



**WHAT IS IT?** It's an activity supported under an extraordinary call of the Erasmus + program of the European Commission, to build strategic partnerships in response to the situation caused by COVID-19, focused on inclusion and skill development through creativity and the arts.

**WHO IS ORGANIZING?** The 5 promoter organizations are Amarante Marão Clube (Portugal), CEIPES (Italy), Együttható Közösségépítő Egyesület (Hungary), United Societies of Balkans (Greece) and Fundació Catalunya Voluntària (Spain), acting as the coordinating organization.

**WHERE activities are taking place?** In the 5 cities/regions/countries where the 5 promoter organizations are based: Amarante (Portugal), Barcelona (Catalonia, Spain), Budapest (Hungary), Palermo (Sicily, Italy), and Thessaloniki (Greece).

**WHEN?** Until the 31<sup>st</sup> of August 2022.

**WHY?** The project exists to meet and exchange good practices between two worlds that stay apart despite having many elements in common, and follows the simple idea of connecting the world of the arts with the world of youth work, to advance towards mainstreaming both the non-formal and intercultural learning methodology as well as the artistic methods, as a strategy to build resilience of both sectors, very much affected by the various crisis throughout Europe.

Due to the complexity of key competences (digital, civic, creative, leadership) and the virtual absence of them in formal education (submerged in its own identity crisis, due to the disconnection with the labor, economic, personal and social needs), we (youth NGOs) want to discover the potential of classical fine arts to foster social participation, leadership and resilience of young people, including those with fewer opportunities, and support other youth workers and youth NGO leaders to be more capable to deal with changes and uncertainty.

Project favors a more comprehensive education, focused on developing those skills, attitudes, knowledge and interests which the European Commission and the promoter NGOs we consider key: (digital, civic, creative, leadership, language) using fine arts as the main tool. Our idea is to create innovative activities in new formats fostering more intense and extensive use of the fine arts, by implementing workshops, games, exhibitions, etc. making the non-profit organizations themselves understand the powerful energy of the arts as an engine of learning, personal and professional development.

Project encourages the idea that NFL practitioners we can learn how to use art and, the other way around, that artists and active members of cultural and artistic educational institutions can learn from new types of learning that are more focused on empowering young people to be committed citizens.

If you want to take part of the international team of educators, artists and youth workers in charge of the design and creation of new activities, tools and resources to favor social participation, leadership and resilience among youth and other educators, youth workers and artists, we encourage you to complete [this form](#).

For any further information about the activity below there is a description of its objectives, activities, target group and the main activity result.

For any question or feedback don't hesitate to send us an email to [projectes@catalunyavoluntaria.cat](mailto:projectes@catalunyavoluntaria.cat)

Lluc Martí

Fundació Catalunya Voluntària

**The 4 general objectives are:**

- Develop digital, civic and creative skills focused on promoting social leadership and resilience among young people.
- Develop knowledge for the use of fine arts as an educational tool that is inclusive (for all people), focused (capable of improving specific skills and attitudes that are important to the learner), nurturing (feeding the soul and body) and engaged (based on community needs and on interaction in a group context).
- Create a method that allows identifying, developing and recognizing these competences and achieving results using the fine arts and the methodology of non-formal and intercultural learning jointly, from an inclusive and multicultural perspective.
- Select, develop and create new educational activities, intellectual products, messages and narratives to promote the practice of fine arts as a privileged and valuable educational tool for youth workers.

**The 3 specific objectives are:**

- Recognize and value digital, civic and digital skills as driving forces to build more inclusive societies and sustainable, as relevant sources of continuous learning, resilience, leadership and as triggers for youth participation-
- Promote fine arts, non-formal and intercultural learning as a valid and complementary framework and methodology for the development of these competences.
- Collect and develop innovative educational resources that promote these competences at a European level and widely disseminate the manual created and experienced throughout the project, in association with other local, regional, national and international entities and partners.

**Main target group:**

The project provides youth workers from different entities with the experience, skills, attitudes, interests and the necessary knowledge to become workshops using the fine arts and the non-formal and intercultural learning methodology.

A team of at least 6 people will be formed in each promoter organization, made up of artists, educators from cultural and artistic entities, young people and youth workers, who will improve their capacity to carry out new educational actions.

**Project activities:**

The project consists in 4 international activities and 2 local / regional / national activities:

The four international activities are:

- 1<sup>st</sup> TNM: December 2021 or January 2022, with the participation of the 5 national project coordinators, in Spain or online.
- International workshop: In January or February 2022, with the participation of 28 youth workers, artists and educators, with diverse backgrounds and interests, to provide them with the competences to

facilitate educational art workshops using non-formal and intercultural learning methodology. Participants must prepare and present an activity, tool or practice. In Barcelona

- 2<sup>nd</sup> TNM: May 2022, with the participation of 5 experts in charge of writing the manual, in Budapest or online.

- 3<sup>rd</sup> TNM: In July or August 2022, with the participation of the 5 national project coordinators, in Amarante or online.

The 2 main local/regional/national activities, taking place in the 5 cities where the NGOs have their seat (Amarante, Palermo, Budapest, Thessaloniki, and Barcelona) are:

- Local Workshops: From 1<sup>st</sup> February to 30 April 2022. Designed and implemented by participants in the international workshop.

- Multiplier events: In July 2022, to present the manual and explain how to use it, along with other results and conclusions of the project activities.

### MANUAL-THE MAIN RESULT

The main project output is a manual-educator's guide, which will be published online.

It will collect tools, activities and theories developed during the project activities.

It will be a free resource, accessible online, in seven languages: English, Greek, Italian, Portuguese, Hungarian, Catalan and Spanish, so that a greater number of people (youth workers, educators, artists) are encouraged to carry out artistic workshops led by young people, offering inclusive, focused on the development of skills, attitudes and interests, participatory, collaborative and nutritive learning,