



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

WHO IS ORGANIZING? The 5 promoter organizations are: Amarante Marão Clube, Human Rights Youth Organization, Együttható Közösségépítő Egyesület, United Societies of Balkans and Fundació Catalunya Voluntària (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 31st of December 2022.

WHY? The project exists to exchange good practices between two worlds that stay apart despite having many elements in common, which they will be part of the same team for the joint creation of new resources, tools and knowledge, to foster social participation, leadership and resilience of young people and youth workers, that will serve to develop relevant skills: digital, civic and creative, using the fine arts as the main resource.

Project follows the simple idea of connecting the world of the arts with the world of youth work and advancing towards mainstreaming both the non-formal and intercultural learning methodology as well as the artistic methods for more comprehensive education of young people, but also to connect art with society to help people with difficulties to participate in fine art classes. We believe that the potential of classical fine arts to develop key competences is enormous and we want to experiment together with talented artists. Said potential is not yet well know as a valid method to achieve other learning needs and we believe that the social and educational impact of fine arts could also be much more relevant for youth organizations.

Due to the complexity of key competences (digital, civic, creative, leadership, resilience) and the virtual absence of them in formal curricula programs (submerged in its own identity crisis, due to the disconnection with the labor, economic, personal and social needs), we see this project as an opportunity to build the resilience of both sectors (in crisis situations throughout Europe) and, indirectly, of the whole society, when we are reinforcing the common aim both sectors have, which is education.

Our idea is to create new activities and formats fostering more intense and extensive use of the fine arts by implementing workshops, games, presentations and exhibitions, which can be carried out both online and offline, to connect the world of fine arts and artistic expression with the world of youth work and NFL (that, without being considered an art, it also has the value of complexity and technique), so that society as a whole (starting with the non-profit organizations themselves) understands the transversal value of the arts as an engine of learning, personal and professional development.

A quality artistic workshop can have enormous value and impact and be a great help for questions of daily life, to relax, reflect, think in a focused way and build resilience, which seems to us especially relevant in this moment of uncertainty, both for professionals in the sector and for young people in general.

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. It will support more than 25 people involved in more than 20 organizations of diverse nature and with a youth and educational aim, whose will select the most appropriate techniques to carry out new experimental educational activities in the format of workshops and, ultimately, design and carry out new games and exercises, with the aim that a greater number of young people are encouraged to participate on them, and a greater number of youth workers want to carry out artistic and creative workshops and gain practice in the world of the arts and, vice versa, so that more young artists discover their social vocation and their own capacities as educators, after reflecting on their professional and personal interests, while learning from new experiences and youth worker's talents as well.

To sum up, promoter organizations we aspire to make a unique and original contribution, which will be the result of the joint work of people with a very diverse profile, with a leading role corresponding to young people with fewer opportunities, artists and youth workers with a desire to learn and innovate.

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 among individuals).

-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, from an inclusive and multicultural perspective.

-Select, develop and create new educational activities 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 resilient, inclusive and sustainable societies.

-Promote fine arts, non-formal and intercultural learning as a complementary methodologies and valid frameworks for the development of key competences.

-Collect and develop innovative educational resources that promote these competences, and widely disseminate the manual in association with partners.

We want to highlight that 'FINE learning' means, in one hand, 'good', 'adequate' or 'correct' learning, so that everyone can easily understand the concept, which also allows a second reading. Our proposal for learning to be 'FINE' is by acronym, which stands for Focused, Inclusive, Nurturing and Engaged way of learning.

Target group: the project directly provides (at least) 30 youth workers from 15 different entities with the experience, skills, attitudes, interests and the necessary knowledge to become workshop facilitators using the fine arts and the non-formal and intercultural learning methodologies.

A team of at 5/6 people will be formed in each promoter organization, made up of artists, educators from cultural and artistic entities, young people and youth workers from the promoter organizations and others.

The project allows youth workers and artists to improve their capacity to carry out new educational actions, thereby benefiting a significant number of colleagues, starting with those who are going to acquire an intense training experience, by being part of a multidisciplinary team that organizes the workshops and creates the project outputs.

The project provides more than 100 young people the opportunity to participate and carry out workshops, contributing to the elaboration of the manual 'Fine Arts for FINE Learning' and the online platform where to access to it (and to other project results). It will be accessible for free in 7 different languages.

Indirect participants will be the people who are expected to participate in the 5 multiplier events, or the hundreds of people who are scheduled to attend the exhibitions, as well as the hundreds of individuals that will access the platform to download the manual in their own language.

MANUAL-THE MAIN RESULT

The main project output is a collection of tools and activities in manual format. It will be a free resource, accessible online, that can be used in various ways, such as a manual or guide for trainers. Its content will be defined by the promoting organizations with the support of a small team of (5) experts, participants in the international workshop. We plan to include at least 21 workshops, 3 for each of the 7 fine arts. Each workshop will include its description of the method and its online version. Definitions and basic theories will be included, always from a practical approach.

Before the end of the project (31st December 2022) there will be an online version of this manual in seven languages: English, Greek, Italian, Portuguese, Hungarian, Catalan and Spanish, which will help greatly in its dissemination and use by a greater number of people and entities.

It will be useful for new activities to raise awareness about the need to develop relevant skills in a European and global context, in response to the needs of each community, starting with a job, improving the employment / professional situation and developing new skills, interests and apprenticeships. Thanks to it, trainers and facilitators will be able to develop training activities with other young people and/or youth workers (social educators, teachers, trainers, etc.) using art as a technique or tool.

Project activities:

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

The four international activities are:

-1st TNM: Online Kick-off meeting. 3rd and 4th March 2022. With the participation of the 5 national project coordinators.

-International workshop: 25-31 March 2022. With the participation of 28 people, 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 an activity, tool or practice they might experiment during the activity.

-2nd TNM: August 2022. With the participation of experts in charge of writing the manual. In Budapest.

-3rd TNM: October 2022. With the participation of the 5 national project coordinators, in Thessaloniki.

The 2 main local activities, taking place in the 5 cities where the NGOs are based (Amarante, Palermo, Budapest, Thessaloniki, and Barcelona) are:

-Workshops: Between 1st April and 31st July 2022. Implemented by the participants in the international workshop. To create new FINE learning activities using fine as the main tool.

-Launch of the online publication/manual-1st of November.

-Forum and Exhibits: November and December 2022. To present the manual and explain how to use it, along with other project results. We will invite representatives of other NGOs, educational institutions, art centers and schools, and other organizations interested in learning about the manual.

If you want to be part of this project, you need any further information, share your feedback or make any question, please send an email to projectes@catalunyavoluntaria.cat

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