

YouthImpact+

Press Release no.2

Promoting quality, innovation and recognition of youth work

The project focuses on *innovation, high quality and work with recognition for young people*. This project is also the practical implementation of the European Union's strategic objectives for the period 2019-2027. In the European Union, it is believed that quality work for youth is the key element for achieving its strategic objectives. Through the use of an innovative digital tool, within the YouthImpact+ digital platform, transnational cooperation on youth work issues is promoted, resulting in a frequent exchange of views and methods between countries, which contributes to a more effective implementation of the EU's strategic objectives.

Objectives of YouthImpact+ project

- Promote the recognition of youth work with the help of European-funded programmes at European and national level.
- Transnational cooperation will be carried out with the help of a Coordinator to ensure that the EU's strategic objectives for youth are implemented
- Providing young people with the skills and equipment to work effectively and qualitatively.
- Trying to combine methods, i.e. practice, methodology and theory to produce better youth policies.

At the end of YouthImpact+, it will produce the following results:

- IO1: YouthImpact+ Digital Tool and Platform
- IO2: YouthImpact+ Training e-Course









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Digital Tool and Platform

1. In the first version of the YouthImpact tool the following functions are covered:



• Exercise mainboard.

• The logos of the partners and of the European Union and Erasmus+ have been added to this edition.











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	Enter Points	Your impact	Low scale of high 1 2 1 4 1 Enter Points		
Learners					
-	teals of High	Enter Points			

• 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.

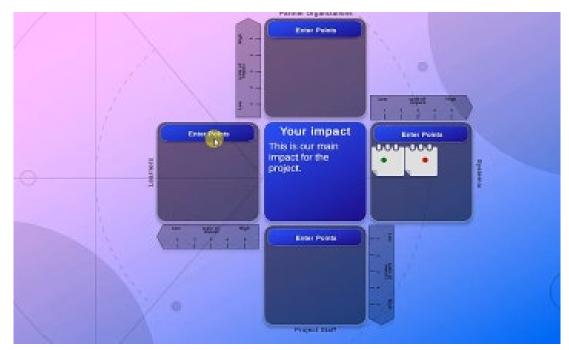




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- Rank each impact based on good or bad value.
- Impact scale can be added by the user.

	Exploring Indicators				
Impact/Outcomes	Possible Indicators				
Project		20			
En Systems 2		Ľ			
		E.			
UUU Learnerst					
		Next			



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Area of Depart	Impact / Datcomes	Indicators	Data Severors	TimeScale		
				100	Page -	150
Systematic	Projection	This is indicator 2	Data massion 1			
	Systemic 2	This is indicator 2	Data source 2			
			Data source 3			
	Learnersi	This is indicator 3	Data source 4			
Organisations	Project	This is indicator it	Deta source 1			
	Systemic 2	This is industor 2	Data source 2			
	C.S.S.S.S.S.S.		Oata source 0			
	Leament	This is indicated 3	Outs source 4			
Learners	Project	This is indicator it	Data source 1			
	Systemic 2	This is indicator 2	Data source 2			
	******		Cata source 3			
	Laumensi	This is indicator 3	Data source 4			
Stuff	Projest	This is indicator 2	Deta source 1			
	Systemic 2	This is indicator 2	Data source 2			
	BARRAR		Data source 9			
	Learners1.	This is industry 3.	Data source 4			

- The User can add Indicators for those added impacts.
- After adding indicators, the User can add data sources for each of the indicators.
- After adding data sources. Users can view the complete reports based on the data entered during the exercise.

Training e-course

The YouthImpact+ e-learning course is a dynamic, interactive course to teach users how to use and properly integrate the YouthImpact+ digital platform into their planned or existing youth initiatives and projects. At this stage each partner is responsible for developing a separate module. These modules concern:

- Planning & Implementation (Turkey)
- Stakeholder identification (Romania)
- Collective and individual impacts on stakeholders (Italy)
- Monitoring and measuring impacts (Bulgaria)
- Data collection and data sources (Czech Republic)
- Recommended activities to maximize impact (United Kingdom)
- How project impact relates to EU policy objectives (Greece)







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The next steps

At this stage the first version of the YouthImpact+ tool has been completed, presented to partners and received feedback. The next version is currently under development and will include the feedback given by partners. Regarding IO2 the e-learning course all modules are in the process of refinement and final corrections.

Partners

- Aspire-IGEN Group Ltd (United Kingdom)
- CESIE (Italy)
- <u>IAAD</u> (Turkey)
- Innovation Frontiers IKE (Greece)
- EDUcentrum ZU (Czech Republic)
- FONDATSIYA NA BIZNESA ZA OBRAZOVANI (Bulgaria)

 ASOCIATA CENTRUL PENTRU DEZVOLTAREA INSTRUMENTELOR STRUCTURALE-**CPDIS** (Romania)

Website: http://www.youthimpactplusproject.com/ Facebook: https://www.facebook.com/youthimpactplusproject/ Youtube: https://www.youtube.com/channel/UCRLvIvMqtY4esXGFBywfzYA Twitter: https://twitter.com/YouthImpactPlus





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