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How an Erasmus+ project looks like?



INTERNATIONAL CHALLENGES EVENTS





ERASMUS+ PROGRAMME



The Erasmus+ program is divided into three key actions (Key Action – KA):

- KA1 – LEARNING MOBILITY OF INDIVIDUALS
 - **Youth Exchanges**
- KA2 – COOPERATION ALONG INSTITUTIONS AND ORGANIZATIONS
 - **Small Scale Partnerships – YOUTH 30k or 60k**
- KA3 – SUPPORT TO POLICY DEVELOPMENT AND COOPERATION
 - **European Youth Together – 150k**
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THE DOMAINS OF ERASMUS PLUS: SCHOOL EDUCATION, YOUTH, HIGHER EDUCATION, ADULT EDUCATION, VET and SPORT

PROGRAM GUIDE: <https://erasmus-plus.ec.europa.eu/ro/erasmus-programme-guide>

KA1 - YOUTH EXCHANGE

- **mobility of 5 to 10 days usually**
- better to have a minimum of 5 countries (Eu or non-EU)
- groups of 6-7 people from each country (mandatory one group leader +18)
- project is focused on the mobility that happens, but also the dissemination part is important – when the young people organise different activities in order to raise the impact of the project
- non-formal activities – no formal (no courses, no trainings) – activities that encourage people to talk about different subjects and creation of different results (presentations, brochures, games etc.)



KA2 - SMALL SCALE PARTNERSHIPS



- **Duration:** from 12 to 24 months
- **Lump sum:** you have to choose from 2 budgets 30k or 60k and think the budget based on this sum (not less, not more 30k or 60k), project management cost must be 20%
- **Partners:** 2-4 partners
- **Activities:**
 - for PM: **transnational meetings**, online meetings, evaluation meetings
 - different researches, mobilities for learning (for young people or youth workers – its like you include a youth exchange in these kind of projects), local activities (trainings, workshops, conferences)
 - **mandatory to have outputs** (educational results – guide, a game, platform, app, strategy smth)
 - mandatory at the end of the project: **Dissemination Event** (like a conference where you show the results of the project)



WORK PACKAGES



- for **Small Scale Projects the application is not made with Work Packages**, but when we talk about european funds – most of them have work packages, so its important to think the project based on them.
- the work packages are the activities that you implement, but placed in different categories based on your objectives/project management activities and dissemination.
- Usually in a project, we have 5 work packages (WP):
 - **WP1 – Project Management** – including transnational meetings, monitoring, online meetings, evaluation, budgeting etc.
 - **WP2 – can be Research Phase** (collect good practices, create a training)
 - **WP3 – can be Learning Phase** (what we did in the research – we create courses and then we organize a Training Course with youth workers)
 - **WP4 – can be Local Activities Phase** (after the youth workers learned, they practice different activities at local level)
 - **WP5 – Dissemination** (tools to promote and disseminate the project, the communication plan, the events organized for disseminating the project)
- EACH COUNTRY CAN COORDINATE ONE WP.

FAIR IN SPORT, FAIR BY NATURE

- **countries:** Romania, Bulgaria, Turkiye and Croatia
- **duration:** 18 months
- **target group:** children
- **purpose:** to enhance the sport activities for children using traditional games where they can also learn about protection of environment
- **outputs:** Compendium of Traditional and innovative games in order to promote green education, Green Kids Calendar

Link: <https://sites.google.com/asociatiasepoate.ro/fairinsportfairbynatureproject/pagina-de-pornire?authuser=4>





FAIR IN SPORT, FAIR BY NATURE

- **WORK PACKAGES:**
- **WP1 – Project Management:** lead by Romania, transnational meetings, evaluation, monitorising etc. We had a meeting in each country.
- **WP2 – Desk research** – lead by Turkiye: each country researched for 4 traditional games and 2 innovative ones (that include green education). Together we created a Compendium with 24 traditional and innovative games in guide and video format.
- **WP3 – Learning phase** – lead by Bulgaria: we organized a mobility where teachers from school/animators/people working with children – learned about the games (5/country) – organized in Varna, Bulgaria. After that, the teachers learned in each country a minimum of 45 children the games.
- **WP4 – Green kids Festivals** – lead by Croatia: the organizations organized in each country a Green Kids Festival Events – where the children that learned the games, taught another children (75participants/country)
- **WP5 – Dissemination** – promotion through FB, Instagram, websites + creation of a Green Kids Festival calendar where the green activities are promoted.

EAT SMART



- **countries:** Romania and France
- **duration:** 12 months
- **target group:** young people facing economical barriers
- **purpose:** too educate about food-waste and nutrition
- **outputs:** **Guide about healthy eating and food-waste, documentary about healthy eating and food-waste**

<https://www.studentivoluntari.ro/proiecte/s%C4%83n%C4%83tate/eat-smart/eat-smart-en>

EAT SMART

- **WORK PACKAGES:**
- **WP1 – Project Management:** lead by Romania, transnational meetings, evaluation, monitorising etc. We had a meeting in each country.
- **WP2 – Desk research** – creating the guide, documentary and also the schedule of the learning mobility
- **WP3 – Learning phase** – Learning mobility where 10 youth workers learned about the themes of the project
- **WP4 – Local Activities**– the Youth workers held trainings for more than 100 young people
- **WP5 – Dissemination** – promotion through FB, Instagram, websites + creation of one documentary.



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International Challenges Events

24-25 FEBRUARY 2024

