



Explore Europe

The first TPM of the project was realized online (30.01.2021)

The meeting was held via zoom and it was hosted by Youth Europe Service. During the meeting, were presented and discussed the main frame of the project, work and implementation plan, dissemination and exploitation plan. Partners of the project participated in the meeting expressing great ambitious manner.

Project duration and aims

Project starts at 01.12.2020 and ends at 31.01.2023 with total 26 months duration.

The "Explore Europe" project aims to develop a "Europe Zone" aimed at young people thanks to the combined use of:

- a) New generation interactive tools,
- b) Educational and training activities conducted by youth workers.

The so-called "Europe Zone" will indeed be a place to be discovered and where young people will be able to experience a "competitive adventure" characterized by:

- respect for human rights,
- promoting coexistence and inclusion,
- support for integration and solidarity,
- citizenship rights,
- promotion of European values.



EXPLORE EUROPE

NEWSLETTER N.1

01.06.2021

ACTION N. 2020-2-IT03-
KA205-018664

REALIZED IN THE
FRAMEWORK OF THE
PROGRAM
ERASMUS PLUS KA2
STRATEGIC
PARTNERSHIPS FOR
YOUTH

"EXPLORE EUROPE"
WWW.EXPLOREEUROPE.EU



Co-funded by the
Erasmus+ Programme
of the European Union

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Project activities

The "Explore Europe" project involves the development of a tool kit composed of 3 intellectual outputs, which allow the creation of an innovative modern, comprehensive, simple, effective, productive and pro-active training program for non-formal education on European citizenship, aimed at young people and youth workers.



Main Objective and Direct Beneficiaries

The main objective of the project is to promote the positive action of Europe, as developed from the first years of its own birth, and then perceived by all European peoples as the driving force of a "12-star" future, favoring greater participation active in the social and political context and returning to excite people on the dream of a united people, allowing greater participation of citizens in the institutions and reviving in them the confidence in the action of the future "state of the states".

The direct beneficiaries are, on the one hand, young people (especially between 11 and 18 years) and, on the other hand, youth workers.

It is foreseen in the project the involvement of:

- 900 direct beneficiaries;
- 20,000 indirect beneficiaries (stakeholders, trainers, teachers, etc.).

Intellectual Outputs

The Kit will consist of an interactive animation of the European Union, a team game and a virtual simulation of the European Parliament.

The whole kit (in 4 languages, including English) will be based on operational methods that will encourage learning through play.

The "tool kit" will consist of following three outputs:

1. My Story is Europe
2. Let's Learn Europe
3. My Parliament

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My Story is Europe

It is an interactive animation on the European Union that resumes its paths since its birth and shows the action carried out by the founding fathers up to the current situation, also allowing a historical excursus on the characters and actions that have most characterized it.

Let's Learn Europe

It is a team game in which a virtual game will be created with timed trials to find out as much as possible about EU institutions and what they do for citizens, their mission and the work they do. In this way, notions of European civic education will be transmitted.

We will try to enhance the role of institutions and people who for them they also work by making known the establishment (European Commission, ECB, etc.) which is currently working on building the new Europe.

My Parliament

It is a virtual simulation and also in this case interactive of the work of the European Parliament where young people will be called by the causal options provided by the game to defend or fight on European issues, assuming, in a role-playing game with a thousand implications, the figure of European parliamentarians.



This role-playing game, supported by a specially created e-game software, will give substance to a participatory model and will activate a "live" training course that will see a wide participation of young people for the defense of values and human rights.

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Explore Europe

Partnership

The project partnership is composed by:

Youth Europe Service (Italy) - Project Coordinator

DamaSistem LLC (Turkey)

S.C. Predict CSD Consulting S.R.L (Romania)



DAMASISTEM



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