



YEP
TOOLKIT
INDEX



Funded by
the European Union





YEP TOOLKIT INDEX

INTRODUCTION

The Context: A Local Vision with a European Pulse

Youth European Parliament (YEP) wasn't your typical seminar where someone talks and everyone else takes notes. It was a bold experiment in democracy, conceived and designed entirely by the Pro Loco "Ugo Pedicini" in San Giorgio del Sannio (Italy).

Born within the Erasmus+ program (KA154-YOU-000303315), this project stemmed from a specific vision of our organization: proving that high-level political debate doesn't belong exclusively to Brussels or big capital cities. We wanted to demonstrate that a determined local association could transform a rural town into a European hub. And we did.

For one week, we turned over 40 young people from 7 different countries into MEPs, lobbyists, and journalists. We took the complex mechanisms of the EU and brought them to the heart of the Sannio region. This Toolkit was created to share our "recipe" and empower other local organizations to dream just as big: if it worked for us, it will work in your context too.

A SPECIAL DEDICATION

This ambitious leap towards Europe is also a tribute to Massimo Maioli, the former President of our organization. It was his visionary mindset that taught us to never settle for the ordinary. Massimo always imagined this Pro Loco projected into "new and ambitious contexts," pushing us to look beyond our boundaries and challenge our limits. YEP is the concrete realization of his teaching: maintaining strong local roots while embracing a global horizon.





Funded by
the European Union



MODULE 1

ACTIVATION AND GROUP BUILDING

Methodologies focused on ice-breaking and identifying individual values.

1.1. Context: The Challenge of “Day One”

The YEP project brought together over 40 participants from 7 different countries (Italy, Turkey, Lithuania, Bulgaria, Portugal, Slovakia, Cyprus). On the first day of mobility, the natural tendency of the group was to cluster by nationality. The Turkish delegation sat together, the Italians remained with the Italians, and so on.

The primary objective of was to de-construct these national barriers immediately and re-aggregate the participants based on shared values and ideas. To simulate a European Parliament effectively, we needed to transition their identity from “National Representatives” to “Political Thinkers.”

1.2. The Activation Phase: Breaking the Ice

Before tackling complex political topics, the partnership implemented a series of Non-Formal Education (NFE) energizers to create a safe space for expression.

The Result: This activity forced participants to interact with at least 20 different people in under an hour, bypassing the awkward “small talk” phase and diving straight into meaningful exchange.

1.3. The Core Activity: The Human Political Compass

The central pillar of the Activation Module was the “Human Political Compass.” This methodology was chosen to visually demonstrate that political affinity often transcends national borders.

Step 1: The Digital Diagnosis (Genially) To assess the political sensibilities of the participants without using biased labels like “Left” or “Right,” we utilized an interactive Genially presentation culminating in a final quiz. This assessment consisted of calibrated questions designed to explore the participants’ stances on specific, concrete issues, including:

- Migration Policies (Open borders vs. strict control).
- Environmental Protection (Green Deal priorities vs. industrial needs).
- Energy Strategies (Renewables vs. traditional sources).

Step 2: The Physical Matrix Based on the answers given in the Genially quiz, the participants were assigned a score that positioned them within the political spectrum. We then asked them to physically stand in the quadrant of the room corresponding to their result. The Outcome: This was the “turning point” of the week. Participants looked around and realized they were standing next to people from 5 different nationalities who shared their exact worldview on migration or the environment. This visual realization instantly shattered national divisions.

1.4. Formation of the “Color Teams”

Following the results of the Genially quiz and the Compass activity, the plenary was divided into four main ideological clusters. To avoid the stigma of traditional party names, these groups were identified by colors.

The Resulting Groups: The participants were split into four distinct teams, each representing a specific political orientation derived from the test:

1. The Red Team
2. The Green Team
3. The Blue Team
4. The Black Team

The Workshop: Once formed, these “Color Teams” were given 90 minutes to transform their group into a functioning political entity. They had to complete four tasks:

- Naming: Invent a catchy name for their party (starting from their assigned color).
- Branding: Design a logo using paper materials or digital tools.
- The Manifesto: Draft a list of 5 “Non-Negotiable Values” based on the common ground found during the quiz (e.g., the Green Team focused on energy, the Blue Team on economy).

- Leadership: Elect a “Group Leader” (The Whip) to represent them in negotiations.

1.5. Facilitator’s Notes: What We Learned

Reflecting on the implementation of this module in San Giorgio del Sannio, we identified key success factors for future replication:

The Power of Colors: Using neutral colors (Red, Green, Blue, Black) instead of names like “Socialists” or “Conservatives” allowed participants to build their own identity without prejudice.

Conflict Management: The initial positioning sparked heated debates, especially on migration and energy. Facilitators allowed this conflict to happen, as it was a constructive “clash of ideas” that helped clarify the teams’ identities.

Digital Integration: Using the Genially presentation made the activity feel modern and engaging for Gen Z participants, removing the boredom of paper questionnaires.

This “Activation Module” was not just a warm-up; it was the foundation that allowed the subsequent days—Legislative work, Crisis Simulations, and Lobbying—to function smoothly, as every participant now had a clear role within their Color Team.



"Green Team" political group in action.



Funded by
the European Union



MODULE 2

LEGISLATIVE PROCESS SIMULATION

Learning by Doing: From Theory to Practice

After forming the political parties (the “Color Teams”) in Module 1, the participants entered the core of parliamentary work. This module describes the four main simulations carried out during the mobility week, designed to show that law-making is a dynamic process of negotiation, technique, and communication.

2.1. THE COMMITTEE WORK (LIBE Committee)

Theme: The Migration Crisis and Border Management.

- **Objectives:**

- To understand the difference between an ideal political position and a real legislative text.
- To teach the technique of writing “amendments” (adding, removing, or modifying parts of a law).
- To simulate the search for compromise between opposing political groups.

- **Implementation (What happened):**

- **Reading the Base Text:** The four “Color Teams” (Red, Green, Blue, Black) were provided with a draft Resolution on Migration that was intentionally imperfect and generic.
- **Party Strategy:** Each team met separately to decide which parts of the text to accept and which to change, based on their own *Manifesto* (defined in Module 1).
- **Amendment Phase:** Participants formally wrote their changes. *Example: The Green Team proposed changing “stricter controls” to “humanitarian guarantees”.*
- **Debate and Vote:** In the plenary session, every amendment was discussed and voted on by a show of hands. Cross-party alliances

(e.g., Red + Green vs. Blue) were essential to pass the changes.

- **Results Achieved:**
 - Participants produced a final shared text (Resolution), realizing that in a democracy, no one gets 100% of what they want.
 - Increased tolerance towards opposing opinions.
- **Facilitator Tips:**
 - Provide a pre-printed template for amendments to avoid confusion.
 - The role of the “Committee Chair” (moderator) is crucial to keep the debate within the time limits.

2.1.b. PEER-TO-PEER INSIGHT: The Cyprus Case

When Participants Become Experts

During the drafting of the Migration Resolution, we utilized the expertise present within the group itself. A participant from the Cypriot delegation (**Orestis Papamiliades**, Legal Rep of *Mission Solidarity*) delivered an impromptu workshop that changed the quality of the debate.

The Workshop: “Law vs. Reality” Instead of a theoretical lecture, he illustrated the concrete difference between EU legal instruments using real-life examples from Cyprus (a frontline country for migration flows):

- **Regulations:** Rules that apply immediately and uniformly (e.g., Frontex operations).
- **Directives:** Goals that member states must achieve through their own laws (often leading to delays and discrepancies in reception standards).

Why it mattered: This session provided a crucial **“Technical Reality Check”**. Participants understood that writing a good law isn’t enough; you must choose the *right legal instrument* to ensure it works on the ground. It shifted the committee’s focus from vague ideological statements to concrete implementation mechanisms.

2.2. THE TECHNICAL HEARING (ECB Simulation)

Theme: Monetary Policy and Inflation.

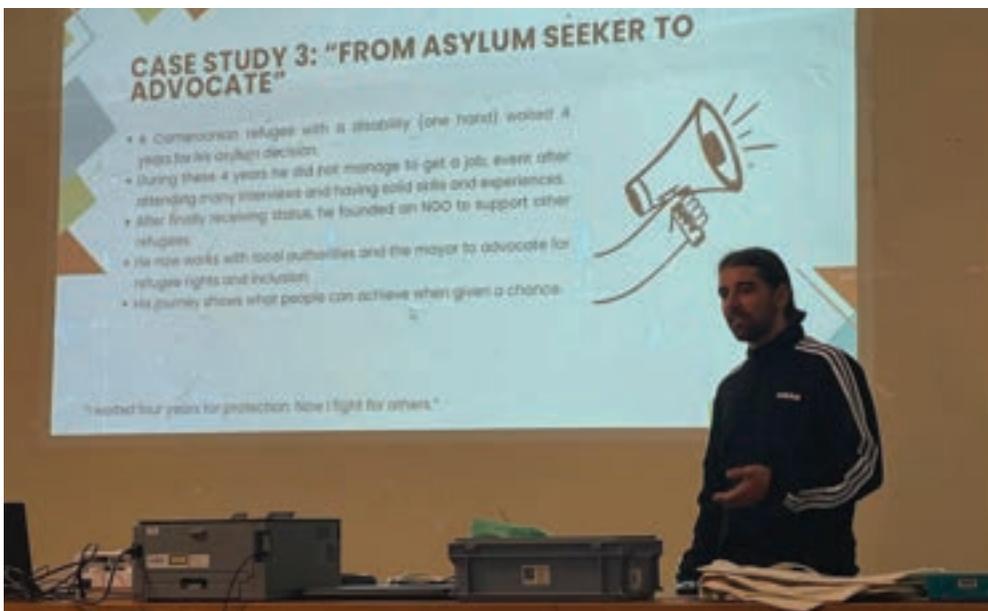
- **Objectives:**
 - To demystify complex economic topics (interest rates, inflation).
 - To understand the role of independent technical bodies (non-elected) and the power of democratic control (Accountability).



Ending conference with Professor Cataldi and former MEP Piernicola Pedicini.



Black Team simulating a press conference about migration crisis.



Participant explaining the gap between EU migration legislation and real life experience in Cyprus.



Former MEP Pedicini explaining EU migration policies and his direct experience.

- **Implementation (What happened):**
 - **Academic Context:** The session opened with a high-level lecture by **Prof. Francesca Fauri** (University of Bologna), a leading expert in European monetary integration. She provided the participants with the necessary historical and economic framework to understand the single currency.
 - **Role-Play:** Following the lecture, an expert played the role of the President of the ECB.
 - **Q&A Session:** The “Color Teams” prepared “Hard Talk” questions. This was not a lecture, but a parliamentary interrogation. The young participants challenged the “President” on the social consequences of his economic choices.
- **Results Achieved:**
 - Participants learned to formulate technical and precise questions.
 - The group overcame the fear of economics: they understood that behind the numbers are political choices that impact daily life.
- **Facilitator Tips:**
 - Invite a real academic expert for the introductory part to ensure the content is accurate and authoritative.

2.3. THE LOBBYING BATTLE

Theme: Negotiation Strategy & The Art of Compromise (Tobacco Directive Case).

- **Objectives:**
 - To understand the real-world negotiation dynamics between EU institutions (Parliament vs. Council).
 - To learn how to draft amendments that are not just ideological, but politically viable.
 - To demonstrate that “extreme” positions often lead to failure, while compromise leads to results.
- **Implementation (What happened):**
 - **Expert Insight:** The session was led by **Romina Rapisarda** (Institutional Affairs at LOGISTA, ex-Ministry of Defense). She set the scene by explaining that a draft EU regulation on tobacco was currently under negotiation between the European Parliament and the Council of the EU.
 - **The Challenge:** The “Color Teams” were tasked with lobbying the Council to include their specific political priorities in the final text. They studied a *simulated resolution text* and had to draft **two strategic amendments** per group.
 - **The Pitch:** Instead of a general debate, the groups had to present and explain their amendments directly to the expert (acting as the Council Negotiator).
 - **The Verdict:** Rapisarda evaluated the proposals in real-time. She accepted some and rejected others, explaining exactly *why*.
- **Results Achieved:**
 - **Strategic Reality Check:** Participants learned a hard lesson: amendments that were too extreme or ideological were immediately rejected as “unreasonable” or technically impossible.

- **The Value of Smoothing:** The groups realized that to get an amendment passed, they often had to “smooth” their initial positions, making them more acceptable to the counterpart rather than sticking to rigid demands.
- **Facilitator Tips:**
 - Encourage participants to draft one “ambitious” amendment and one “compromise” amendment to see the difference in success rates.
 - The feedback from the expert must be immediate and realistic (e.g., “This is legally impossible,” or “This is too expensive for Member States”).

2.4. CRISIS MANAGEMENT & PRESS CONFERENCE (MEP for a Day)

Theme: Geopolitical Emergency Management and Public Communication.

- **Objectives:**
 - To develop soft skills: working under stress, synthesis, and public speaking.
 - To learn how to communicate complex decisions to citizens.
- **Implementation (What happened):**
 - **Breaking News:** The work was interrupted by an invented “urgent news report” (an international crisis scenario).
 - **Task Force:** The Teams had only 45 minutes to agree on a common emergency position.
 - **Press Conference:** Group spokespersons took the stage, microphone in hand, to present the solution in front of an audience and aggressive “journalists.”
 - **Special Guest:** The intervention of real figures (such as MEP Piernicola Pedicini) gave solemnity to the moment, offering real feedback on the participants’ communication performance.
- **Results Achieved:**
 - Overcoming the fear of public speaking.
 - Shy participants found their voice thanks to the support of the group.
- **Facilitator Tips:**
 - The “limited time” element is fundamental: it creates positive stress and forces rapid decision-making, simulating political reality.





Funded by
the European Union



MODULE 3

TERRITORIAL CONNECTION AND TECHNICAL SKILLS

Methodologies Connecting EU Policies to the Real Local Context

3.1. The Concept: Bursting the “Brussels Bubble”

One of the biggest risks in European simulations is creating a “bubble” where participants discuss abstract regulations without understanding their impact on the real world. The philosophy of the YEP project is that **Europe does not end in Brussels; it begins in our local communities.**

The objective of this module is to take the participants out of the plenary room (The EU Parliament) and into the territory (The Reality), to see how the laws they are debating actually affect local businesses, farmers, and the environment.

3.2. Case Study A: The “Hymenoptera” Experience (Honey & Biodiversity)

The Misconception: Many participants arrived thinking that honey production is a purely “spontaneous” natural process. **The Reality Check:** During the visit to the **Hymenoptera** company, participants discovered that sustainable beekeeping is a complex, active process that requires human intervention, scientific monitoring, and strict adherence to environmental standards.

Key Learning Points:

- **Sustainability is Hard Work:** Making honey “the right way” involves costs and sacrifices that often conflict with the demand for cheap products.
- **Ecological Guardians:** The group understood the strategic role of bees not just as “honey makers,” but as the pillars of our ecosystem.
- **EU Protection:** The visit sparked a debate on the *EU Biodiversity Strategy for 2030*, discussing how European laws specifically aim to reverse the decline of wild pollinators and support beekeepers.

3.3. Case Study B: The Olive Oil Educational Hub (Sannio's Green Gold)

The Context: Sannio is not just a place on a map; it is a territory with a unique soil and climate identity. **The Experience:** We visited a specialized **Olive Oil Educational Hub**, where the learning moved from the eyes to the palate.

Key Learning Points:

- **Designation of Origin (PDO/PGI):** The discussion focused on why the EU created "Quality Labels." Participants realized these aren't just stickers on a bottle, but essential legal tools to protect local farmers from global counterfeiting and price dumping.
- **Territorial Peculiarities:** An expert illustrated how the specific geography of Sannio influences the final product.
- **The Tasting Session:** The visit concluded with a guided tasting. This was the ultimate "reality check": you cannot taste a law, but you can taste the difference between a mass-market product and one protected by high European standards.

3.4. Methodology: The "Investigative" Study Visit

In YEP, we transformed standard trips into **technical inspections**. Participants were not just visitors/tourists; they were acting as "Members of the European Parliament on a Mission."

By the end of this module, participants:

- Understood that a "small amendment" written in a Parliament room can determine the survival of a small family business.
- Developed **investigative skills**, learning to ask stakeholders the right questions.
- Reconnected the abstract "European Dream" with the concrete roots of the territory.



YEP participants at "Hymenoptera" bee yard.



Doctor and honey harvester Marco Marotti explaining ecological role of bees and the importance of EU legislation.



Funded by
the European Union



MODULE 4

EVALUATION, FOLLOW-UP, AND BACKUP METHODS

Ensuring Quality, Impact, and Resilience

4.1. The Philosophy: Measurement is Growth

For YEP, we believe that a project isn't finished when the participants pack their bags. Evaluation is the compass that tells us if we are going in the right direction, and Follow-up is the legacy we leave behind. This module outlines the tools we used to monitor the participants' wellbeing, scientifically assess their learning, and ensure the project continues to live on in their local communities.

4.2. Quantitative Evaluation: The "YEP Effect"

We didn't want to rely on feelings alone; we wanted data. To measure the real impact of the simulation on the participants' knowledge of the EU, we used the interactive app Genially to administer a "Pre-Test" (Day 1) and a "Post-Test" (Day 7).

The Starting Point: A Fog of Uncertainty On the first day, the data showed a significant gap in knowledge.

- **The Failing Grade:** The participants' average score on EU institutions and processes was only 45.9%.
- **Low Confidence:** Only 19.5% of the group felt "well-informed" about how Europe works.
- **Confusion:** For example, only 39% could correctly identify the "European Council" as the institution for heads of state.

The Result: A Knowledge Explosion After one week of immersive simulation, the same Genially test revealed a massive transformation, which we call "The YEP Effect":

- **The Leap:** The average knowledge score skyrocketed to 89.8%.
- **The Increase:** We recorded a total increase of +43.9 points in EU proficiency.

- **Empowerment:** The percentage of participants feeling “well-informed” jumped from 19.5% to 82.9%.

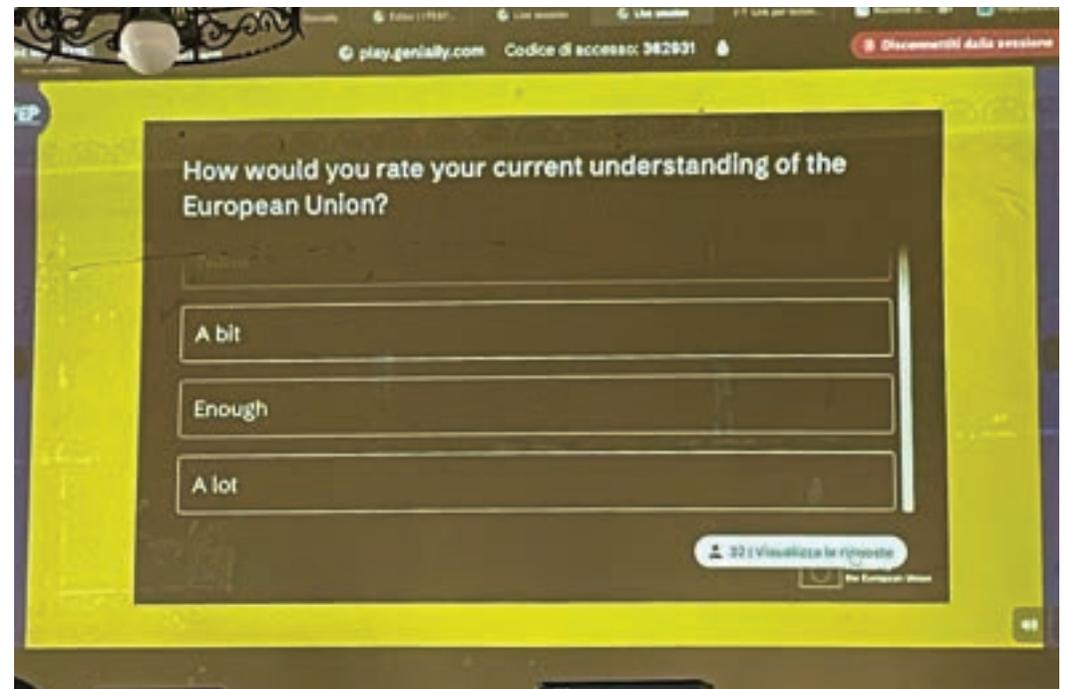
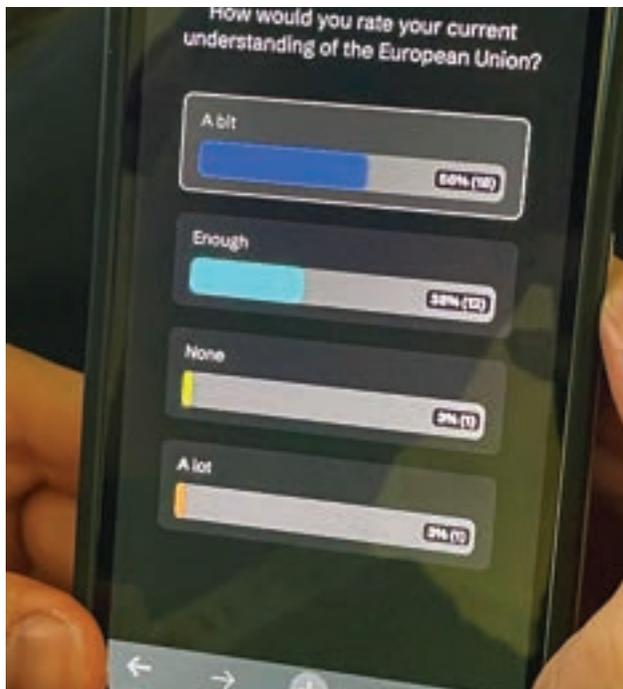
Success Story: The methodology proved particularly effective for participants from non-EU or candidate countries. The Turkish delegation, for instance, recorded the highest growth with a massive +55.3 point leap.

4.3. Follow-Up: The “Ambassador” Mission

The real challenge begins when participants return home. In YEP, every participant was appointed as a “Local Ambassador.”

The “YEP Resolution” Dissemination The main output of the project (the Resolution and Amendments drafted during the simulation) was not left in a drawer.

- The Task: Participants were asked to translate the key points of the Resolution and present them to their local organizations or youth councils.
- Social Media Campaign: We launched a coordinated hashtag campaign where participants posted short videos explaining “What Europe means to me” using the content created during the Media Lab.



The YEP effect!

A **+43.9** Point Increase in EU Knowledge



MYTHS > FACTS

Before YEP, the fundamental structure of the EU was unclear.

- Only 39% could identify the "European Council" as the institution for heads of state.



EMPOWERED & ENGAGED

The biggest win? Confidence. We didn't just learn facts; we felt empowered by them.

- 82.9% felt "well-informed" (up from 19.5%).
- The Turkish 🇹🇷 group saw a massive +55.3 point leap.

A FOG OF UNCERTAINTY

The participants' average EU knowledge was a failing grade.

- 45.9% Average Knowledge Score
- Only 19.5% felt "well-informed"



A KNOWLEDGE EXPLOSION

The YEP project was the catalyst. It didn't just increase our score; it completely transformed it.

- The average score leaped from 45.9% to 89.8%.

The YEP Effect is Clear

This journey proves the power of immersive learning. We transformed uncertainty into empowerment. Youth European Parliament didn't just give us answers, it gave us the confidence to ask new questions!



Funded by
the European Union



MODULE 5

THE INSTITUTIONAL DIALOGUE

Connecting Youth, Experts, and the Local Community

4.1. The Concept: Open Schooling

While the simulation creates a “safe space” for participants, a complete project must eventually face the outside world. This module focuses on the **Public Conference** held on the final day, titled “*Politics and International Law: The Role of the EU in Global Conflicts*”.

The Goal: To break the “fourth wall” between young participants, high-level experts, and the local citizenship of Foglianise.

4.2. The Setup: High-Level Expertise

The quality of a debate depends on the quality of the speakers. We moved away from peer-to-peer learning here to offer high-level academic and political insights. The panel included:

- **The Academic Perspective: Prof. Giuseppe Cataldi** (Full Professor of International Law at “L’Orientale” University of Naples), who provided the juridical framework to understand conflicts.
- **The Political Perspective: Dr. Piernicola Pedicini** (Former MEP 2014-2024), who shared the insider view of European decision-making.
- **The Institutional Link:** The presence of representative of **Mayor Giovanni Mastrocinque** anchored the event to the local territory, demonstrating that Europe reaches even small rural municipalities.

4.3. Methodology: Breaking the “Wall of Silence” (The Anonymous Q&A)



Usually, when young participants face distinguished professors, they are afraid to ask questions for fear of “looking stupid” or being judged. To overcome this inhibition, we implemented a **Digital Anonymous Q&A System** (using tools like Slido).

How it worked:

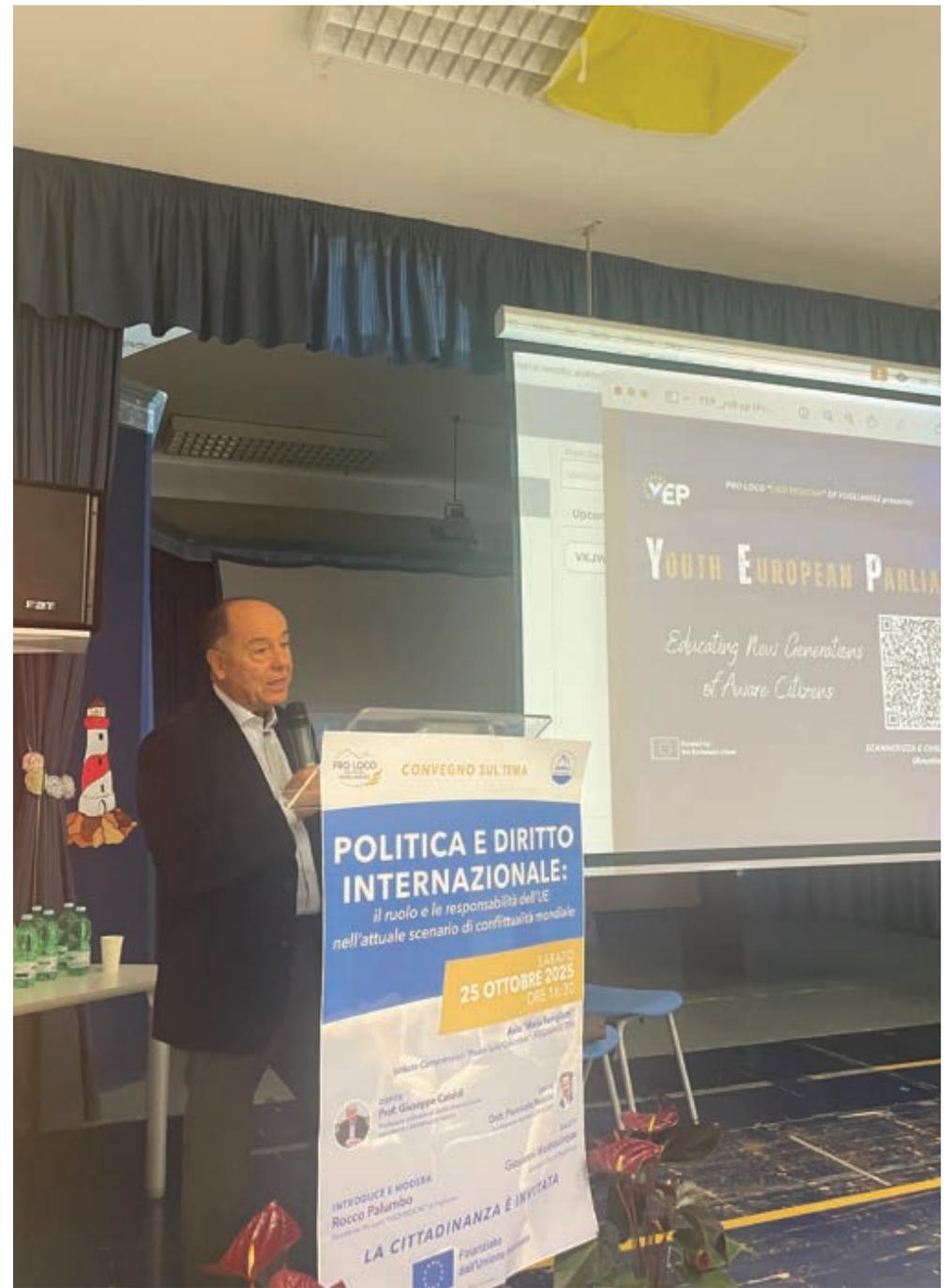
1. **The Projection:** A large QR code was projected on the screen behind the speakers.
2. **The Action:** Participants and local citizens scanned it with their smartphones and typed their questions in real-time, without revealing their names.
3. **The Result:** This removed the psychological barrier. The moderator (**Rocco Palumbo**) received the questions on a tablet and posed them to the speakers. **Outcome:** The questions were sharper, more direct, and addressed controversial topics (e.g., EU double standards in conflicts) that would rarely be asked in a traditional “raise your hand” format.

4.4. Impact on the Territory

By opening the event to the public (“La cittadinanza è invitata”), the project achieved two results:

- Intergenerational Dialogue: Local adults and elderly citizens listened to the concerns of young Europeans.
- Visibility: It demonstrated to the local community that their town was, for one week, a center of European debate.





CONTACTS & CREDITS

The journey doesn't end here.

This Toolkit was created as a result of the project "YEP - Youth European Parliament", co-funded by the European Union under the Erasmus+ Programme (KA154 - Youth Participation Activities).

THE PARTNERSHIP

This project was made possible by the collaboration of 7 organizations:

 Pro Loco Ugo Pedicini Foglianise (Coordinator - Italy)

 Youth Development and Enterprise Association (Türkiye)

 VšĮ Socialinė iniciatyva (Lithuania)

 Bulgarian Youth Forum (Bulgaria)

 AKTO (Portugal)

 YouthKonnekts (Slovakia)

 Mission Solidarity (Cyprus)

DISCLAIMER

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

All photos included in this publication were taken during the project activities. Written consent for the use of images for dissemination purposes was collected from all participants in accordance with GDPR EU 2016/679.

October 19th - 25th 2025

YOUTH EUROPEAN PARLIAMENT



Funded by
the European Union