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Erasmus+ program Introduction

Approach to young people in the Erasmus+ programme



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Learning Outcomes

- Understand the Erasmus+ Programme: Gain comprehensive knowledge of the Erasmus+ programme, its objectives, and the opportunities it offers for youth development in education, training, and sports.
- Explore Youth Programme Activities: Learn about various activities under the Youth Programme, such as youth exchanges, European volunteering, and structured dialogue.
- Utilize Digital Tools and Resources: Become familiar with digital tools like Youthpass and the European Youth Portal to enhance youth engagement and learning.
- Promote Social Inclusion and Active Citizenship: Understand how Erasmus+ supports social inclusion, green and digital transitions, and encourages active youth participation in democratic life.



About Session

The purpose of this session is to teach participants about the Erasmus+ programme and all the opportunities it offers to young people.

Materials Needed

1. Flip charts and markers
2. Sticky notes
3. Laptop/projector for presentations (one per group work)
4. Timer



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Session Steps

- **Introduction and Aim (10 min)**
- **Theoretical Information (50 mins)**
- **Group Work (45 min)**
- **Summarizing and Closure (10 min)**



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Session Step 1

1. Introduction and Aim (10 min)

The purpose of this session is to teach participants about the Erasmus+ programme and all the opportunities it offers to young people.

Objectives: At the end of the session, participants will learn everything they need to know about the Erasmus+ programme and how to get the most out of it.



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Session Step 1

1. Introduction and Aim

Gains:

- **To understand the Erasmus+ programme** and gain knowledge about its purpose, scope, and the opportunities it offers in education, training, youth, and sports across Europe.
- **To become familiar with the participation opportunities** available within the Erasmus+ programme, such as youth exchanges, European volunteering, and structured dialogue projects.
- **To explore and utilize the tools of the programme**, such as Youthpass for documenting non-formal learning and navigating digital platforms like the European Youth Portal.
- **To foster a sense of European identity**, encouraging young people to feel part of a larger European community and contribute to the development of a more inclusive and cohesive society.
- **To inspire participants to take action**, motivating them to engage in projects that promote sustainability, inclusion, and youth participation both locally and internationally.

Session Step 2

B. Theoretical Information

What is Erasmus+?

Erasmus+ is the European Union's programme that supports education, training, youth, and sport in Europe, with a budget of €26.2 billion for the 2021-2027 period. This programme emphasizes:

- **Social Inclusion:** Prioritizing the inclusion of young people with fewer opportunities, promoting equality and diversity.
- **Green and Digital Transitions:** Encouraging projects that support environmental sustainability and digital education.
- **Youth Participation in Democratic Life:** Promoting youth engagement in civic and democratic processes.

Erasmus+ aligns with the priorities set out in the **European Education Area**, the **Digital Education Action Plan**, the **European Skills Agenda**, and supports the implementation of the **EU Youth Strategy 2019-2027** and the **European Pillar of Social Rights**.

Session Step 2

B. Theoretical Information

Values of the Erasmus+ Programme

1. Inclusion and Diversity
2. Solidarity and International Cooperation
3. Active Citizenship and Democratic Participation
4. Sustainability and Climate Action
5. Innovation and Creativity
6. Lifelong Learning
7. Interculturality and Mutual Understanding

Session Step 2

B. Theoretical Information

Main Objectives of Erasmus+

- **Improve the Skills and Employability of Young People:** To increase the skills, knowledge and competences of young people, improving their job prospects and their participation in society.
- **Foster Social Inclusion:** Ensure that people from different backgrounds, including those with fewer opportunities, can participate in the programme.
- **Support Innovation in Education:** Promote innovative educational methods, strategic partnerships, and the use of digital tools to modernise education and training.
- **Promote Active Citizenship and European Identity:** Foster a sense of belonging to Europe, participation in democratic life and intercultural understanding through mobility and cooperation.

Session Step 2

B. Theoretical Information

Erasmus+ Key Actions

1. Key Action 1: Mobility of People for Learning Purposes.

- Includes student and staff exchanges, volunteering, and youth mobility.
- It provides young people and youth workers with the opportunity to study, train, gain work experience, or volunteer in other countries.
- Benefits: Development of transversal skills (languages, intercultural competences), improved employability, and strengthened sense of European citizenship.

Session Step 2

B. Theoretical Information

Erasmus+ Key Actions

2. Key Action 2: Cooperation between Organisations and Institutions

- Cooperation projects for innovation and exchange of good practices.
- Strategic partnerships, education and vocational training alliances, and capacity building projects.
- Benefits: Strengthens cooperation between educational institutions, youth organisations and other relevant actors, fostering the transfer of knowledge and innovative methodologies.

Session Step 2

B. Theoretical Information

Erasmus+ Key Actions

3. Key Action 3: Support to Policy Reform

- Promotes policy cooperation between participating countries through dialogue between policy makers and young people.
- Support events, seminars and other activities aimed at improving youth and education policies in Europe.
- Benefits: Promotes evidence-based policy development, exchange of experiences, and youth participation in decision-making.

Session Step 2

B. Theoretical Information

What is The Youth Programme?

The Youth Programme is a crucial component of Erasmus+ that offers a wide range of opportunities for young people to engage in activities that enhance their personal, social, and professional development. Key activities include:

- **Youth Exchanges:** Short-term exchanges between groups of young people from different countries to promote cultural understanding and learning.
- **European Volunteering:** Opportunities for young people to volunteer in another country, contributing to local communities while developing skills.
- **Structured Dialogue:** Platforms for young people to engage in dialogue with policymakers, influencing decisions that affect their lives.
- **Youth Projects:** Various projects led by youth organizations that foster community engagement, skill development, and European citizenship.

Session Step 2

B. Theoretical Information

What is Youthpass?

Youthpass is a tool developed in the framework of the European Union's Erasmus+ Programme that aims to recognise and document non-formal and informal learning of young people participating in activities such as youth exchanges, European volunteering projects, training programmes and other youth projects. It allows participants to:

- **Reflect on Learning:** Identify and articulate the skills and knowledge they have gained.
- **Receive Formal Recognition:** Use Youthpass certificates to validate their learning experiences in their future studies or career.

Session Step 2

B. Theoretical Information

The European Youth Portal

The European Youth Portal provides information on opportunities for young people across Europe, including jobs, volunteering, education, and Erasmus+ projects. It is a key digital platform to:

- **Access Information:** Find resources on youth policies, European opportunities, and events.
- **Engage in Dialogue:** Participate in discussions and consultations about youth-related topics.

Session Step 3 Group Work (60 min)

Interactive Workshop: 'Exploring Erasmus+ Opportunities' (60 min)

Introduction to the workshop (10 minutes):

- Explains the purpose of the workshop and the objectives pursued: to become familiar with the opportunities of the Erasmus+ programme and to understand its relevance for professional development.
- Introduces the components of Erasmus+, such as youth exchanges, European volunteering, structured dialogue, etc., and how each can benefit young people and youth workers.

Opportunity exploration (20 minutes):

- Divide participants into small groups and assign each group a topic related to Erasmus+ (seminars, training courses, job shadowing, etc.).
- Ask each group to research and discuss their assigned topic, identifying the specific opportunities Erasmus+ offers and how these may be relevant to their professional development.



Session Step 3 Group Work (60 min)

Groups should use online resources provided (such as the European Training Calendar and SALTO-YOUTH Resource Centres)

Case studies and practical exercises (20 minutes):

- Present a case study of a youth worker who used Erasmus+ for his/her professional development (e.g. job shadowing abroad).
- Ask the groups to analyse the case and propose how they could apply what they have learnt in their own work context.

Group discussion and conclusions (10 minutes):

- Facilitate a group discussion where participants share their findings and reflections.
- Highlight how the opportunities identified can enhance youth work practice and contribute to greater community impact.

Session Step 3 Group Work (40 min)

Collaborative Brainstorming: "Erasmus+ and Youth Work Synergies" (40 minutes)

Introduction to the activity (5 minutes):

- Explain the aim of the session: to identify synergies between Erasmus+ and youth work to improve professional practice.
- Divide participants into small diverse groups.

Brainstorming in groups (15 minutes):

- Ask each group to brainstorm on:
 - How Erasmus+ can address specific challenges in their work (e.g. lack of resources, low youth participation).
 - What new ideas or approaches can be inspired by international experiences through Erasmus+.
 - How Erasmus+ can contribute to their personal development and that of the young people they work with.
- Provide paper and markers for the groups to record their ideas.

Session Step 3 Group Work (60 min)

Presentation of ideas (15 minutes):

- Each group presents their ideas to the rest of the class.
- Facilitate a discussion about the ideas presented, highlighting commonalities, differences and new perspectives.

Conclusion (5 minutes):

- Highlights the most innovative ideas and how they can be applied in practice.
- Motivate participants to explore and take advantage of Erasmus+ opportunities in their work.

Session Step 3 Group Work (40 min)

Role-Playing Exercise: "Erasmus+ Impact Scenarios" (40 minutes)

Preparation of the role-playing exercise (5 minutes):

- Divide participants into small groups and assign each group a specific scenario (e.g. a youth worker participating in a job exchange in another country, a young person in a European volunteering programme, etc.).
- Provide each group with a basic script or situation to develop and act out.

Role-playing scenarios (15 minutes):

- Each group has 5 minutes to prepare and 5 minutes to perform their scenario in front of the rest of the group.
- During the role plays, encourage participants to imagine and explain the benefits and challenges they would face in their roles.

Session Step 3 Group Work (40 min)

Post-discussion (10 minutes):

- Facilitate a discussion about the scenarios enacted. Ask participants about the benefits they perceived, the challenges they identified, and the lessons learned.
- Discuss how these experiences could be applied to their daily work with young people.

Session Step 3 Group Work (40 min)

Digital Tools Workshop: "Leveraging Erasmus+ Resources" (40 minutes)

Introduction to digital tools (10 minutes):

- Explains the importance of digital tools to access Erasmus+ resources and opportunities.
- It introduces the European Training Calendar and SALTO-YOUTH Resource Centres, explaining how they work and what kind of opportunities they offer.

Guided platform exploration (15 minutes):

- Provides each participant with access to a computer or device with Internet.
- Guides participants through the platforms, highlighting how to search for relevant opportunities, sign up for activities, and use development tracking tools such as Youthpass.

Session Step 3 Group Work (40 min)

Individual practice (15 minutes):

- Ask each participant to explore one of the platforms and find at least one opportunity that interests them.
- Invite participants to share in pairs or small groups what they found and how they could benefit from these opportunities.