contribute to the development of project results and contribute to the visibility of the project.

TANGIBLE PROJECT RESULTS

Development of 4 project results:

- 1 User-friendly Fix & Ride Toolkit of Resources
- 2 Front-line Equip & empower In-Service Training Programme
- 3 User-friendly Online Portal
- 4 Establish a non formal social entity YOUTH & COMMUTE ORG

LTTA

Organisation of two Learning, Teaching or Training activities to achieve a strong impact as on one hand youth workers come together for a hands-on transnational training event and on the other, members of the target group exchange their experience, implement an awareness raising campaign during the European Mobility Week and produce further resources. These activities also provide an intercultural learning environment to stimulate collaborative work between youth workers and young people from different regions in Europe.

ONGOING DISSEMINATION

Organisation of dissemination activities – on the local and international level and in connection with European campaign “European Mobility Week”, through face-2-face meetings, online conferences and a social media campaign. The dissemination Workshops “How to become an urban cyclist” organized in all partner countries aims to present and showcase the project results developed by the and enable engagement and interaction with the target-groups and stakeholders with the developed resources.

Impact

The project YOUTH & COMMUTE will have the following results:

- 1) Innovative user-friendly Fix & Ride Toolkit of Resources (Project Result 1) aims to increase the mobility of marginalized youth by equipping them with knowledge, skills and attitudes, with which they will be able to have access to low cost mobility and opportunities for social inclusion. By providing them with information about cycling with all its benefits and support for safe road behavior and helping them acquire basic mechanical skills for bike maintenance through embedded learning opportunities, we are reducing barriers to safe bicycle commuting and reduce the gap between target-group needs and support provision.
- 2) Front-line Equip & empower In-Service Training Programme (Project Result 2) targeted to youth workers, social work specialists and non-formal educators to:
 - (a) present the educational resources on cycling, road safety, purchasing and maintaining a bike and green transport developed in the project;
 - (b) understand the importance of a tailor-made structured approach and cohesive communication strategy while working with marginalised youth;
 - (c) understand cultural dimensions of cycling practices
 - (d) understand the need for more women-oriented classes
 - (d) understand the principles and benefits of embedded learning environments with youth;
 - (e) understand the principles and benefits of using videos, storytelling and gamification strategies while working with marginalised youth in breaking stereotypes.
- 3) User-friendly Online Portal (Project Result 3) to provide a multilingual and online interactive platform to enable the full access to the educational resources developed throughout the project, for the target-audiences and stakeholders. The specific objectives of the e-learning portal are:
 - Enable the access to all educational materials of the project in modular, bite-sized units, according to the target-group specific learning needs.
 - Facilitate peer-to-peer learning through a collaborative platform.

-Ensure full compatibility in all electronic devices (e.g. computer, smartphone or tablets) so that the Portal can easily be accessed - regardless of users' geographical location.

4) YOUTH & COMMUTE ORG - a non formal entity (Project Result 4) as a concept in all participating countries; a structure that can be easily set in all participating countries of the project, but also replicated across Europe. The social enterprise will function as part of the regular activities of the participating organizations, thus having its own sustainability, but also building its own potential for future development and potential to function as official legal entity that will serve its goals directed towards sustainable community development.

Moreover we expect:

- 25 young migrants, refugees and marginalized youngsters to be actively involved in the development of the project results;
- 125 young migrants, refugees and marginalized youngsters to fully use the Fix & Ride Toolkit of Resources;
- 75 youth workers, social work professionals and/or non-formal educators to complete the Equip & empower In-Service Training;
- 15 youth workers, social work professionals and/or non-formal educators to complete the short-term joint staff training event in Turkey;
- 25 young migrants, refugees and marginalized youngsters and 10 youth workers to be members of the Local Working Group;
- 5 public events during the European Mobility Week 2022 with the Local Working Groups;
- 25 young migrants, refugees and marginalized youngsters to participate in the Blended mobility of young people in Austria during the European mobility week 2023;
- 200 representatives from the main target-groups to attend and participate in the "How to become an urban cyclist" dissemination workshop at the end of the project;
- A minimum of 200 representatives from the main target-groups to register in the Online Portal.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

Women in Power for a Green Economy

Project Coordinator

Organisation bit Schulungscenter GmbH
Address Kärntner Strasse 311 , 8054 Graz , AT
Website www.bitschulungscenter.at

Project Information

Identifier 2021-1-AT01-KA220-YOU-000034217
Start Date Nov 1, 2021
End Date Oct 31, 2024
EC Contribution 295,475 EUR
Partners Jonathan Cooperativa Sociale (IT) , SBTC DANISMANLIK TICARET LIMITED SIRKETI (TR) , Wise Academy (SE) , Österreichische Jungarbeiterbewegung, ÖJAB (AT) , VisMedNet Association (MT)
Topics Equal access and transition to labour market ; Green skills ; Promoting gender equality

Project Summary

Background

BACKGROUND AND RELEVANCE OF THE PROJECT:

The Covid-19 crisis reminded us again of the urgently needed transition to a more sustainable economy addressed in the 2030 AGENDA FOR SUSTAINABLE DEVELOPMENT, the PARIS AGREEMENT ON CLIMATE CHANGE and now the GREEN DEAL. Overall sustainable development is based on environmental, economic, and social pillars. In this regard governments agreed that the green economy is a crucial tool for sustainable development. Thus, green economy can be recognized the economy of the future. Developments in this context are now facilitated and bear an opportunity in the period of crisis recovery. To reach a green economy, on the one hand innovations are crucial and on the other hand workforce needs to be prepared for future jobs arising. According to the ILO, 24 million new jobs could be created by 2030 in course of the shift towards a greener economy. Related to this, it is proven that gender equality, also anchored in the SDG's has to be taken into consideration.

The traditional gender work division is still recognizable with women still underrepresented in brown, and also in the green economy due to the emphasis on technical and innovational skills required, though they are considered an important part for reaching green economy as shown in various studies. Additionally, evidence shows that especially women and young people got were severely affected in course of the Covid-19 crisis. It is verified that the career choice of women has lifelong implications on their life in regard to the increasing pay gap and related old-age poverty. Green jobs are essential for sustainable development and this offers new opportunities for women. Young women need to be approached already in the phase of career orientation in this context and career orientation has to be adapted accordingly incorporating existing as well as evolving new green jobs and focusing on gender equality in this respect.

The project draws on this and aims at inspiring young women to decide for professions in this future-relevant field, providing them with the information and knowledge required to do so.

Objectives

The Women4Green project draws on the mentioned aspects and aims at:

- RAISING young women's awareness and INTEREST in future relevant green economy professions and thus contribute to gender equality in this professional field EMPOWERING young women to decide for a green economy job
- INITIATING adaptations in youth career orientation, focusing on job orientation for green economy jobs, taking a gender-sensitive approach into account
- PROVIDING a clear understanding and overview of existing/evolving green economy jobs and the required skills/competencies as well as providing information about educational paths in this regard
- INDUCING a gender-sensitive approach in recruiting and companies in the field

Sustainable development is essential for the future of Europe, but also the whole world. This is also coming along with changes in the work environments of tomorrow. This bears a chance especially for the disadvantaged group of women for long-term employability. The Women4Green consortium is convinced to contribute to gender equality in green jobs with the present project, ensuring the highest possible results and wide dissemination

through the strong involvement of the main target groups and thus lead the way a more sustainable and equal Europe.

Activities

Women4Green pursues an action-oriented methodology to produce all deliverables and to realize the project objectives. In this context, we divided all project activities into individual TASKS, each of which leading to an actual result, such as a document or product. This action-based methodology with clearly define TASKS makes actions and their results measurable.

The main target groups, young women between 14 and 20 years and career orientation centers will be involve in all stages throughout the Women4Green project development by all partner countries (AT, IT, TK, SE, MT). In total 127 participants of the mentioned target groups will be involved in feedback, pilot tests, interviews, focus groups, workshops and the LTT activity. Further stakeholders will be included in podcasts, community building, interviews and multiplier events.

-In R1 a CATALOGUE OF GREEN PROFESSIONS AND SKILLS is developed giving a comprehensive insight into what green economy jobs are in each country and which specific skills/competences are required in course of a desk research and questionnaires. Furthermore, the status of green job in career orientation is evaluated in course of expert interviews.

-In R2 a DIDACTIC CONCEPT that ensures a holistic learning experience and a CURRICULUM serving as a basis for the development of the learning material (R4) is developed.

-In R3 a COMMUNITY BUILDING STRATEGY is created and implemented including at least 5 WORKSHOPS and 7 PODCASTS, (in EN but also in each partner language) ensuring the widest possible reach, in different formats with relevant stakeholder.

-In R4 LEARNING MATERIAL for young women in job orientation is developed according to the latest methodological and didactical findings.

-In R5 WORKSHOP SETTINGS AND AN EXPERIENTIAL GAME for career orientation of young women for green jobs are developed. The workshops are conducted, obtaining motivational setcards for the main target group. Additionally, a GIRLS DAY will be planned and conducted, enabling the target group a direct insight in one green economy job in each country.

-R6 is providing a final GUIDE FOR CAREER COUNSELLING AND COMPANIES. For a specific and target-group oriented results, the main target group of young women between 14 and 20 years will be involved in course of focus groups.

One practical-oriented Learning Teaching Training Activity (C1) will take place involving 20 young women between 14 and 20 years as well as 12 youth workers/trainers, involving a green company visit .

And finally, 6 Multiplier Events will be conducted by each of the involved project partners.

Impact

RESULTS The results are available Europe-wide, with unlimited access in 5 languages (EN, GER, TK, SE, IT). All results are available via the project website as well as the Erasmus+ result platform and can be easily adapted, further developed and applied what is highly supported. Following results are developed in course of the project:

-CATALOGUE OF GREEN PROFESSIONS AND SKILLS including a comprehensive insight into green economy jobs and required skills/competences and a status of green job career orientation

- DIDACTIC CONCEPT enabling a comprehensive learning experience and CURRICULUM for the learning material (R41).
- COMMUNITY BUILDING STRATEGY and PODCAST ensuring effective community building.
- LEARNING MATERIAL on the green economy and green jobs coming along, required skills/competencies and job profiles in the sector
- WORKSHOP SETTINGS and AN EXPERIENTIAL GAME for career orientation of young women for green jobs
- GUIDE for career counselling and companies to specifically attract women to green economy jobs

IMPACTS AND LONGTERM BENEFITS

Women4Green has a special focus on long-term and broad dissemination and will have lasting impacts on all geographical levels:

- increasing number of women interested in green jobs and taking on their professional career in this field
- broadening community of women in green jobs
- adaptions in career orientation increasingly involving existing/arising green jobs, paying specific attention to a gender-equal approach.
- adjustments in companies/recruiting in the field focusing on a gender-sensitive approach

To ensure those long-term impacts of Women4Green the broad network of the consortium as well as the established community will be strongly involved in disseminating the project's results. This will result in a broad debate about interesting and empowering women for green economy jobs and thus accomplishing change and adjustments in career orientation as well as in recruiting.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

Offene Jugendarbeit in den Räumen junger Menschen Mobile Jugendarbeit/Jugendstreetwork — Jugendarbeit im öffentlichen Raum - Online-Streetwork Qualitätsmerkmale & Handlungsanleitungen

Project Coordinator

Organisation BUNDESWEITES NETZWERK OFFENE JUGENDARBEIT
Address LILIENBRUNNGASSE 18/2/47 , 1020 WIEN , Wien , AT
Website www.boja.at

Project Information

Identifier 2022-2-AT01-KA220-YOU-000094241
Start Date May 1, 2023
End Date Dec 31, 2024
EC Contribution 250,000 EUR
Partners Dachverband Offene Kinder- und Jugendarbeit Schweiz (CH) , netz I Offene Jugendarbeit EO (IT) , Bundesarbeitsgemeinschaft Offene Kinder- und Jugendeinrichtungen e. V. (DE)
Topics Quality and innovation of youth work ; Digital youth work ; Inclusion of marginalised young people

Project Summary

Objectives

Forms of mobile youth work/youth street work as well as outreach youth work/youth work in public spaces and online street work should be described, differentiating criteria determined, characteristics of urban and rural areas examined, positive and negative developments discussed, and potentials and further development pointed out.

Activities

With a mix of social science methods, different practices are to be analyzed and described from multiple perspectives. From this, standards for quality and qualification are defined. Both youth worker and stakeholders from the community, as well as decision-makers from administration and politics are involved in the development process.

Impact

Quality standards for special forms of open youth work in public spaces are developed and with quality and competence requirements defined. Internationally, the project contributes to further professional understanding among practitioners in open youth work, which concerns the quality development of practices and also new innovative forms of youth work, such as online street work.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

What A Wonderful World!

Project Coordinator

Organisation ZENTRUM FUR INNOVATIVE BILDUNG
Address c/o: Impact Hub Lindengasse 56, 1070 , 1070 Vienna , Wien , AT
Website www.zentrumib.org

Project Information

Identifier 2023-1-AT01-KA220-YOU-000157207
Project Web Site <https://what-a-wonderful-world.eu/>
Start Date Sep 1, 2023
End Date Aug 31, 2025
EC Contribution 250,000 EUR
Partners KARGENC ÇEVRE SPOR KULÜBÜ (TR) , ASOCIATIA NEVO PARUDIMOS (RO) , HELLAS FOR US ASTIKI MI KERDOSKOPIKI MI KYBERNITIKI ETERIA (EL) , L ORMA SOCIETA SPORTIVA DILETTANTISTICA A RESPONSABILITA LIMITATA (IT) , Navissos (RS)
Topics Environment and climate change ; Energy and resources ; Quality and innovation of youth work

Project Summary

Objectives

Aim to contribute to the process by developing ECO-LITERACY skills in young people with organizations from 6 different countries and by conducting studies to reduce individual carbon footprint, water footprint and greenhouse gas emissions.

Objectives;

- To reduce the carbon and water footprint of the participants in the project by 50% after 2 years.
- To develop ECO-LITERACY skills in young people.
- To create an ECO-LITERACY guide.
- Conferences, Social Media and Challenge campaigns.

Activities

We will implement a survey&analysis activity where we will measure the knowledge of youngsters about climate change.

We will have 4 LTTA activities:

- 1-Climate, Water and Forests
- 2-Climate and Gas
- 3-Climate and Recycling
- 4-Climate, Energy and Eco-garden

During the LTTAs we will draft our ECO-Literacy Guide and later finalize it as main output. We will also have social media and challenging campaigns and conferences as multiplier events.

Impact

- Young people will improve their ECO-Literacy skills and behave more climate-friendly.
- An ECO-Literacy guide will be created across EU through networks which will include all causes of the climate change
- Youth workers will increase the green effect of their activities
- Green project management will be promoted within the partners and their networks
- Sharing of good practices by the partners in their experiences
- A new network of youth workers and young people to be established

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

GREEN MEME EFFECT: Greenfluencing micro-interventions in physical and digital social space of youth to foster eco-friendly and sustainable behaviours.

Project Coordinator

Organisation Auxilium pro Regionibus Europae in Rebus Culturalibus
Address Geidorfplatz 2 , 8010 Graz , Steiermark , AT
Website www.auxilium.co.at

Project Information

Identifier 2022-2-AT01-KA220-YOU-000096509
Start Date Jan 1, 2023
End Date Dec 31, 2024
EC Contribution 250,000 EUR
Partners Associação BioLiving (PT) , MEATH COMMUNITY RURAL AND SOCIAL DEVELOPMENT PARTNERSHIP LIMITED (IE) , CO&SO - CONSORZIO PER LA COOPERAZIONE E LA SOLIDARIETA'-CONSORZIO DI COOPERATIVE SOCIALI-SOCIETA' COOPERATIVA SOCIALE (IT) , S.E.A.L CYPRUS (CYPRUS ORGANIZATION FOR SUSTAINABLE EDUCATION AND ACTIVE LEARNING) (CY) , MOBILIZING EXPERTISE AB (SE)
Topics Green skills ; Inclusion of marginalised young people ; Digital content, technologies and practices

Project Summary

Objectives

The GREEN MEME EFFECT project has three main objectives:

- [1] Foster and promote green thinking, lifestyle and attitudes in youth and marginalised youth.
- [2] Equip the actors in the physical and digital social space (youth workers, youth support, parents, peers, companies/NGOs/local authorities) to become green role models and inspire through micro-interventions.
- [3] Promote social responsibility, initiative and participation in eco-friendly and sustainable action in the local communities.

Activities

In a 24-month project duration, 6 partner organisations from 6 EU countries (AT, PT, IE, IT, CY, SE) will produce an innovative methodology and a range of different practical, low-threshold materials to reach the project objectives. The target groups of youth and youth support workers will be engaged in various stages of the process and partners plan to meet F2F at critical stages for transnational meetings and learning activities. A transnational final conference will conclude the project.

Impact

The project will produce these tangible main results:

- [1] GREEN INFO CARDS & VIDEOS & interactive online quizzes.
- [2] GUIDELINE on how to apply the GREEN MEME EFFECT methodology in informal settings.
- [3] COLLECTION of physical & digital materials to implement MEME micro-interventions in digital & physical social space of youth.
- [4] Educational GAME that can be played in typical youth work settings.
- [5] IDEA SET for theme days in youth centres to take eco-friendly actions in the local community.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices

Action Type: Cooperation partnerships in youth

Project Title

Let's Sign About S<3X

Project Coordinator

Organisation EQUALIZENT SCHULUNGS UND BERATUNGS GMBH
Address OBERE AUGARTENSTRASSE 20 , 1020 WIEN , Wien , AT
Website www.equalizent.com

Project Information

Identifier 2023-2-AT01-KA220-YOU-000180341
Start Date Apr 1, 2024
End Date Apr 30, 2026
EC Contribution 400,000 EUR
Partners Fondazione Istituto dei Sordi di Torino ONLUS (IT) , innoSIGN s.r.o (SK) , Turkoois (NL) , Unie neslysicich Brno, z.s. (CZ)
Topics Inclusion, promoting equality and non-discrimination ; Initial and continuous training for teachers, trainers and other education staff ; New learning and teaching methods and approaches

Project Summary

Objectives

Let's Sign About S<3X aims to provide (deaf) youth workers and trainers with skills, knowledge and tools concerning reproduction, gender diversity & sexual orientation, sexual health and sexuality & rights to sensitize them and provide them with capacities to handle questions that arise in their daily work with deaf youth. Youth workers have attended sensitisation workshops and have access to multimedia materials in sign and plain language for use in sexuality education.

Activities

We work closely with deaf youth, youth workers, + experts in sexuality education to produce accessible multimedia tools and training materials, including 500 signed videos + scenarios with plain language texts and sensitisation workshops to sensitise + train people working with deaf youth. We work in 6 written / 5 signed languages. We plan 4 transnational meetings, a learning teaching training activity with youth workers, piloting sensitisation TTT workshops, + multiplier events in 5 countries.

Impact

Let's Sign About S<3X Multimedia Toolkit: 60 videos in 5 sign languages with plain text about topics related to sexuality education.

Train the Trainer sensitisation package: Multilingual guidelines and materials for sensitisation workshops on sexuality education for youth workers working with deaf youth.

Scenarios: 40 videos scenarios relating to related to sexuality education in 5 sign languages plus multilingual self-reflection tool for youth workers working with deaf youth.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

Deaf Climate ACTion

Project Coordinator

Organisation EQUALIZENT SCHULUNGS UND BERATUNGS GMBH
Address OBERE AUGARTENSTRASSE 20 , 1020 WIEN , Wien , AT
Website www.equalizent.com

Project Information

Identifier 2023-1-AT01-KA220-YOU-000161249
Start Date Sep 1, 2023
End Date Feb 28, 2026
Partners innoSIGN s.r.o (SK) , Turkoois (NL) , SignCoders Kft. (HU) , EUROPEAN UNION OF THE DEAF YOUTH (BE) , DeafStudio (SK)
Topics Environment and climate change ; Green skills ; Inclusion of marginalised young people

Project Summary

Objectives

Inclusion in ACTivism for our Environment seeks to inform, empower and activate deaf youth and youth with disabilities with regard to green issues. Using our project results - including various digital tools, animated information videos in Sign Languages, (easy to read) plain language environmental information, a CO² test in Sign Languages, accessible training materials, a vlog and "into action" campaigns - deaf youth gain green skills and view themselves as green activists and change makers.

Activities

We will work closely with deaf youth, youth with disabilities, youth workers/trainers associated partners and green organisations to produce accessible digital tools (app/website), signed and animated information videos, plain language green information, a CO² test, blended learning materials, a vlog and 5 green campaigns organised by deaf and disabled youth. We plan 5 transnational meetings, a learning teaching training activity with youth workers/trainers, and multiplier events in 5 countries.

Impact

ACTivism Toolkit

50 animated and signed information videos with plain language texts on green issues and signed vocabulary, available per app.

Inclusive CO² Test:

Signed survey to assess the user's carbon footprint with 4 possible results.

GreenComp Blended Learning

A curriculum and handbook (including methodology sheets, training materials, incorporating the toolkit, app and CO² test) in English, German, Dutch, Slovak and Hungarian.

Into ACTION

Green campaigns, guidelines and signed vlog

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices

Action Type: Cooperation partnerships in youth

Project Title

INteractive FOCUS on PROgramming

Project Coordinator

Organisation Österreichische Jungarbeiterbewegung, ÖJAB

Address MITTELGASSE 16 , 1062 WIEN , Wien , AT

Website www.oejab.at

Project Information

Identifier 2022-2-AT01-KA220-YOU-000094981

Start Date Mar 1, 2023

End Date Dec 31, 2024

EC Contribution 250,000 EUR

Partners Pressley Ridge Magyarország Alapítvány (HU) , Ternipe - zdruzenie pre romsku mladez na Slovensku a v Madarsku (SK) , 2K2 Számítástechnikai Kft. (HU)

Topics Youth employability ; Digital skills and competences ; Inclusion of marginalised young people

Project Summary

Objectives

Since the IT sector is growing fast, the need for IT staff will be also higher. However, not all adolescents have the chance to even get to know programming and coding - especially young people from socially marginalized groups who are lacking social skills and inclusion into society. INFO-PRO aims to empower these young people from Austria, Hungary and Slovakia and strengthen their skills on multiple levels as well as help them acquire valuable skills they need for the job market of the future.

Activities

Besides WP1 (Project Management), INFO-PRO consists of the following activities: WP2 – Content Development and Initial Trainings, WP3 – Conduction of After School sessions for 60 socially marginalized adolescents aged 13-18, WP4 – Conduction of Summer School Training Weeks with extended content and WP5 – Increasing Impact of the project through an assessment study, an international advocacy conference and intensified dissemination activities.

Impact

On the one hand, we aim to provide for 60 adolescents from disadvantaged social backgrounds a non-formal extracurricular education program, in particular on a social and personal level. On the other hand we provide them equal chances in the labor market and equip them with basic skills in coding/programming that they need for their future jobs. Further, we want to call attention to both the topics of social inclusion of marginalized communities and lack of IT skills as a societal challenges.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

Gaming for democracy in the context of contemporary forms of extremism

Project Coordinator

Organisation SCENOR
Address Schottenfeldgasse 5/9 , 1070 Vienna , Wien , AT
Website www.scenor.at

Project Information

Identifier 2021-2-AT01-KA220-YOU-000050041
Project Web Site <http://www.scenor.at/gamed>
Start Date Mar 1, 2022
End Date Apr 30, 2024
Partners Landesarbeitsgemeinschaft Mobile Jugendarbeit / Streetwork Baden-Württemberg e.V. (DE) , DANISH YOUTH TEAM (DK) , BUNDESWEITES NETZWERK OFFENE JUGENDARBEIT (AT) , IU Internationale Hochschule (DE) , Modus - Zentrum für angewandte Deradikalisierungsforschung (DE) , Landesmedienzentrum Baden-Württemberg (DE) , SERIOUS GAMES INTERACTIVE APS (DK)
Topics Quality and innovation of youth work ; Preventing radicalisation ; Digital skills and competences

Project Summary

Background

The large majority of European youth play video games (e.g. 72% of the 15-24 and 60% of the 25-34 year olds in ISFE report 2020). Extremist actors have already begun to use this to their advantage, including by producing games of their own. Gamification and games of various types have been recently also included in the work with youth. Yet, with regard to the use and impact of games, prevention is still at a disadvantage, especially considering the degree of entertainment that these products are able to offer.

The project GameD breaks new ground by conceptualizing, testing and offering training on a serious game that not only fulfills educational purposes, but also offers real playing experience. We do this by: including elements like constraints, goals and rewards, which keep the player interested; not having a predetermined script but facilitating story development while playing; and by having young people co-create the game.

The project addresses first and foremost the needs of the target population, who are the youth themselves and the staff

working in youth centres and other youth educational establishments. We are conceptualising our gaming approach to

address these needs, namely:

- The need to recognize and combat extremist narratives - > met through a game that illustrates them and their effects in a playful way and furthermore gives the impression of self-efficacy when confronting them

- The need for young people to be understood with regard to their concerns and to be able to voice them, but also for an

empowered sense of participation in social and political life. -> to be addressed in the game through the confrontation with

problematic situations and solutions for active involvement through alternative narratives. We focus on citizenship understood as human rights, diversity and tolerance, as opposed to extremist ideologies and violence. Recruits of extremist movements and often also their victims are (self-)excluded from participation in legal, non-violent forms of

political decision making and political expression.

- For both young people and youth workers, the need to be on top of digital transformation, acquire skills and be able to

use them for positive change. The need of youth work to match contemporary digital transformations and obtain the

capacities to use innovative tools. -> we meet this need through the provision of innovative tools and training activities in

using these tools and to acquire digital skills more broadly

- Educational material to fit the contemporary digital environment by using attractive gaming technologies and platforms

that can offer similar playing experiences like purely entertainment games. It is only in this way that one can effectively

work with such technologies by ensuring that players get 'hooked' to them and not just engage briefly because they have

to. -> we meet this need by providing a game that offers this playing experience.

- There is a need for young people to be invested in civic education, rather than the passive receiver thereof; and

of youth

workers to promote these approaches in order to be effective. Frontal lectures on democracy, and even digital tools in which players are simply following a script have limited impact and attractiveness. -> The gaming approach offers the possibility for young people to be themselves creators, to give voice to characters, thus increasing the impact of the knowledge they acquire.

- The need to gain a better knowledge of other groups and cultures in order to combat extremism and create a common vision of togetherness -> We include cultural and historical information in your game concept and furthermore we have minority groups as equal participants in conceptualizing the game.

The project is both innovative and complementary to a number of projects carried out previously by the participating organisations.

Objectives

Through the successful use of digital technologies, extremist organisations have adapted their content, form and marketing techniques to reach young people, oftentimes in a seemingly harmless package. Even gaming has given an unexpected boost to extremist enterprises, as a number of terrorist and extremist organisations have managed to create their own games or 'occupy' gaming platforms. E.g. the Austrian firm Kvlgames, associated with the German right-wing extremist initiative Ein Prozent, released its first video game in 2020, which was flagged by authorities for extremist content shortly after. Regardless, it has already been downloaded more than 50 000 times by then. The group still regularly organises online events for the community to develop games filled with hate as part of their strategy to establish "digital patriotism". On the other side, civic education is struggling to keep up with the newest developments and finds it difficult to compete with the level of digitization and 'fun'. Digital technologies have also been instrumentalised to polarize while messages have been amplified by social media algorithms on platforms that thrive on hate (see the concept of 'rage economy'). Young people in this context are both the preferred target of extremist recruiting, but can also be the most resistant to polarizing efforts, not least in light of the ease to relate to other youth in European. At the same time, this potential is currently little exploited for addressing concrete political engagement, mostly due to aged tools and approaches in civic education and the limits of the formal educational sector. Furthermore, disadvantaged youth are rarely offered equal chances to voice and participation, unless specifically targeted as objects of 'prevention' or 'deradicalisation', which bears the risk of stigmatization.

This project aims to develop, test and roll out an innovative game focused on democratic citizenship in the face of extremist and polarizing efforts.

Its specific objectives are to:

Enable youth to recognize and counteract extremist and populist narratives.

Enable youth to co-create a game

Increase knowledge and skills to deal with different cultures and backgrounds.

Develop common visions of togetherness in the context of globalization and diversity.

Empower youth with regard to their political and social participation based on a healthy understanding of democracy, critical thinking and media literacy and recognizing new avenues for civic engagement outside radicalism and extremism

Provide innovative tools for youth work and thus increase the reach and impact of their work
Train youth workers in online and offline practices related to gaming in the context of promoting tolerance and being on top of digital transformations

The project addresses a number of European Youth Goals, in particular #4 Information & constructive dialogue, regarding the empowerment to be critical and responsible users and producers of information, tolerant dialogue online, medial and digital literacy skills; #3 Inclusive societies, with the fight against hate speech, prejudice and discrimination (as prominently present in extremist messaging); #8 Quality learning, with participative learning methods and intercultural skills. The project also addresses, with regard to the European Education Area e.g. quality: improve basic skills, including digital competences, and transversal skills.

Activities

The project tasks and activities have been designed to logically build on each other, with each step of the process carefully planned to achieve specific project objectives. The activities follow each other in a logical manner, with each activity serving as the foundation for the subsequent one.

The project begins with a number of research activities related to each other, that are then compiled into a concept, thereby delivering the first result. Already in this stage, youth will be actively involved through interviews, which leads to a partial achievement of enabling youth to co-create a game (objective 2). This concept will then be used to guide the creation, development and iteration process of the game prototype and its storylines, as well as the pedagogic material. The creation of the game will lead to the achievement of the objective of providing innovative tools for youth work and will thus increase the reach and impact of their work (objective 6).

The creation of story structures strongly relies on the current trends and novelties in extremism as researched in the first result. Similarly, the creation of the prototype will be guided by the state of the art in extremism and gaming, as well as the gaming preferences of the target group identified in result 1. The activity of operationalising cultural and historical material and the creation of a basis for alternative narratives in result 2 will achieve an increase knowledge and skills to deal with different cultures and backgrounds (objective 3). At the same time, the creation of story structures based on the research on extremism will enable youth to recognize and counteract extremist and populist narratives (objective 3). These skills and knowledge will be transferred through the LTTAs that rely on the game and the pedagogic material.

The participatory co-creation labs (LTTA 1) with youth are a crucial activity, that enable youth to co-create a game (objective 2) and help develop common visions of togetherness in the context of globalization and diversity (objective 3). In addition, this creative process together with the game will also empower youth with regard to their political and social participation based on a healthy understanding of democracy, critical thinking and media literacy and recognizing new avenues for civic engagement outside radicalism and extremism (objective 5).

Finally, the LTTA for youth workers, combined with the pedagogic guidance and the game, will train youth workers in online and offline practices related to gaming in the context of promoting tolerance and being on top of digital transformations (objective 7).

The coordinator and the partner will furthermore engage in a series of dissemination and communication activities, beyond the foreseen multiplier events, including social media presence and project website. We will organise smaller local events with local authorities, will enter in contact and exchange with the formal education system to identify synergies and will identify events and networks in which we can introduce our product. We will additionally attempt to engage youth beyond the consortium itself at the local level and offer workshop with the use of the tools in the framework of existing youth events.

The project consortium will resort to a cross-medial and multifaceted dissemination strategy to ensure a wide reach. Project results will be continuously shared on the project website as well as a variety of social media platforms, including Twitter, Facebook, TikTok, and Instagram.

Project partners will also attend several international and national conferences and workshops related to the project's topic, in order to share and disseminate the results of the project. This includes scientific conferences in the area of extremism and social work, but also specific conferences and conventions in the national context.

Impact

The project's overall result will be the production of an interactive game throughout a participatory development process. This product is expected to substantially innovate the approaches of youth workers to extremism prevention and promoting human rights by providing them a digital product and methodology which is more attractive for their target group, i.e. youth. Not only are video games more in line with the contemporary needs of today's youth, but the entire game development will use participatory approaches in the context of digital methodologies: young participants will co-create the storylines and design of the game. Moreover, the video game is also an innovative approach for providing a more attractive training programme to youth workers, in comparison to traditional trainings and methods. By doing so, the project is also expected to contribute to the integration of new, digital methods into the daily activities of youth workers, thereby helping organisations to create a more modern, dynamic and professional environment. The game furthermore makes use of participatory approaches and digital methodologies as such and in the context of youth work.

In order to create a game that is attractive and useful for youth and youth workers, works for the purposes of promoting awareness of extremism, creativity, common EU values, and active citizenship, and increases capacities of youth workers in working with online tools, it is necessary to establish a clear set of specifications before the work of creating the game can start.

The development of innovative materials makes sense especially if a sustainable and broad use is possible. Such a broad effect can be achieved above all through the involvement of youth workers or the tailoring of accompanying materials to the needs of professionals.

A needs analysis suggests, that reaching the objectives of the overall project requires an ongoing evaluation that is agile enough to continuously deliver new insights during the course of the project to help adapt project implementation. This is why we will use a formative evaluation process, which can adapt flexibly to the challenges that emerge as the game is developed and further refined.

With regard to the content of the game, the project focuses on creating new approaches to address and promote diversity in all dimension: cultural, ethnic, social, linguistic, and more. By giving a voice to a diverse pool of young people through involving them in the co-creation process, as well as by utilising counter- and alternative-narratives in a realistic roleplay game, the project aims at developing a more effective and up-to-date approach to promote diversity and intercultural competences among youth. This way, participants and players of the game even beyond the project will be able to experience the benefits of diversity in a digital simulation of real-life scenarios.

Importantly, through our dissemination and communication activities, as well as the fact that our results will be available online long-term, these outcomes are expected to multiply also after the end of the project.

Since our project addresses extremist narratives and aims to promote active citizenship among the youth, the project will also lead to greater effectiveness of youth work activities for the benefit of local communities.

Through the intense cooperation within the consortium, it is expected that partners will have increased capacity

and professionalism to work at EU level, will improve their management competences and internationalisation strategies. The project also includes cooperation among various sectors, namely youth work, formal educational sector, research and enterprises.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

YouPart - Engage, Connect, Empower political participation of disadvantaged youth.

Project Coordinator

Organisation SUDWIND VEREIN FUR ENTWICKLUNGSPOLITIK UND GLOBALE GERECHTIGKEIT
Address LAUDONGASSE 40 , 1080 WIEN , Wien , AT
Website www.suedwind.at

Project Information

Identifier 2021-1-AT01-KA220-YOU-000035766
Start Date Jan 1, 2022
End Date Jun 30, 2024
EC Contribution 365,870 EUR
Partners DRUŠTVO HUMANITAS - CENTER ZA GLOBALNO UČENJE IN SODELOVANJE (SI) , WE WORLD-GVC ORGANIZZAZIONE NON LUCRATIVA DI UTILITA'SOCIALE (IT) , NARODNI PARLAMENT (RS) , Ekumenická akademie, z. s. (CZ) , KAINOTOMIA & SIA EE (EL) , Spolek zastáncu detských práv (CZ) , BUNDESWEITES NETZWERK OFFENE JUGENDARBEIT (AT) , TOC – Asocijacija za razvoj održivih zajednica (RS) , CENTER FOR EDUCATION AND INNOVATION (EL) , Associazione Culturale Oltre...APS (IT) , ZAVOD MLADINSKA MREZA MAMA (SI)
Topics Awareness about the European Union ; Democracy and inclusive democratic participation ; Quality and innovation of youth work

Project Summary

Background

"You think you need to empower us, however we just want to be heard and taken serious" is sometimes the reaction of young people, when it comes to civic participation and their political demands. And often it is the adults that think young people need to be empowered to develop their own positions and voice their demands, however youngsters often say that the problem is that they are not listened to and their youth positions are not taken serious. Therefore we want to facilitate and give concrete opportunities for political participation of youth in fora where they are appreciated and their demands are taken up as well as develop methodologies for it in a digital toolkit. Practically participation will be realized by engaging in the Conference for the Future of Europe (both online tool and organizing own event) and the EU Youth Dialogue as well as organize youth policy roundtables on local and national, EU and UN levels. Thereby also learning by adults and taking up of youth demands by decision makers will be facilitated. Especially disadvantaged youth from different social, migrant, geographic and educational backgrounds are often not able to express themselves and their demands towards others, especially not towards the society as a whole and its political leaders. This is due to a lack of possibilities for political participation on all levels, partly legal hinderances (e.g. no right to vote) and a lack of self-esteem to just try and express yourself. The EC Staff Working Document on the Situation of Young People in the EU (2018) finds that young people are increasingly interested in political participation and have renewed interest in political issues and identify themselves as European citizens to a greater extent than older generations. However the interest for traditional modes of participation as those related to representative democracy is smaller and data indicate a limited involvement of young people in the institutional practices of representative democracy. As the EU Youth Strategy 2019-2027 outlines for the first time since the Second World War, there is a real risk that today's young generation will end up less well-off than their parents. 29% of 16-29 year olds are at risk of poverty or social exclusion and 11.6% of those aged 15-24 are not in education, employment or training (NEETs), while 15.9 % of the young people in this age group are unemployed - double the rate of the general population. "Socioeconomic and democratic exclusion go hand in hand. Youth struggling with disadvantages are generally less active citizens and have less trust in institutions. They also benefit less from mobility experiences including Erasmus+." Therefore YouPart especially answers to these challenges pointed out by the EU Youth Strategy: "important challenges remain open, such as involving more young people from a more diverse range of backgrounds, including those with fewer opportunities, and a better outreach at grassroots level".

Objectives

In line with the EU Youth Strategy "Engage - Connect - Empower" we will encourage young people to become active citizens, help prevent youth social exclusion and improve the impact of policy decisions on young people. The strategy rightly identifies "Many want to be involved in political life, but expect their opinion to count", therefore we will make their opinion count in the Conference on the Future of Europe (1st YouPart youth conference), in EP, UN and local levels. YouPart project will empower political participation of disadvantaged youth in 6 CEE and Balkan countries in

three phases by providing opportunities to find and formulate demands and wishes (Engage), discuss and connect them transnationally (Connect) and voice these demands to politicians on different decision making levels (Empower). The final event of the project will be a roundtable presentation in the European Parliament where the young people present their demands. We will combine practical exercise involving youth and youth workers from grassroots youth centers in youth local workshops and European conferences to identify, formulate and discuss their common demands and policy roundtables to present their demands to decision makers on local, national, EU and UN levels (LTTAs) with gathering and developing these experiences in the project result as digital toolkit for civic education and participation in youth work to be widely used and disseminated by the youth work partners of the project and their networks and published as Open Educational Resource on SALTO, E+ project results platform and other youth portals and partners websites as well as social media (e.g. facebook group digital open youth work). Thereby methodologies will be developed in a participative way on transnational level and tried out before they are put together in the digital toolkit presented and widely multiplied in multiplier events for youth workers. This will also lead to quality development and innovation in youth work regarding civic participation facilitated by the 6 youth work partner organisations and their platforms.

Concrete learning objectives of YouPart:

- Training materials tailored to the needs of youth workers and open youth work organisations on youth participation, active citizenship and expression of political demands of young people to enable them to act in the present European, national and local context.
- Trainings of youth workers to enable mutual learning and develop methods for digital toolkit together, thereby contributing to quality development of youth work
- Training activities aimed to increase expression and active citizenship skills of young people
- Develop civic participation and advocacy skills of youngsters to express demands on political levels

Activities

The project will develop activities both in a practical strand enabling concrete youth participation from local up to EU and UN levels and in a methodological strand developing methodologies for civic participation in a digital toolkit and disseminate those in youth work.

The practical strand of YouPart will unfold the following activities:

ENGAGE: On local youth center level 3 workshops per country will be held to raise issues and demands of young people, that will be shared in national workshops and brought to the European level

CONNECT:

In the 1st YouPart Youth conference 60 youngsters together with accompanying youth workers and facilitating staff come to Vienna to work together on their demands and develop concrete inputs for the Conference on the Future of Europe (just launched on Europe Day May 9th) as well as meet with EU Fundamental Rights Agency (FRA) and bring their demands to the UN in a presentation event in the Vienna headquarter.

In the 2nd YouPart Youth conference again 60 youngsters come together in Prague to further work on their demands, vote on most important ones and write them up in the YouPart Youth Manifesto.

EMPOWER

The final stage of the process will be an Advocacy study visit in Brussels including a Policy Roundtable in the European Parliament in which they will present their manifesto and its demands to MEPs, EC and member states representatives.

In the methodological part of YouPart the developed methods will be taken up, further developed and brought together with existing methodologies.

- A Staff Training Event will bring together NGO experts on (Global) Citizenship Education with youth work

experts from the youth work partners to jointly share and try-out methodologies for civic participation in open youth work and distribute tasks and work packages

- Together they will develop the Project Result being the YouPart Methodological digital toolkit for civic participation in youth work in a participative working ways over 1,5 years starting already during and taking into account the experiences from the practical strand

- The Project Result Toolkit will then be presented, shared and concretely tried-out in 6 national and one European multiplier events with youth workers to anchor developed methodologies in European youth work and contribute to quality development and innovation.

All activities in both strands will be accompanied by sounding boards of youth and youth workers to enable regular reality checks and ensure activities and the resulting toolkit correspond to real needs and possibilities of youth workers in open youth work with mainly disadvantaged youth.

Impact

Main objective of YouPart is to empower civic participation of disadvantaged youth by providing opportunities to find and formulate demands and wishes and bring these demands to politicians on national, European and international level and enable their participation in most relevant policy processes like the Conference for the Future of Europe. The final event of the project will be a roundtable presentation in the European Parliament where the young people present their demands.

Project Results:

R1: Training materials (Project Result Toolkit) tailored to the needs of youth workers and youth work organisations on active citizenship and expression of political demands of young people to enable them to act in the present European, national and local context.

R2: Trainings of youth workers to enable mutual learning and develop methods for Digital toolkit on civic participation together

Both R1+R2 will contribute to quality development and innovation in youth work by providing and anchoring new civic participation methodologies in youth work, youth work organisations and platforms.

R3: Training activities aimed to increase expression of political demands and active citizenship of young people

R4: Develop organizing and advocacy skills to express demands on political level.

According to the main objective and the learning results the following activities have been established, each directly leading to one or more results as shown below.

The main tangible Project Result is the methodological digital toolkit for active citizenship in youth work including methodologies, work sheets, digital and offline formats, advocacy and activism guidance in forms ranging from written group work guidances for youth centers to infographics, memes and insta-stories/highlights

It will be realized as a webblog enabling pick and choose approach according to specific needs of the youth worker and will be realized in replicable form of Open Educational Resource (OER) enabling wide European dissemination and use.

To really anchor the toolkit in youth work nationally and on European level the youth work partners and their platforms will organize Multiplier events for their youth workers and youth centers promoting the toolkit and trying it out practically.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices

Action Type: Cooperation partnerships in youth

Project Title

My Elections - My EU!

Project Coordinator

Organisation SUDWIND VEREIN FUR ENTWICKLUNGSPOLITIK UND GLOBALE GERECHTIGKEIT

Address LAUDONGASSE 40 , 1080 WIEN , Wien , AT

Website www.suedwind.at

Project Information

Identifier 2023-1-AT01-KA220-YOU-000161835

Start Date Nov 1, 2023

End Date Oct 31, 2025

EC Contribution 400,000 EUR

Partners DRUŠTVO HUMANITAS - CENTER ZA GLOBALNO UČENJE IN SODELOVANJE (SI) , Ekumenická akademie, z. s. (CZ) , CESIE (IT) , Fundacja Sztukmistrze (PL) , Fundacja Kupuj Odpowiedzialnie (PL) , Teatro Atlante Cooperativa Sociale arl (IT) , Kulturno umetniško društvo Transformator (SI) , FUORI - Verein für performative Kunst (AT) , Prosvěta s.r.o. (CZ)

Topics Awareness about the European Union ; Democracy and inclusive democratic participation ; Inclusion of marginalised young people

Project Summary

Objectives

The main goal is to empower active European citizenship and civic engagement by promoting the participation in the 2024 elections to the EP and promote critical debate on hot topics of the EU elections. Through artistic methods young people will increase their creative and journalistic skills, raise their self-esteem and be empowered to voice and express their political demands and views on the hot topics climate crisis and migration to their new representatives in Brussels.

Activities

My Elections - My EU! implements creative Youth Workshops on local, national and EU level (EU level workshops on hot topics migration & climate crisis at hot spots Lampedusa-Italy and Zicksee-Austria) critically reflecting on European election programmes and developing own youth demands through creative expression. These will be presented in a political art performance and a youth roundtable in the newly elected European Parliament. A digital toolkit will make project methods widely available.

Impact

Young participants will have gained knowledge, creative and active citizenship experience and self-esteem and engage actively in the European elections and convince their peers.

The young voters have expressed their views to their newly elected MEPs+EC.

Youth workers and artists will be equipped with easily applicable methods on active citizenship and creative means of expression around the European elections, EU values and youth participation through the digital toolkit and multiplier events.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

“Raise your voice against Plastic”

Project Coordinator

Organisation SUDWIND VEREIN FUR ENTWICKLUNGSPOLITIK UND GLOBALE GERECHTIGKEIT

Address LAUDONGASSE 40 , 1080 WIEN , Wien , AT

Website www.suedwind.at

Contact

Project Information

Identifier 2022-1-AT01-KA220-YOU-000086418

Start Date Dec 1, 2022

End Date Nov 30, 2024

EC Contribution 250,000 EUR

Partners JUGEND-& KULTURPROJEKT EV (DE) , KAINOTOMIA & SIA EE (EL) , STOWARZYSZENIE "CENTRUM WSPIERANIA EDUKACJI I PRZEDSIĘBIORCZOŚCI" (PL) , Youth Europe Service (IT) , Cuiablue OÜ (EE)

Topics Environment and climate change ; Green skills ; Quality and innovation of youth work

Project Summary

Objectives

The objectives of RESCUE are:

- To raise awareness among youth on the impact of plastic on the environment and human health
- To promote sustainable plastic consumption patterns
- To build environmentally friendly behaviors and attitudes
- To provide youth workers with tools and methodologies to transfer knowledge to youth regarding the use of plastic and motivate them to run green initiatives
- To connect youth through green campaigns and give them the opportunity to run their own campaigns

Activities

Under the RESCUE project partners will implement:

- project management activities: administrative tasks, virtual meetings, preparation of communication materials & participants taking part
- implementation activities: networking events, working sessions (Wien), training of the staff members (Dresden), piloting with the TGs, evaluation activities, National Green Initiatives
- sharing & promotion activities: social media, website, campaign's material (vidcasts, etc.), national sharing & promotion events.

Impact

RESCUE results:

- WP2 E-learning platform including: 1. modules and activity sheets on plastic's repercussions, 2. Green Portal with initiatives at national & EU level.
- WP3 "How to run a green campaign" Guide on how to organize, run and disseminate an environmental campaign against plastic usage.
- WP4 Become a Green Ambassador Campaign including a working session in Austria, vicasts, National Initiatives etc.
- WP5 Sharing & Promotion: dissemination material and physical activities at national level.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices

Action Type: Cooperation partnerships in youth

Project Title

Greening Financial Literacy

Project Coordinator

Organisation GLOBAL 2000 UMWELTSCHUTZORGANISATION

Address NEUSTIFTGASSE 36 , 1070 WIEN , Wien , AT

Website www.global2000.at

Project Information

Identifier 2022-1-AT01-KA220-YOU-000086358

Start Date Oct 1, 2022

End Date Dec 31, 2024

EC Contribution 250,000 EUR

Partners FORUM ZA SLOBODU ODGOJA (HR) , Facing Finance e.V. (DE) ,
KMOP - Education and Innovation Hub (EL)

Topics Environment and climate change ; Economic and financial affairs
(including funding issues) ; Development of training courses

Project Summary

Objectives

Among European youth, there is a low level of financial literacy and, above all, a lack of understanding of the links between financial systems, sustainability and the climate crisis. The project therefore aims to create capacities for non-formal education and activating educational methods for youth on the topic of green financial literacy (GFL) for the first time. Civil society actors are thus given the opportunity to raise the level of GFL in Europe in cooperation with youth.

Activities

First, organizations from the fields of youth, environmental protection & financial investment share their expertise & concept non-formal education formats.

Next, a workshop is developed & youth is trained to hold and test it for its peers. Also methods, to encourage young people to engage for a raising the level of GFL, are developed with & evaluated & therefore implemented by young people.

Finally all created expertise & experience is written down, published & actively disseminated in Europe.

Impact

The project generates new expertise & innovative educational offers on GFL & implements them on a smaller scale. Thus, the project creates urgently needed & previously non-existent capacities in the youth sector. Through the proactive dissemination of experiences, methods & concepts, this expertise becomes usable across Europe. To strengthen this effect, the foundation for further networking to GFL is also laid. Thus, the project lays the foundation for increasing the GFL of European youth.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices

Action Type: Cooperation partnerships in youth

Project Title

Green Diversity?! – Inspiring Youth for Climate Action + Justice

Project Coordinator

Organisation Jugend Eine Welt Österreich - Don Bosco Entwicklungszusammenarbeit

Address Münichreiterstraße 31 , 1130 Wien , Wien , AT

Website www.jugendeinewelt.at

Project Information

Identifier 2021-2-AT01-KA220-YOU-000049421

Project Web Site <http://www.green-diversity.org>

Start Date Mar 1, 2022

End Date Feb 29, 2024

EC Contribution 229,021 EUR

Partners ASSOCIAZIONE INTERNAZIONALE VOLONTARI LAICI (IT) , SERVICE CIVIL INTERNATIONAL - DEUTSCHER ZWEIG E.V. (DE) , Kansainvälinen vapaaehtoistyö ry (FI) , Neo Sapiens S.L.U. (ES)

Topics Environment and climate change ; Promotion of alternative forms of participation ; Bridging intercultural, intergenerational and social divide

Project Summary

Background

Climate activists around the world have gained more visibility. But to what extent is the climate movement really 'climate just', given that most of those involved are from well-educated, middle-class backgrounds?

For the global climate justice movement to open up and grow, we need renewed climate justice narratives led by the voices of those most affected. But how?

We need to change the way stories are told about these marginalised groups – from passively victimising them to affirming their active resistance. People with origin in the countries most affected are often the least listened to. Yet, they have the possibility to - on the one hand - show how the climate crisis is not a problem of the future but is already affecting the lives of people in numerous countries. On the other hand, they provide ideas how to become active against the climate crisis in their surroundings and how to create resilient environments and communities. We provide a platform for these stories to spread.

We need to stop portraying the climate crisis as an abstract problem that leaves many of us with a feeling of hopelessness and inaction. Instead, we need new ways of telling real stories – personal, inclusive and inspiring – that we can use in educational work and climate activism across Europe (and beyond).

And we need to spark new debates and community practices, starting from the associations in which we operate and going outwards.

Objectives

Against this background, our proposed project 'Green Diversity?!' aims at the following four interrelated objectives:

OBJECTIVE 1: Strengthen the capacities of youth educators, NGO staff and volunteers to work with young people with fewer opportunities (particularly with migrant background) in non-formal education around the climate crisis

OBJECTIVE 2: Develop emotional literacy in education through storytelling and other art-based learning approaches

OBJECTIVE 3: Promote active civil participation of young people with fewer opportunities (particularly with migrant background) through real life, community-based experiences

OBJECTIVE 4: Building climate justice into the structures of NGOs and associations working in climate justice and global citizenship education

Activities

The core of the project activities will centre on learning, teaching and training activities in the line-up for (1) the production of a 'Visual Storytelling Toolkit for Green Diversity (WORK PACKAGE 2); (2) the design of an 'Interactive Map of Climate Activists' (WORK PACKAGE 3); and (3) the design of a 'Climate Justice Policy Box' (WORK PACKAGE 4). The remaining work packages will have a supporting function – in terms of project management/coordination and dissemination (WORK PACKAGE 1) as well as monitoring, evaluation, learning and communication (WORK PACKAGE 5).

WORK PACKAGE 2 - Production of a 'Visual Storytelling Toolkit for Green Diversity' (led by SCI Germany)

Preparation phase (April to June 2022): Following a first collaborative conceptualisation phase among all partner organisations (including the youth representatives of each organisation), a detailed design concept for the storytelling toolkit will be jointly prepared.

Implementation/production phase (July 2022 - May 2023): A total of 10-15 storytelling methods, tools and approaches from the different organisations and local contexts will be collected, visually designed, jointly reviewed and tested, and finally translated into four different languages (i.e., English, German, Spanish, and Italian).

Dissemination phase (June - October 2023): The finalised product will be promoted across the communication/social media channels of all partner organisations and their networks, added to their websites as well as to the SALTO-Youth toolbox. The multiplier events will serve for dissemination to other NGOs, climate education practitioners and youth workers.

WORK PACKAGE 3 - Production of a 'Interactive Map of Climate Activists' (led by JEW)

Preparation phase (April to July 2022): Following a first collaborative conceptualisation phase among all partner organisations (including the youth representatives of each organisation), a detailed design concept for the interactive map will be jointly prepared. A three-day 'Storytelling Lab' will be organised for youth to learn how to share their stories (learning storytelling skills, finding the format that fits with their needs, etc.). Training participants will also plan local storytelling events together, where they can try out and test their learnings.

Implementation/production phase (July 2022 - November 2022): Collection of 15-20 videos, including videos from young climate activists from Europe (Spain, Italy, Finland, Austria - mainly youth with migration backgrounds) as well as Latin America, Africa and Asia. The stories will be edited and contextualised and the interactive website will be built and tested during learning activity 2.

Dissemination (May 2023 - August 2023): A plugin will be installed at all partner websites to link directly to the map and the product will be disseminated across various pedagogical networks.

WORK PACKAGE 4 - Production of a 'Climate Justice Policy Box' (led by LVIA)

Preparation phase (March 2023): An online kick-off with the legal representatives and/or board members of the participating organisations and representatives of the target groups will be held to (1) collect existing practises, (2) ensure the commitment of the organisational leaders, and (3) use existing good practice documents as a starting point.

Implementation phase (March 2023 – October 2023): A training will be held to reflect on the current organisational policy practices and on how to facilitate participatory development and implementation processes within the organisation. The training outcome will be a checklist draft on 'How to make your climate justice policy operational'. Following the training, each partner organisation will work locally to produce their climate justice policy and feed their processes back from local to the transnational level.

Dissemination phase (November 2023 – February 2024): The documents will be presented across different networks and at an international conference.

Impact

We have defined the following three Project Results:

PROJECT RESULT 1: 'Storytelling for Green Diversity' - a visual toolkit on storytelling for climate justice targeted at youth workers, climate activists and climate educators. The toolkit will enable a more powerful way for education practitioners to combine discussing the climate crisis and discrimination.

PROJECT RESULT 2: 'I, the climate activist' - an interactive map showing 15-20 short videos of climate activists all around the world. In short video sequences (2-5 minutes), they will share their local situation and give testimonial on how they have become activists for climate justice.

PROJECT RESULT 3: 'Climate Justice Policy Box' - a co-creation process for supporting organisations to become climate just – sparking new debates and more inclusive, diverse and equitable community practices.

Through the successful implementation of the project, we expect to achieve the following outcomes:

Individual level:

- 18 NGO staff and volunteers/youth workers have increased learning competences (in terms of knowledge, skills, values, attitudes) of NFE methods on climate justice (adding 150 persons who will be reached at multiplier events)
- 22 youth with fewer opportunities/group leaders are equipped with storytelling competences (in terms of participatory creation of storytelling events, different approaches, methods and tools, etc.)(adding 150 persons who will be reached through local storytelling events)
- 20 NGO staff have increased competences in climate justice policy development (in terms of self-awareness of personal biases, power and privilege, knowledge of practical actions, and confidence to link the climate crisis with discrimination)
- Material (visual toolkit, interactive map, climate justice policy box) - a total of 3.000 online clicks/downloads, 1.000 printed versions of visual toolkit distributed

Institutional level:

- 5 partner organisations are better equipped for strengthening youth participation in their future programmes
- 5 partner organisations have improved competences in transnational project management
- 5 partner organisations can use art-based learning approaches within their wider programmatic work on climate justice
- 5 partner organisations are pioneers in setting up climate justice policy documents to make their organisational cultures more inclusive and diverse

The wider climate justice education sector:

- Availability and accessibility of innovative pedagogical resources that foster learning through social experiences and art-based learning
- Young people with fewer opportunities become agents of change in their own contexts
- Availability and accessibility of guidelines for policy documents tailored to the needs and interests of

NGOs/youth associations dealing with climate justice education

- A fruitful exchange and learning space among transnational actors active in climate justice – reflections can be used in each country to advance existing programmes or foster new approaches altogether
- Social media: 50.000 persons reached via the website and social media
- Associated partners will be able to use the material

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices

Action Type: Cooperation partnerships in youth

Project Title

Agora NextGen

Project Coordinator

Organisation Verein zur Förderung der Jugend-, Integrations- und Gemeinwesenarbeit
Address Christian-Plattner-Straße 8 , 6300 Wörgl , Tirol , AT
Website www.kommunity.me

Project Information

Identifier 2022-2-AT01-KA220-YOU-000099879
Start Date Feb 1, 2023
End Date Jan 31, 2025
EC Contribution 250,000 EUR
Partners SDRUZHENIE BADESHTETO SEGA (BG) , UNIVERZITA PALACKEHO V OLOMOUCI (CZ) , Eurosky Dialog (SK) , CELJSKI MLADINSKI CENTER, JAVNI ZAVOD ZA MLADINSKO KULTURO, IZOBRAZEVANJE, INFORMIRANJE IN SPORT (SI)
Topics Democracy and inclusive democratic participation ; Quality and innovation of youth work ; Digital skills and competences

Project Summary

Objectives

Democracy is now facing many challenges including the rise of populism and low election turnouts. The project aims to equip young people with the necessary knowledge of democratic processes and decision making as well as build capacity and create resources for youth workers to support the social and political participation of young people. The resources developed in this project contribute to empowering young people to participate as active citizens with interactive and youth-oriented methods.

Activities

We will organise a Joint Staff Training to improve the developed resources and the competences of involved youth workers (15); 4 Multiplier Events to increased awareness of the project outputs, as well as of the concept of active citizenship and youth participation (190 participants); and a training for youth workers that will provide them in depth knowledge, skills, and competencies to empower young people and enhance their participation in democratic processes (30 youth workers).

Impact

With this project we aim to foster youth participation in democratic life, by developing resources for the target group and the field of youth work that help to raise the ability, competences and motivation of young people for social and civic engagement. The resources/results include: Agora's Media Library online learning platform on the project website, Agora NextGen Simulation game (on election processes), Advocacy Guidebook on different aspects and possibilities of democratic participation.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

Life Design Skills - LDSkills4YOU

Project Coordinator

Organisation ibis acam Bildungs GmbH
Address Geiselbergstraße 15-19 , 1110 Wien , Wien , AT
Website www.ibisacam.at

Project Information

Identifier 2021-2-AT01-KA220-YOU-000049455
Start Date Apr 1, 2022
End Date Mar 31, 2024
EC Contribution 192,762 EUR
Partners Consultoría de Innovación Social (ES) , Civil Centrum Közhasznú Alapítvány (HU) , PISTES SOLIDAIRES (FR)
Topics Inclusion of marginalised young people ; Creating new, innovative or joint curricula or courses ; Digital content, technologies and practices

Project Summary

Background

People need the ability to design robust career and life plans and to evolve with the dynamics of the working world. Especially for YOUTH, these skills are essential to DEVELOP their PERSONAL LIFE VISION and develop self-directed independence in all areas of life. Life Skills, according to the WHO, are "a group of psychosocial competencies and interpersonal skills that help people make informed decisions, solve problems, think critically and creatively, communicate effectively, build healthy relationships, empathize with others, and MAKE AND SHAPE THEIR LIVES IN A HEALTHY AND PRODUCTIVE WAY." With the LifeDesign Skills Tool we create a tool for European youth work, which makes especially disadvantaged young people designers of their own lives. Within the framework of four modules (Personality, Self-Marketing, Physical and Mental Fitness, Financial and Material) the young people develop patterns of action through the use of positive psychology. These enable them to participate actively in European society and to make a successful transition to adulthood and the world of work.

The selection of the four modules mentioned above is based on decades of experience in youth work. Although vocational training and mobility within the European Union are becoming increasingly important in the education and training of young people, the development of life skills does not seem to have an explicit place in any school curriculum. Especially marginalized youth, who are denied the training of these skills due to structural or social barriers, will benefit from the development of an online tool, which shows a safe and self-directed way to independence and teaches skills on a European level. As target group, we focus on marginalized youth and thus promote the inclusion of young people who are disadvantaged by disability, health problems, barriers related to education and training, cultural differences, social barriers, economic barriers, barriers related to discrimination and geographical barriers. By working with our project partners, we aim to address and support all of these sub-target groups. ibis acam Bildungs GmbH as PL (Austria) focuses mainly on the target group of NEET's and young people who have a maximum of compulsory education and have a migration background, therefore are affected by cultural as well as social barriers and discrimination. PP2 Asociación Caminos (Spain) supports NEETs and young people with difficulties integrating into the labor market who, despite a good education, are primarily affected by economic and geographical obstacles. PP3 MAS (Hungary) focuses on NEETs and young people who have a disadvantage in the world of work due to disability or other health problems.

The goal of the Life Skills Tool is to teach the four Life Skills mentioned above to the target group in order to create inclusion and equity in the transition to working life and adulthood for young people. Furthermore, a guide for the implementation and mediation for youth coaches will be presented and a competence grid will be created according to the EU Framework Logic. PP 4 Pistes solidaires (France) focuses on the Quality assurance system of the project and the development of a LDSkills4YOU Competency grid. The outcome lead is shared among all project partners.

Objectives

The implementation of the Life Design Skills Tool on a European level pursues the goal of creating a target group-oriented tool for youth work, which enables European young people to develop life skills. Using the Life Design principle and insights from positive psychology, the PP develop together with European youth an online tool that teaches four life skills (personality, self-marketing, mental and physical fitness, financial and material). The development of the tool together with the target group allows a target group oriented access. For this

purpose, recurring feedback and test loops are included in the development phase.

On the project level, the objectives were developed and agreed upon together in the project consortium and adapted for each project partner, its specific target group and according to national circumstances.

On impact / overall objective level LDSkills4YOU pursues the increase of quality, innovation and recognition of youth work. As longer term effects, the following contribute to the overall objectives: + use of participative approaches and digital methods + new and better practices to address the needs of target groups with low opportunities + openness to use synergies with organizations working in different fields or in other socio-economic sectors.

At the project goal level, the individual goals of our partners diverge from each other to some extent, depending on the target group. Accordingly, in Outcome 2 in particular, there will be individualization depending on the partner. Overall, we will reach a much broader target group of users. As an overall outcome we see: + The promotion and recognition of validation of youth work and informal and non-formal learning at all levels as well as support for quality development and innovation in youth work + Capacity building of youth workers for practical activities online and offline as well as support for the development and transfer of methods to reach marginalized youth. This is done by creating a tool for youth work that targets the ability of youth to create their personal Life Vision through the development of Life Skills. The Life Vision forms the basis for inner security and self-directed independence as a contribution to European society and in the transition to the world of work and adult life.

The output generated is a target group specific tool for the development of LifeDesign Skills and the active use and dissemination of the LifeDesign Skills Tool by the project partners. The tool will be developed together with the actual target group. European youth workers will be trained in its use. The tool will be implemented in all partner languages and will be integrated on a learning platform for use on a European level.

We see the Intellectual Outputs in the following tools:

- + LDSkills4YOU as a target group specific tool (online tool) - AUSTRIA: the development of LifeDesign Skills and the active use and dissemination of the LifeDesign Skills tool by the project partners. The tool will be developed together with the actual target group. European youth workers will be instructed in its use.
- + LDSkills4YOU Guide + Trainer the Trainer Guide - HUNGARY: for the implementation and use of the tool by European youth coaches.
- + LDSkills4YOU Policy Paper - SPAIN: Target group specific Life Skills training for the inclusion of young NEETs in the labor market.
- + LDSkills4YOU EU Framework Competency Grid - FRANCE: development of a LifeDesign Skills Competency Grid in cooperation with European promoters from the educational policy field.

Activities

On activity level, we have designed the following concrete actions to achieve the outputs and outcomes and ultimately the impact:

- + STARTPHASE (04.04.2022 - 29.04.2022): project management and implementation by PL and the PP, set-up of project structure, project internal accounting and digital project control; Transnational project meeting: Project meeting kick-off in Austria with all PP, implementation of the results of the kick-off by PL.
- + PROJECT PHASE 1 (02.05.2022 - 22.07.2022): Development of project results by PL and PP 2 & 3: The PP define the competence-oriented objectives of LDSkills4YOU, the PL develops the guideline for the co-creation

workshops, the PP acquire young people of the sub-target groups described under 1.1 and experts for participation in the co-creation workshops; the project partners organize co-creation workshops. In doing so, the objectives are aligned with the requirements of the target group for the contents, methods and functions of LDSkills4YOU. The PPs develop the target group-specific requirements profile for the basic concept of the product in a transnational project meeting.

+ PROJECT PHASE 2 (25.07.2022 - 30.12.2022): Development of project results, steering and implementation by PL. The methodological-didactic basic concept in the form of four scripts is developed by the PL in recurring feedback loops with the target group and the content prototype is finalized.

+ PROJECT PHASE 3 (02.01.2023 - 06.01.2023): Implementation by PL and PP 2 & 3; comparison of the content prototypes with the results of the co-creation workshops and first content testing and feedback with European youth and experts - planning of the presentation of the content prototypes.

+ PROJECT PHASE 4 (09.01.2023 - 31.01.2023): Transnational project meeting to present the content prototypes and achieve a commitment of all PP. Development of project results, steering and implementation by PL: Concept is revised based on initial testing and prepared for digital implementation, digitization, creation and design of technical implementation. Technical prototype is available in all project languages.

+ PROJECT PHASE 5 (=TEST PHASE) (05.06.2023 - 17.10.2023): elaboration of project results, steering by PL and implementation by PL and PP 2 & 3, acquisition of pilot groups (youth and experts), evaluation and assessment of structured feedback on testing experiences in a transnational project meeting.

+ PROJECT PHASE 6 (17.10.2023 - 15.01.2024): implementation by PL; PL optimizes the product based on the feedback of the pilot groups; PP 2 develops a guideline for the application by youth coaches, online training for youth coaches; creation of a competence matrix (EU framework); policy paper.
and (=DISSEMINATION) (15.01.2024 - 04.03.2024): The PL hands over the tool including the guide to the PP for further use and dissemination (roll-out event); The product is presented at workshops (multiplier events for youth coaching organizations to use and disseminate the tool), trade fair appearances and industry events (roll-out at supra-regional and school level); These take place online, hybrid and in presence. Partners disseminate info on LDSkills4YOU via Epale, their own websites, social media channels, and regional media (newspaper, radio, etc.).

+ PROJECT PHASE 7 (=CLOSING) (04.03.2024 - 12.04.2024): final transnational project meeting; The PL summarizes the results of the project in the final report.

+ ALL PHASES: Project management by the PL, public relations according to detailed communication plan, interim evaluations and quality assurance.

For an even more detailed time schedule, please refer to the attached Project Schedule.

Impact

Our project outputs are focused on the direct benefits for European youth work and the added value for the target group through the development of life skills.

IO- (Intellectual Outputs)

+ LDSkills4YOU as a target group oriented tool (online tool) - AUSTRIA: the development of LifeDesign Skills and the active use and dissemination of the LifeDesign Skills tool by the project partners. The tool will be developed together with the actual target group. European youth workers will be instructed in its use.

+ LDSkills4YOU Guide + Trainer the Trainer Guide - HUNGARY: for the implementation and use of the tool by European youth coaches.

+ LDSkills4YOU Policy Paper - SPAIN: Target group specific Life Skills training for the inclusion of young NEETs in the labor market.

+ LDSkills4YOU EU Framework Competency Grid - FRANCE: development of a LifeDesign Skills Competency Grid in cooperation with European promoters from the educational policy field.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices

Action Type: Cooperation partnerships in youth

Project Title

Inclusive Organisations

Project Coordinator

Organisation GRENZENLOS - INTERKULTURELLER AUSTAUSCH
Address LATSCHKAGASSE 1/4 , 1090 WIEN , Wien , AT
Website www.grenzenlos.or.at

Project Information

Identifier 2022-1-AT01-KA220-YOU-000090121
Start Date Dec 7, 2022
End Date Jan 6, 2025
EC Contribution 250,000 EUR
Partners Drustvo Parada ponosa (SI) , ASOCIACION CAZALLA-INTERCULTURAL (ES) , LUNARIA ASSOCIAZIONE DI PROMOZIONE SOCIALE (IT)
Topics Inclusion of marginalised young people ; Inclusion, promoting equality and non-discrimination ; Creating new, innovative or joint curricula or courses

Project Summary

Objectives

With this project we want to motivate and enable youth organisations to improve their current practices and make them accessible to different new target groups and through this enable youth from marginalised groups to join their activities.

Through the certification process we'll create a transparent and accessible way to start with the implementation of inclusive practices.

With the certification we'll foster the visibility and recognition of the inclusive practices within youth organisations

Activities

Each work package will have different activities in order to implement the goal of each aspect of the project. We will have study visits in Slovenia and Spain in order to get to know the field. We will have working trainings to develop our own certification scheme and easy to use self assessment as well as development methods. In order to network internationally and nationally we will have on and offline international partner meetings and local multiplier events.

Impact

We will create a certification scheme starting from self assessment to different modules that support the improvement of skills and inclusion practices.

The modules will be accessible for download on our website, the certification will be provided by the different project partners.

Like this we want to create a network of recognised youth organisations working in an inclusive way.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

IDEA - Intersectoral Dialogue, Empowerment and Actions for Inclusion of Youth in Europe

Project Coordinator

Organisation IZ - VEREIN ZUR FORDERUNG VON VIELFALT DIALOG UND BILDUNG
Address Lilienbrunnngasse 18/2/58 , 1020 Wien , Wien , AT
Website www.iz.or.at

Project Information

Identifier 2021-2-AT01-KA220-YOU-000049696
Start Date Mar 1, 2022
End Date Aug 31, 2024
EC Contribution 296,288 EUR
Partners NGO Bridge of Hope (AM) , TENENET o.z. (SK) , Neo Sapiens S.L.U. (ES) , INSTITUTUL INTERCULTURAL TIMISOARA (RO)
Topics Inclusion, promoting equality and non-discrimination ; New learning and teaching methods and approaches ; Inclusion of marginalised young people

Project Summary

Background

The project partnership seeks to strengthen youth inclusion work by encouraging, enabling and disseminating cross-sectoral inclusion cooperation.

A variety of actors (from civil society, youth work, education) is working to support the inclusion and participation of vulnerable youth in society. Depending on their target groups, and local or national contexts, they often tackle specific pretexts of exclusion (such as migration, disabilities, dropouts/NEETs, social and educational disadvantages,...) in a specific educational setting (non-formal youth work, formal education, social work, policy level...)

During the Covid-19 crisis organisations and institutions working on the inclusion of vulnerable youth have been multiply challenged. Their work with different target groups has been extremely important for the target groups, but inclusion (youth) groups disappeared from the public radar during the the crisis. General measures set to tackle the crisis (e.g. remote learning, closure of public spaces, discontinuation of out of school activities,...) have exacerbated as well as highlighted existing gaps and mechanisms of exclusion that these young target groups are facing in areas from information, digitalization, education, culture, participation in society... to many others. The pandemic accelerated the general situation of invisibility and weak social position of inclusion groups and the isolation of disadvantaged youth. Whereas the different inclusion groups are faced with different barriers, the mechanisms of exclusion are similar - invisibility, non-prioritisation, limited resources, fragmentation of the youth inclusion field, etc. While each organisation for themselves have often found creative measures to continue and adapt the support of their target groups who have been often left without spaces and tools for participating in society, it will take joint and coordinated measures to close the newly exposed gaps. Exchanging experiences beyond the limits of one's own target group and work setting and mutual learning will strengthen organisations working with disadvantaged young people, will improve the situation of disadvantaged young people by providing a wider and stronger support network and will increase the visibility of the need for a more inclusive society. Reaching out to other sectors and inclusion fields however, is not a standard procedure in many organisations and institutions - psychological, practical and systemic barriers hinder the creation of a strong inclusion coalition. The project partnership addresses these barriers and develops both strong networks and practical tools in order to enable a comprehensive inclusion approach.

Objectives

The partnership is convinced that strengthening exchange of experience of good practice and cross-sectoral cooperation between organisations working with different target groups will strengthen inclusion efforts in different fields, will thus improve the situation for young people with fewer opportunities and will put inclusion on the agenda of public discourse more visibly. We aim to create cross-sectoral networks on national and international level to develop cross-sectoral inclusion methodology for organisations working with young people in different settings, based on good practice from different fields of expertise. By sharing, adapting and disseminating good practices and guidelines based on the wide range of experiences in our network, we want to inspire and enable other inclusion youth workers to do the same.

The objectives of the project this project are thus to

- establish cross-sectoral inclusion networks to enable exchange of experience and good practice, thus strengthening the voice of inclusion youth groups and their organisations on national and international level; in non-formal youth work settings as well as in formal education settings. Development of practical guidelines on benefits of cross-sectoral cooperation, possible barriers and how to overcome them should empower the

partners, their network and organisations beyond the partnership to standardise this approach.

- develop cross-sectoral methodology: Exchange good practice youth inclusion methodology from different settings and adapt different methodologies to be applied in different youth inclusion settings, pilot them and draw conclusions in order to develop a comprehensive set of upscaled inclusive methods.

- more and differentiated visibility for inclusion in public discourse : Ensure visibility of inclusion youth groups and of the need for an inclusive society by improving communication about inclusion: young journalists and media representatives will be included in the project in order to raise awareness on the topic of inclusion if young people and organisations with inclusion groups are trained regarding external communication of the topic of inclusion. Results of this cooperation will be spread in the partner countries and beyond, both in the field of non-formal youth work and of formal education.

With the project implementation the project partnership aims to inspire other organisations to develop cross-sectoral and intersectoral cooperation and thus to contribute to stronger societal cohesion in Europe and beyond.

Activities

The partnership foresees activities on different levels and will on the one hand focus on strengthening networks for inclusive youth work in different settings as well as develop practical methodology to be spread within and beyond the partnership. Next to the development of guidelines on cross-sectoral cooperation, the partnership will further develop, adapt and upscale practical and methodological youth inclusion approaches, and will also develop activities to raise public awareness for youth inclusion by developing communication guidelines on inclusion - for and with (young) journalists, media representatives and inclusion organisation.

Concrete activities of the project:

In each country national inclusion platforms will be set up in order to anchor the project solidly on the needs of the target group and the field. The platforms will be networks of representatives of different groups facing barriers, of formal and non-formal education, practice and policy, will be a cross-sectoral platform for inclusion on national level and be the basis for international exchange and cooperation. These networks of experts will exchange experiences, define common needs regarding cross-sectoral cooperation, give inputs on the project activities and outcomes, but will also benefit from the opportunity to network beyond their regular circle of partners . They will be in touch with a valuable network of organisations on national but also on international level and will have the possibility to participate in international training and enrich their organisation's methodology. Learnings regarding barriers in cross-sectoral cooperation and how to overcome them, will be drafted and be included in the methodology tool-kit that will be developed.

Based on the exchange between experts from different fields, different inclusion methodologies will be collected and shared, put through an analysis for the possible use in different settings and adapted accordingly. To do this, a set of three LTT activities will be implemented: a Study Visit to collect and have a first exchange and selection of methodology to be adapted for use in different settings; a training for multipliers, the 'Boosting Inclusion Academy' where representatives from different organisations will be motivated and trained in cross-sectoral cooperation and new methodology. These learnings will be implemented in a piloting phase, in all participating countries and in different settings, after which a second meeting of the multipliers will be organised to draw conclusions, share learnings and give feedback to finalise the new methodology collection and for cross-sectoral cooperation. The outcomes will be summarised and processed into a set of methodology to share with other organisations working with young people with fewer opportunities: an online document as well as an interactive website will make the results widely available.

In order to increase the impact of the project, we envisage to put an additional focus on communication of inclusion issues. Themes and topics regarding inclusion are often biased or underrepresented in public media. The project foresees to include (young) journalists to develop in close cooperation for and with them guidelines for differentiated coverage of inclusion issues for other media representatives as well as inputs for inclusion

organisations to communicate their topics to media.

Five Transnational project meetings will be held face to face as well as online in order to ensure continuous exchange and monitor progress.

Five hybrid Multiplier Events will contribute to the dissemination of project results.

A comprehensive dissemination strategy will share results also via other channels, like the communication channels of the organisations and institutions represented in the national inclusion platforms, European umbrella organisations, tool fairs, education fairs etc.

Impact

We expect project results both on a tangible and intangible level.

Concrete Project results:

Project Result 1 : a comprehensive toolbox of cross-sectoral cooperation and inclusion methodologies for youth work and inclusive education, in which cross-sectoral cooperation and network building, as well as different educational methodologies, adapted for different settings, organisations and target groups and a concept for a training of youth inclusion multipliers will be presented. The evidence and needs-based toolkit will provide interested youth inclusion workers with inspiration and practical guidelines to start cross-sectoral cooperation and peer-learning and provide inclusion organisations with a comprehensive, practical inclusion methodology that consolidates international, cross-sectoral experience. The partnership facilitates this consolidation in a structured sharing, learning and adaptation process throughout the project.

Project Result 2: Guidelines for improved communication on inclusion: involvement of young journalists will allow for exchange of experiences and needs on communication: young journalists will be embedded in project activities, their awareness on the topic will be raised and they will give input on what media and journalism needs for differentiated communication and reporting on inclusion themes. The guidelines for media representatives on how to professionally approach inclusion issues and for youth inclusion workers on how to successfully work with media will support improved communication and raised public awareness on inclusion issues.

An intangible result will be strong cross-sectoral inclusion networks built up during the project duration that will be able to raise the voice on youth inclusion and will strengthen inclusion efforts of all partner organisations beyond their own sector or field. The project will also raise awareness of the benefits of cross-sectoral cooperation and will provide practical tools how to start this in other settings and countries.

The partnership organisations and their networks will have piloted the developed tools and methodology and will have enriched their methodological repertoire. Indirect target groups of young people with fewer opportunities will benefit from better and more comprehensive support for their needs.

Link to project card: [Show project card](#)

Key Action: Partnerships for cooperation and exchanges of practices
Action Type: Cooperation partnerships in youth

Project Title

Boosting youth towards Responsible and sustainAble choices in fashion inDustry

Project Coordinator

Organisation SUDWIND VEREIN FUR ENTWICKLUNGSPOLITIK UND GLOBALE GERECHTIGKEIT

Address LAUDONGASSE 40 , 1080 WIEN , Wien , AT

Website www.suedwind.at

Project Information

Identifier 2021-2-AT01-KA220-YOU-000050104

Start Date Sep 1, 2022

End Date Aug 31, 2024

EC Contribution 241,537 EUR

Partners KAINOTOMIA & SIA EE (EL) , STOWARZYSZENIE "CENTRUM WSPIERANIA EDUKACJI I PRZEDSIĘBIORCZOŚCI" (PL) , Danube 1245 (RS) , MACDAC ENGINEERING CONSULTANCY BUREAU LTD - MECB (MT) , Crossing Borders (DK)

Topics Digital youth work ; Environment and climate change ; Energy and resources

Project Summary

Background

The BRAND project, aligned with the European Youth Strategy 2019-2027, recognizes the crucial need to fortify the responsibility of young people in order to start acting responsibly and impact the life of future generations. Its priority goal is to take action towards a sustainable green Europe and the achievement of a society in which all young people are environmentally active, educated, and able to make a difference in their everyday lives.

The clothing industry is directly related to those goals impacting the environment as people buy more and more clothes with the business model of fast fashion to encourage this consumption habit (ECAP, 2017). An IOWA State University study (2019) focused on younger Millennials aged from 17 to 24, found that this age group shows a tendency to buy primarily from fast fashion stores, than any other age group (Cohen, n.d.). This cohort has more money than any other young consumer in history, and most of their disposable income is spent on new clothes (Anguelov, 2016).

The Quantis International 2018 report found that the three main drivers of the industry's global pollution impacts are dyeing and finishing (36%), yarn preparation (28%) and fiber production (15%). Given the growth in the global population, the UN predicts the need for the equivalent of almost three planets to be provided with natural resources needed to sustain current fashion lifestyles. Experts are ringing the bell for a 63% increase in clothes consumption by 2030, thus it is of great importance to take action, by changing our perspective on how we use and consume fashion products (ECAP, 2017).

In response to the above, the European Union created the Education for Climate Coalition, which is the flagship initiative of the European Education Area, aiming to promote the green and digital transitions of education and training throughout the European Union. The Coalition aims to mobilize the education and training community to work towards achieving climate neutrality by supporting and promoting bottom-up, co-created sustainability actions involving pupils, students, teachers, education institutions and stakeholders. With this initiative, complementing other European Green Deal transition actions, the European Commission invites the education community and the youth field across the EU to make a pledge to contribute to achieving climate neutrality and promoting sustainable development.

Green skills development, youth workers and teachers training, behavior change and collective awareness raising are some of the main priorities that the Education for Climate Coalition pledges. Youth work has a long tradition of supporting young people's understanding of the world around them and promoting values such as responsibility, concern for future generations and appreciation of nature (Sustainability and Youth Work, 2018). By equipping youth workers with the necessary digital tools and knowledge to promote the understanding of key concepts relating to fashion sustainability and develop young people's knowledge on fast fashions' environmental and social impacts, youth work can undoubtedly act as a major stimulus towards the empowerment of young consumers as agents of their own, sustainable future (European Youth Forum, 2020).

Moving towards this direction the BRAND project aims to raise the awareness of young people on the themes of fast fashion and its severe impacts on the environment as well as to provide youth workers with all the necessary material and tools in order to raise awareness, influence and empower young people towards more eco-friendly fashion choices to earn a greener and more sustainable (fashion) future through the use of digital innovative tools and deliverables.

Objectives

BRAND project's main binary aim is to raise awareness of young people on the themes of fast fashion and its effects on the environment as well as to provide youth workers with all the necessary material and tools in order

to inform, influence and empower young people towards more eco-friendly fashion choices to create a greener and more sustainable fashion future.

More specifically, BRAND project aims to achieve the following objectives:

- To develop young peoples' knowledge of the multiple environmental and social impacts of fast fashion at local and global level
- To raise awareness on the concept of eco-fashion and on how to be responsibly fashionable as well as the understanding of key concepts and principles related to sustainability
- To promote tools and knowledge in order to help youth workers grow responsible, eco-friendly and sustainable young consumers' behavior in fashion and garment industry
- To provide sustainable and eco-friendly information that can be easily applied by young people in order to strive for a positive change towards a better and sustainable fashion industry and hence, future
- To enhance the development of digital innovative tools in order to make better use of digital technology for teaching and learning and thus develop digital competences and skills.

BRAND consortium, combining expertise, knowledge and experience will meet its objectives through the generation of 4 digital innovative tools and deliverables:

The PR1: ECO-FASHION Toolkit is an interactive set addressed both to young people and youth workers and will be presented under a PDF interactive format. Its two parts, "Be Aware" and "Be Prepared", serve to deliver deep knowledge on the concept of eco-fashion to young people and youth workers and youth educators, while the context promotes the nurturing of ethical, ecological and sustainable mindsets towards the fashion industry.

The PR2: BRAND ebook displaying case studies and best practices, influence and inspire target groups of the BRAND project. Creating and promoting this deliverable, partnership provides practical guidance for environmental sustainability, elimination of environmental harmfulness, positive impact towards consumers etc., generating a pleasant educational environment.

The PR3: BRAND e-NFLUENCERS, the digital role-model guide, will redound the consortium to meet its objectives presenting responsible, wise and green personas to be followed. Role models have the power to influence young people to follow sustainable and responsible behaviors and equip youth workers with knowledge on boosting such behaviors.

The PR4: BRAND App mainly addresses young people, developing an interactive environment of knowledge (5R Library & Materials and Textiles sector) and aims to cultivate young fashion customers and consumers with sustainable, eco-friendlier mindsets towards more eco-conscious fashion decisions.

The transferability of the PRs will help the consortium achieve the goals of dissemination, making it easy for everyone to access and obtain the deliverables and also easy to adapt them in an educational context and educational processes. The type of the PR's and their content enable the sharing of the BRAND concept, increasing the impact on national, EU and global level.

Finally, the BRAND LTTA aims at expanding the learning impact on direct participants coming from the participating organizations which will increase the capacity building of each organization through the internal dissemination of learning results as well as at further building the cross-sectoral cooperation of our project by bringing together staff members of partner organizations (youth workers) and young people. Moreover, participants will be trained in the themes of the project and on how to become multipliers of this initiative.

Activities

BRAND LTТА

The partnership of the BRAND project has planned to implement one multiplier event per organization country between 22 and 23 months, as well as a Learning, Teaching and Training Activity in Larisa, Greece.

The BRAND project is expected to implement learning, teaching and training activity during the middle of the projects' lifecycle. The LTТА is scheduled to be fulfilled in that time of the project as it will create additive impact and valuable feedback regarding not only the knowledge of young people on the themes of fast fashion and its severe impacts on the environment, but also the provision of youth workers with all the necessary materials and tools needed to promote a more eco-friendly consumptive attitude. During their visit to "From scratch store", participants will have the opportunity to experiment with fabrics, be trained in sustainable and eco-friendly material, design their own pieces and exchange their knowledge and thoughts on eco-fashion and garment sustainability. Participating in the activities, learners will realize the immense impact traditional fast fashion practices have for environmental sustainability, while they will learn best practices towards the embracement of sustainable fashion practices and purchasing habits.

Multiplier Events

Afterwards, "Boosting and empowering youth towards Responsible and sustainAble choices in fashioN inDustry" multiplier event will be conducted in order to raise awareness about the increasing importance of green skills and responsible consumption in the fashion industry. The objective of the multiplier is to inform the target audience located in the partnership countries about the produced outcomes of the project, meaning (PR1, PR2, PR3, PR4). Moreover, during the events stakeholders and participants from associated organizations will be free to provide feedback on the produced outcomes of the project.

The Multiplier event will be implemented between 22 and 23 months, in order to offer a distinct validation of the produced deliverables and increase the sustainability after the end of the project. It is expected stakeholders from each partner organization region to take part, stakeholders from businesses or entrepreneurs that have adopted sustainable fashion practices, youth workers and young people, as well as associated organizations that collaborate with the host leading organization. The latter will contribute to increasing the impact of the project's results by offering a holistic perspective about how fast fashion causes severe effects on environmental sustainability and what we can do to prevent such practices. Moreover, participants will be encouraged to participate in activities, which will give an insight to the practices included in the intellectual results.

Added Value of the activities

The implementation of both LTТА and multiplier activities will provide additive value to the impact and dissemination of the project that will last even after the completion of the BRAND project. Participants will come closer, exchange various perspectives and experiences regarding purchasing choices and habits and how they affect their everyday life. They will also be trained on how to be eco-conscious, what is ethical and responsible fashion. Stakeholders and other participants may also operate as multipliers for the dissemination of the project's vision and outcomes towards more sustainable behaviors to present a better future. Moreover during those activities, TGs will have the opportunity to talk with real experts on the field, debate with them and gain significant insights and knowledge.

Impact

BRAND Partnership has elaborated on a detailed plan of the project activities and expected results and has distributed tasks, roles, and responsibilities according to each partners' field of specialization and knowledge.

Tangible results

- PR1: ECO-FASHION Toolkit will be an interactive set of theoretical and practical tools addressed both in young people and youth workers and will be presented under a PDF interactive format. The handbook will consist of two main parts: the “Be Aware” part and the “Be Prepared” part. The first part, which is addressed both in young people and youth workers, aims to give a concrete understanding on what eco-fashion is, referring to a wide range of to-know practices, in order to cultivate a more eco-friendly way of living and purchasing. Moreover, the second part will provide the educational basis for cultivating a sustainable approach to clothing. In order to effectively influence learners, they need to know more about “who” and “how” regarding the clothes they buy and wear to gain a holistic perspective on the theme.
- PR2: BRAND Case Studies will be developed in an interactive, user oriented and friendly way with diagrams and graphic illustrations, giving a clear image of the numbers achieved by each best practice regarding the environmental sustainability, the elimination of environmental consequences, the positive impact towards consumers etc. Additionally, BRAND: sustainability stories in fashion industry will operate as a digital catalogue that includes success stories in terms of ethical and sustainability-oriented ideas and initiatives originated from the fashion industry world. Inspirational stories can become an example for many young people and youth workers to realize how an innovative eco-friendly fashion approach results in preventing environmental harmfulness and fostering sustainable fashion practices.
- PR3: BRAND e-NFLUENCERS will practically be digital role-models that will constitute a figure of empowerment for young people towards the development of sustainable and conscious behaviors. It will address youth workers, aiming to enlighten them about the detrimental effects of fast fashion and fashion in general on the environment and will point out the benefits of decreasing these fast fashion effects by cultivating and adapting a “less is more” mindset and way of purchasing attitude.
- PR4: BRAND App addressed to young people, as it can effectively function as an educational tool especially for these age groups. The BRAND App will be designed to include two main tab-sectors. The first tab-sector will provide access to the 5R Library. The 5R: reuse, reduce, recycle, rethink, refuse Library will introduce young people to the 5R hierarchy in an effort to influence and shape their consumer profile towards a more eco-friendly direction. The second tab-sector will give users the opportunity to learn more on materials and textiles while the third will provide them with info and contact lists with entities that work on the 5Rs hierarchy.
- Projects' Logo: a trademark that will contribute to both the dissemination and the visual identity of the project
- Dissemination Materials: 4 Newsletters, leaflet with the logo and information about the partners and the project, FB cover photos, presentation templates
- Website: that will be a visibility and dissemination tool as well as a place for someone knowing more about the project and find our project results
- Social Media: Facebook page & Instagram account.
- Project Plans: Quality assurance, Evaluation, Risk Management, Dissemination and Exploitation and Sustainability Plan
- Video: A short video to introduce themselves and express their expectations on the project.

3) Intangible results

- Raising awareness on the themes of fast fashion, eco-fashion, sustainability etc.
- A local and EU network of cooperation will be created between partner organizations, associated partners and stakeholders
- Learning outcomes from the BRAND LTTA

Link to project card: [Show project card](#)