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PROJECT

BLENDEND NATIONAL TRAININGS



Youth Engage Europe: Offline Connection Initiative

Project Summary

Covid-19 post effects shows that many young people stopped being physically active, not only in daily life, but more and more they choose to skip events, workshops, meetings that need them to be present.

They are choosing to live a life from their desk or home, escaping real communication in person and becoming socially not interested and passive for the society needs.

Context and Identified Problems/Needs

Passive behavior, lack of wish for socializing, young people are less interested in physical events that engage their time, need their presence or involve actions on the field. Therefore, this could force the post Covid crisis, being followed by young people that are not developing their skills, are not interested in the community or state life, are not not integrated and have emotional issues.

Do your university/institution faces problems to gather young people to events which are not online?

Do young people engage, connect during those events?

Is there a difference in the results shown by the young people who are being educated in online/offline classes/workshops?

Do you have friends who have developed issues with connecting with other people?

Target groups

- *Young people, 18-29
- * Students from colleges and universities
 - *Young workers
 - *Potential volunteers
- *School teachers, professors and assistance
People, 18-65

Objectives of The project

To educate, connect, develop practices and tools for engagement and interaction among young people in their university and work life

Partners of the project

Describe the partner and their role in the project.

PARTNER	BRIEF DESCRIPTION	ROLE IN THE PROJECT
Schools	The first place young people will be educated and will develop skills	To analyze and support the process, using practices and tools for education and bring young people together
Universities	The role of the Universities is crucial as they are the one to set the instrumentarium for involvements, engagement and active participation	Research and tools developing
NGOs, Ministry of Education, Regional educational centres	local and state representatives	Active role for project promotion, impact on national level and to reach more people

Activities

1. Methodology for tools and instruments, research on good practices
2. Interviews, desk and field research with professors, teachers and social workers
3. Development of tools and distribution
4. Practical education and analysis
5. Project management
6. Dissemination and communication

Gantt of the project

1. Methodology for tools and instruments, research on good practices - 2 months
2. Interviews, desk and field research with professors, teachers and social workers - 2 months
3. Development of tools and distribution - 4 months
4. Practical education and analysis - 2 months
5. Project management - 12 months

6. Dissemination and communication - 3 months

Expected results & Impact of the project

Engagement of more young people in the education life offline, more volunteers for universities project, developing of tools for active participation and communication among young people during offline and online education, meetings.

The project results could be freely use for analysis of the covid effects in Europe or to develop guideline for instrumentarium and good practices to work with young people.

Promotion and Dissemination

Dissemination channels:

- *Social pages-IG, FB, Treads, TikTok, YouTube
- *Project website with free download of the developed tools
 - *Groups, chats with important topics
- *Events for promotion of the project idea and dissemination of the results
 - *Closing conference with discussion
 - *Branding and promotional materials
- *Influencers
- *Mentors

Budget of the project

Define the expenses of the project.

Type of expence	Amount
Purchases	15 000
Personnel	5000
Travel and hospitality	2500
General expenses	2500
Total	25 000