



SECOND NEWSLETTER FROM YOUTH IMPACT+ PROJECT



WHY DO WE DO WHAT WE DO?

Our project is addressed to Youth workers and Youth organisations, and project managers involved in European funded youth projects to increase a:

- clearer understanding of the importance of impact on the long-term outcomes of a project;
- enhanced accessibility to and awareness of training material and resources relating to youth sector impact;
- access to a large pool of innovative resources from within the European youth project network;
- personal empowerment, inspiration, and improved capacity for innovation
- increased awareness of specific needs and situation of youths in access to services
- better understanding of the best practices in maximising impact of youth projects
- improved knowledge on how to better support youths through youth work and youth-focused projects

PARTNERS

- The Opportunity Centre, United Kingdom
- CESIE, Italy
- EduCentrum, Czech Republic
- BfE, Bulgaria
- CPDIS, Romania
- Innovation Frontiers IKE, Greece
- IAAD, Turkey

WHAT EXACTLY ARE WE DOING?

We are going to provide a wide range of free online materials that will foster the learning of youth organisations and youth workers from each other by recognising and sharing good practices, increasing the quality of youth work, the skills, competences and understanding of youth workers and in turn, facilitating high-quality opportunities and support for the youths engaged with them.

HOW CAN YOU ACCESS THESE MATERIALS?

The first material is the YouthImpact+ Digital Tool & Platform

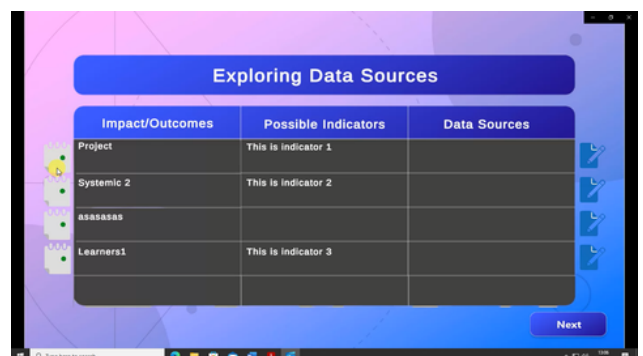
By registering your project on the platform, the system allows the stakeholders to track the project impact over the course of the lifetime of the project. The digital tool also generates a report at key points of the project. In terms of functionality, the creator of the exercise will set up the project objectives, entering the project name, pre-agreed objectives, target groups and stakeholders and will invite the rest of the partners to collaborate on the exercise. This process will follow the same as the Impact+ exercise.

1 - Exercise Mainboard.

2 - The user can zoom in/ zoom out and pan around to see the whole main board in detail. Adding impact/outcomes for each category is done. View each impact in detail. Rank each impact based on good (green) or bad value (red). Impact scale can be added by the user.

3 - Once done, the User can add Indicators for those added impacts. After adding indicators, the User can add data sources for each of the indicators.

4 - After adding data sources. Users can view the complete reports based on the data entered during the exercise.





The second material is the YouthImpact+ Training E-Course.

The e-course will be a dynamic, interactive course for Youth workers and Youth organisations to learn how to use and properly integrate the YouthImpact+ tool and platform into their planned or existing youth initiatives and projects.

To help the target groups develop their understanding of the platform and tool, the project will develop the training e-course content, which will include a module for each specific step involved:

1. Planning and implementation,
2. stakeholder identification,
3. collective and individual impacts on stakeholders,
4. monitoring and measuring impacts,
5. data collection and data sources,
6. recommended activities to maximise impact
7. how project impact relates to EU policy objectives

Stay tuned on our social media to get to know more about the project and its development.



WWW.YOUTHIMPACTPLUSPROJECT.COM



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