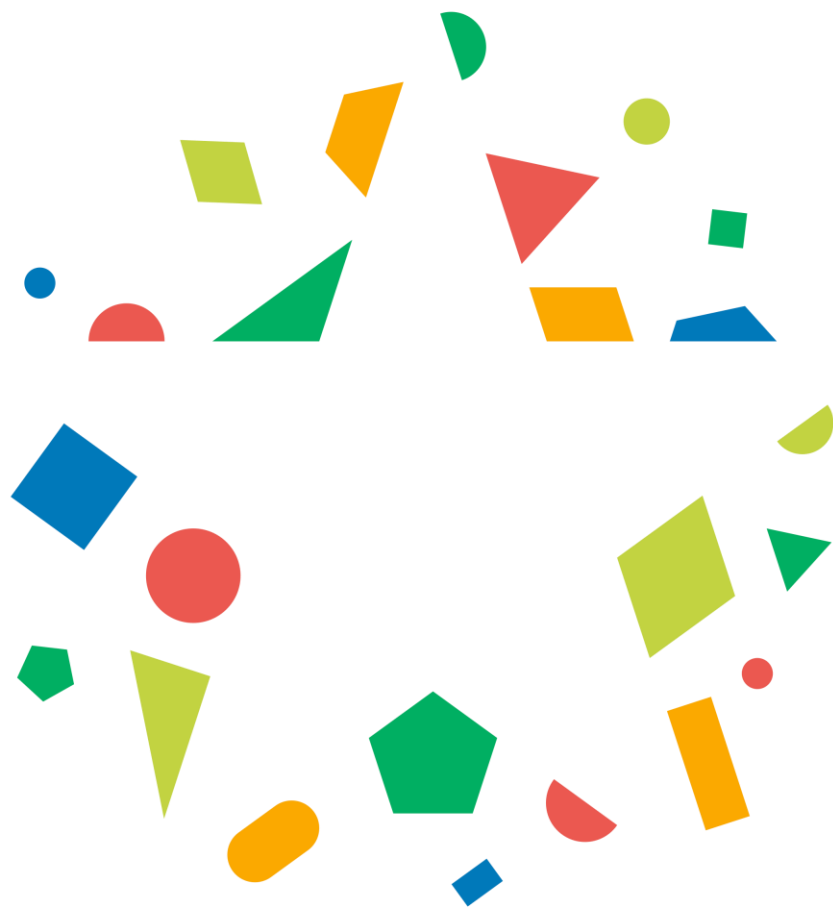




European
Commission

CO-CREATING ERASMUS+ AND THE EUROPEAN SOLIDARITY CORPS





YOUTH PARTICIPATION ACTIVITIES

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DG EAC/B3

WORKSHOP ON YOUTH PARTICIPATION ACTIVITIES



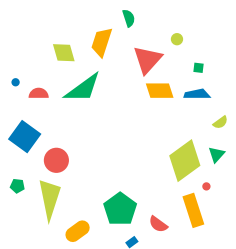
1 hour 15 min

- Intro and voting (20 min)
- Group exercise (36 min)
2 min + 4 x 8 min + 2 min
- Wrap up and FAQ (14 min)
4 x 3 min + 8 min



YOUTH PARTICIPATION ACTIVITIES, WHAT?

- envisaged new action format under Erasmus+ 2021-2027
- non-formal learning activities revolving around active participation of young people
- providing young participants with an opportunity to experience exchanges, cooperation, cultural and civic action, as well as strengthen their personal, civic and social competencies and become active European citizens



YOUTH PARTICIPATION ACTIVITIES

SO WHAT IS IT?

Activities through which young people get (a chance to be) involved in changing things that matter to them.



YOUTH PARTICIPATION ACTIVITIES, WHY?

- Active citizenship and participation are among the priorities of the European Union.
- Preparation of the next generation of EU programmes gives us a chance to align funding opportunities with current needs of the young generation.

YOUTH PARTICIPATION ACTIVITIES, WHAT FOR?

- engage and learn to participate in civic society (providing pathways of engagement for young people in their daily lives but also in democratic life, aiming for a meaningful civic, economic, social, cultural and political participation of young people)
- raise awareness about European common values including fundamental rights and contribute to the European integration process
- bring together young people and decision makers at local, national and transnational level

YOUTH PARTICIPATION ACTIVITIES IN GOOD COMPANY



European Youth Goals 2019–2027

11 European Youth Goals, chosen by young people, identifying cross-sectoral areas that affect young people's lives and point out challenges.

Goal 1:

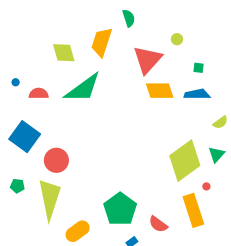
Connecting EU with Youth

Goal 9:

Space and participation for all

Goal 11:

Youth Organisations and European Programmes



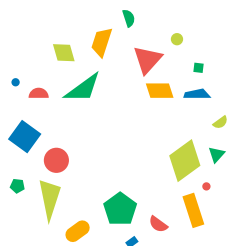
YOUTH PARTICIPATION ACTIVITIES, FOR WHOM?

- projects run by informal groups of young people and/or organisations active in the youth field
- young people must be actively involved in all the stages of the project

YOUTH PARTICIPATION ACTIVITIES

REFLECTION 1:

- “youth-driven projects”
- “activities conceived by young people for young people”
 - “young people involved in every phase”
 - other (not so young) participants



YOUTH PARTICIPATION ACTIVITIES, HOW?

Wide range of formats:

- Workshops, debates, role-plays, simulations, use of digital tools (especially digital democracy tools), awareness raising campaigns, trainings, meetings and other forms of interaction between young people and decision-makers, consultations, information events etc.
- Alternative, innovative and smart forms of youth participation, including the extension of youth participation into a variety of sectors and spaces (healthcare services, sports facilities etc., regardless of whether these are operated by the public or private sector).

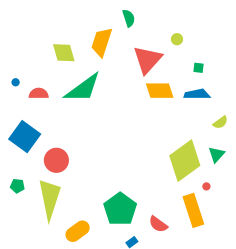
Flexible duration:

- Projects can last 3-24 months and combine any number of activities of different durations.

YOUTH PARTICIPATION ACTIVITIES

REFLECTION 2:

- What have we forgotten? 😊
- Specific suggestions to make sure the new format matches needs of young people and/or fills an existing gap in funding opportunities even better



YOUTH PARTICIPATION ACTIVITIES, WHERE?

National

- Organisations and/or informal groups of young people from a single participating country (local, regional or national level).
- Activities in the participants' own country or in a country where one or more EU institutions are located.

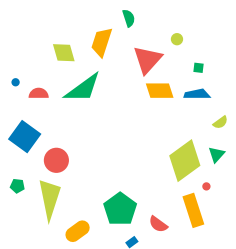
Transnational

- Organisations and/or informal groups of young people from more than one participating country
- Activities in one or more of the participants' own countries or in a country where one or more EU institutions are located.

YOUTH PARTICIPATION ACTIVITIES

REFLECTION 3:

- Examples of European added value for projects? How to demonstrate European added value of a project?
- Any need to define the proportions of activities/ numbers of participants from individual countries for transnational youth participation activities?



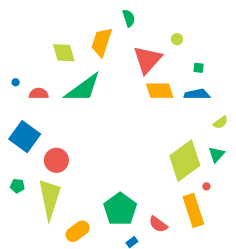
YOUTH PARTICIPATION ACTIVITIES, PRACTICE MAKES PERFECT?

- Projects may test ideas for youth participation processes at local level or upscale the results of previous initiatives.
- Projects must include reflection on and documentation of learning outcomes of the participants.
- Projects must provide the participants of individual activities with feedback on tangible project outcomes.
- Project should include community-building activities.

YOUTH PARTICIPATION ACTIVITIES

REFLECTION 4:

- Minimum number of young persons to be involved in project organisation (5 youngsters)?
- Minimum number of participants (target group) of each activity/project?
- Community-building activities: How to make them survive the end of a project?



TIME TO TALK (GROUPS)



ONGOING CONTEST: NOMINATE INSPIRATIONAL PROJECTS NOW



SALTO Participation & Information Resource Centre (SALTO PI) is looking for inspirational projects on Youth Participation, Media and Information Literacy and Communication!

NOMINATE AND WIN AWARDS!

- › Your projects featured on our International Participation Resource Pool
- › A VIP Invitation to the Conference on the Future of Youth Participation in May 2020
- › Interrail tickets for your project team (5 tickets) to discover Europe
- › A photo camera or 500 EUR seed money for your future amazing projects
- › Being featured in a mini-documentary showcasing inspirational initiatives

WHAT PROJECTS AND WHAT TOPICS?

- › Youth and the media
- › Information and critical thinking (including Media and Information Literacy)
- › Promotion and outreach (focusing on youth participation and the youth field in general)
- › Empowerment of young people for youth participation
- › Impact on decision making



WHY?

By telling stories and recognising work well done, we can inspire young people, decision makers and future applicants of Erasmus+ and European Solidarity Corps projects to do youth participation better.



BUT WHAT IS BETTER?

Better is meaningful. Impactful. Well thought through and well led initiatives. Still confused? Here are some keywords for quality check:



Youth participation projects where young people are involved as equal partners with adults or leading the process on their own, with the intention to be involved, express their views on, and have decision making power or influence the decisions that concern them.

Media and Information Literacy and Communication projects where activities are focused on improving youth participation. Quality of information and skills of critical thinking are the key to be able to understand, make choices and influence decisions.

THE PROJECTS OR PROCESSES SHOULD:

- › Be completed or completing by February 2020,
- › be implemented on a local, national or international level,
- › be good practice,
- › be initiated or led by young people or with a meaningful (as opposed to tokenistic) involvement of young people in different stages of the process/project,
- › provide learning moments for others,
- › be cases of outstanding communication where the project has been visible and reaching target audiences (for Media and Information Literacy and Communication categories),
- › has achieved "real" results (e.g. changes in policies or decisions, created more or new opportunities, etc).

We are mainly focusing on case studies from Erasmus+ and European Solidarity Corps but we are also opened for best practices from outside of these two programmes.

WHO CAN NOMINATE?

- › Organisations, movements and groups who have led projects on relevant topics;
- › Public bodies (including the National Agencies of Erasmus+ and European Solidarity Corps), decision makers and local municipalities who have implemented, funded or facilitated projects or processes;
- › Individuals who have been part of or led any relevant projects.

NOMINATION DEADLINE IS
5TH OF FEBRUARY 2020 (23.59 PM CET)

