

The MYTHIC TOOLKIT

for
Youth Work &
Digital Transformation



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IKREON

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Who this Toolkit is for



Brief Overview of MYTHIC

MYTHIC (Mobilizing Youth Training on Holistic Innovation & Critical Thinking) was an Erasmus+ Mobility of Youth Workers hosted in Slovakia in May 2026, bringing together 22 youth workers, trainers, and educators from 8 partner countries (Slovakia, Austria, Italy, France, Spain, Poland, Georgia, and Ukraine). Utilizing non-formal education methodologies, the project aimed to equip participants with practical skills in inclusive innovation, critical thinking, media literacy, and civic engagement. This open-access living toolkit captures the co-created, low-tech/no-tech adaptable methodologies to empower educators and drive grassroots youth participation across diverse European and regional contexts.

Audience

- **Educators & Youth Workers:** Working with young people – including those from rural, low-income, or war-affected/refugee backgrounds – who need accessible, low-cost strategies to foster inclusive entrepreneurship, media literacy, and active citizenship.
- **Trainers & Facilitators:** Seeking non-formal, hands-on methodologies to facilitate critical thinking, fact-checking drills, sustainable project design, and peer-to-peer mentoring.
- **NGO Leaders & Project Managers:** Looking to strengthen inclusive youth work, manage local pilot projects, evaluate impact KPI tools, and build European peer networks.

What You'll Get

- **Methodologies:** Tested frameworks connecting inclusive innovation, media literacy, critical thinking, civic project design into a unified learning flow.
- **Ready-to-Run Sessions:** 9 core activity blueprints for medium-sized groups, complete with guides, "no-tech" variants, Green Tips, and Inclusion Checklists.
- **A Coherent Programme:** A replicable 6-day training sequence moving from team building and innovation to critical thinking and civic action co-creation.
- **Recognition Tools:** Frameworks for Youthpass competence mapping, and reflection logs.

What It's Not

- Not a high-tech IT manual: It prioritizes "no-tech" variants and everyday, low-cost materials so activities can be run seamlessly in rural youth centers, village spaces, or conflict-affected areas without requiring laptops or projectors.
- Not theory-heavy: Methods are participant-centered, interactive, and grounded in experiential "learning by doing," design thinking, and simulation exercises.
- Not limited to one country or context: Co-developed and tested by an 8-country consortium spanning EU Member States and Eastern Partnership countries.

Use Cases

- **Run a Short Workshop / Intensive:** Pick individual 60–90 minute modules such as "Spot-the-Fake" or "Eco-Canvas" for weekly club meetings or community sessions.
- **Build a Full Training Course:** Follow the complete 6-day training arc from initial icebreakers and skill-building to final civic project design and peer feedback.
- **Embed Sessions:** Integrate the Inclusion Checklists, Green Tips, or Code-of-Conduct Clinic into existing local youth programs and municipal projects.

Prerequisites (minimum viable setup)

- **Facilitators:** Skilled in non-formal education, comfortable guiding group dynamics, and open to peer co-facilitation and mentoring.
- **Materials:** Basic, everyday low-cost supplies; optional GenAI demo files or slides when technology is accessible.
- **Space:** Accessible indoor workspace with quiet reflection areas, flexible layout for group work, and open space for interactive exercises.

Inclusion & Wellbeing (How We Keep It Safe)

Inclusive Pedagogy & Accessibility: Uses Universal Design for Learning, plain language, peer buddies, and "no-tech" adaptations for low-resource settings.

Wellbeing & Conflict Sensitivity: Provides conflict-sensitive drills, quiet rooms, cultural/dietary care, and a proactive Code-of-Conduct Clinic.

Learning Recognition (Youthpass)

- **Daily Reflection:** Evening Youthpass reflection circles led by alternating teams to help participants track learning and translate tools into their home context.
- **Key Competences:** Entrepreneurial, Citizenship, Digital & Media, Personal, Social and Learning to Learn, Cultural Awareness and Expression.

How to Navigate This Toolkit

Sections A–D: Overview, audience, prerequisites, context, vision, objectives, timeline, 6-day Slovakia training flow, delivery principles, UDL adaptations, and quick-start steps.

Section E: Step-by-step guides for Eco-Canvas, Spot-the-Fake, Lab-Canvas, and workshop blueprints.

Sections F–G: Framework mapping, reflection prompts, badge issuing, evaluation data, outcomes, and partner feedback.

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Success Conditions (Quick Checklist)

- Review the Inclusion Checklist and select appropriate low-tech/no-tech variants for your group in advance.
- Establish a safe, inclusive environment early using the Code-of-Conduct clinic framework.
- Debrief every experiential exercise to connect the methodology directly back to local youth work practice.
- Capture participant feedback and reach using the 1-page KPI template and Youthpass log for easy impact reporting.

WHAT WE BUILT:

MYTHIC (Mobilizing Youth Training on Holistic Innovation & Critical Thinking) was an Erasmus+ Training Course (KA153-YOU) empowering youth workers, trainers, and educators to integrate inclusive innovation, critical thinking, media literacy, and civic engagement into practice – strengthening non-formal education systems to support diverse young people.

The Arc of the Experience

The 6-day training sequence moved through three distinct phases:

Inclusive Innovation (Days 1–2): Teambuilding, establishing an inclusive and safe space, and co-designing adaptable non-formal exercises (such as the Eco-Canvas) tailored for low-resource or rural settings.

Critical Thinking & Media Literacy (Days 3–4): Hands-on, inquiry-based workshops exploring disinformation, media manipulation, GenAI ethics, and reality-check peer clinics.

Civic Action & Pilot Design (Days 5–6): Participants designed local civic action projects (using Lab-Canvas), established 1-page KPI tracking frameworks, and prepared for a 3-month local pilot implementation in their home communities.

Learning Philosophy

Rooted in non-formal, experiential learning ("learning by doing"), Universal Design for Learning (UDL), and peer-to-peer mentoring. Daily reflection circles and Youthpass integration ensured participants could translate international learning into recognized competencies and local tools.

Where & When

- Project Window: 12/05/2026 – 17/05/2026 (excl. travel days)
- Location: Ružomberok, Slovakia
- Participants: 22 participants (youth workers, trainers, and facilitators) from 8 countries (Slovakia, Austria, Italy, France, Spain, Poland, Georgia, Ukraine).

PROBLEM ANALYSIS - Why This Matters Now

Inclusive Innovation in Low-Resource Settings

Many youth organizations, particularly those in rural, low-income, or conflict-affected areas, lack access to expensive digital infrastructure or specialized tools. There is a critical need for high-value youth work methodologies that rely on low-cost everyday materials and include dedicated "no-tech" variants so that no young person is excluded.

Disinformation, Media Literacy & Critical Thinking

Rapidly expanding digital media, AI-generated content, and online manipulation make young people vulnerable to misinformation, bias, and echo chambers. Youth workers require practical, interactive methods to help youth analyze information critically, fact-check claims, and navigate today's complex media landscape safely.

Bridging Ideas to Action (Civic Engagement)

While young people often care deeply about local, environmental, and social issues, youth programs frequently lack structured tools to help them turn ideas into tangible community projects. Youth workers need accessible frameworks to guide youth from problem identification to co-creating micro-projects with measurable community impact.

SPECIFIC OBJECTIVES — How Success Was Defined



Inclusive Innovation: Empower youth workers with creative skills to design and adapt non-formal activities that engage all young people, especially those with fewer opportunities or from marginalized backgrounds.

Critical Thinking & Media Literacy: Boost youth workers' capacity to facilitate critical thinking and media literacy workshops, enabling young people to identify bias, evaluate sources, and navigate digital media responsibly.

Civic Engagement & Local Impact: Equip youth workers with structured tools to co-design and implement local civic micro-projects with young people during a 3-month post-mobility pilot phase.

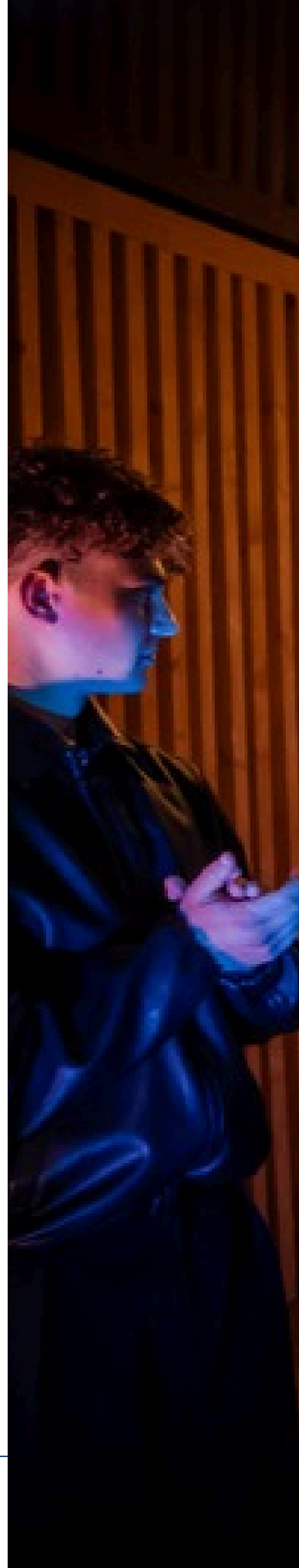
Transnational Peer Network: Build a durable community of practice across 8 European and Eastern Partnership nations to exchange good practices, offer ongoing peer coaching, and maintain open-access resources.

HOW THESE WERE MEASURED

- **Daily Youthpass Reflection Circles:** Evening reflection sessions to monitor competence growth across key European educational frameworks.
- **Tangible Co-Created Outputs:** The successful completion of 6 core activity blueprints, slide decks, and micro-project plans developed during the Slovakia training course.
- **Post-Mobility Follow-Up:** Structured online coaching circles and peer reviews held at Months M6, M8, and M10 to verify local uptake and tool implementation.

Approaches & Methods

- **Non-Formal & Experiential Learning:** MYTHIC utilized interactive simulation games, inquiry-based drills, and design-thinking sprints rather than passive lectures. Tools like the Eco-Canvas, Spot-the-Fake toolbox, and Lab-Canvas were co-developed, tested, and refined through direct practice during the mobility.
- **Participant-Centric Facilitation:** The training featured an intergenerational mentoring model pairing senior trainers with junior educators. Facilitators applied Universal Design for Learning (UDL) principles and low-tech/no-tech adaptations, ensuring an accessible, inclusive, and collaborative learning environment for all participants.



PROGRAMME AT A GLANCE



DAY 1: FOUNDATIONS OF INCLUSIVE ENTREPRENEURSHIP

Focus: Introduction to the topics

Objectives:

Reframe youth work through an entrepreneurial lens and analyze inclusion barriers for young people in rural, low-income, or marginalized communities.

KEY ACTIVITIES:

- Youth-Reality Mapping: Collaborative mapping analyzing local contexts, community assets, and inclusion barriers for rural and migrant youth.
- Meet the E-Myth Triad: Exploring the Entrepreneur-Manager-Technician dynamic to balance creativity with organizational sustainability.
- System-Thinking Lite: Deconstructing complex youth initiatives into structured, repeatable operational steps.
- Insight-Wall Mini-Clinic: Peer feedback clinic synthesizing findings and identifying key target group needs.
- Daily Debrief: Evening Youthpass reflection circle and personal learning log updates.

DAY 2: TURN-KEY MINDSETS & SYSTEMS

Focus: Process Systematization, Green Checkpoints & Accessibility.

Objectives: Transform messy, ad-hoc youth activities into repeatable, turn-key educational systems while integrating environmental sustainability and Universal Design principles.

KEY ACTIVITIES:

- Process-Deconstruction Relay: Interactive exercise deconstructing activity workflows into step-by-step protocols.
- System Blueprint Workshop: Drafting turn-key operational blueprints (persona → outreach → activity → follow-up) for youth programs.
- Eco-Canvas Plug-in: Adding green "leaf" and accessibility "heart" checkpoints to every activity step.
- Peer-Audit Carousel: Collaborative peer review stress-testing blueprints for engagement, inclusion, and eco-sustainability.



PROGRAMME AT A GLANCE



DAY 3: THINK, CHECK, ACT

Focus: Bias Detection, Off-Grid Fact-Checking & Media Literacy.

Objectives: Equip youth workers with practical, low-tech drills to combat disinformation, identify media manipulation, and foster critical thinking among young people.

Key Activities:

- Spot-the-Fake Toolbox: Hands-on exploration of ready-to-use worksheets and drills (reverse-image search, emotional framing cues).
- Critical-Thinking Micro-Activity Design: Co-creating 30-minute interactive drills adaptable for low-resource settings.
- Reality-Check Peer Clinic: Testing micro-activities with cross-national buddy pairs for practical delivery and clarity.
- GenAI Ethics Fishbowl: Facilitated debate exploring the democratic, ethical, and social impacts of AI tools.

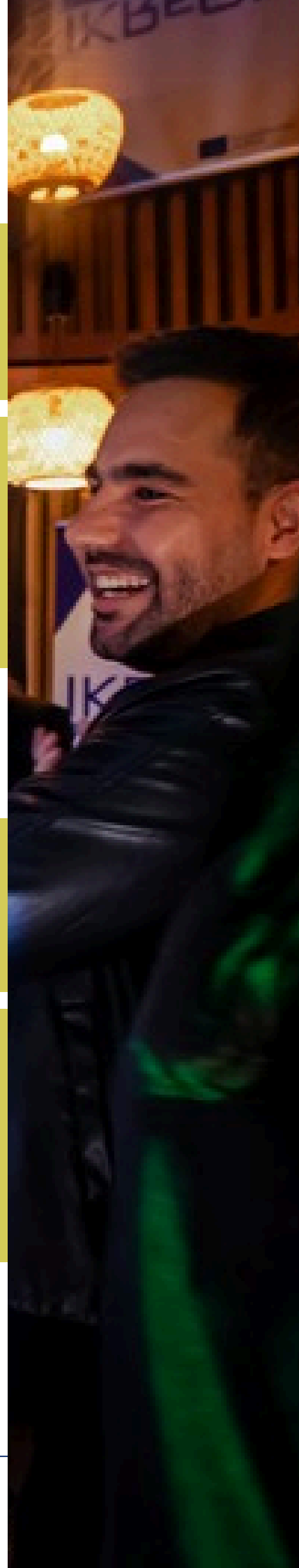
DAY 4: GENAI & DIGITAL-CREATIVITY SPRINT

Focus: Ethical AI Utilization & Digital Youth Storytelling.

Objectives: Master entry-level Generative AI tools to produce creative youth campaigns while adhering to an ethical AI Code of Conduct.

KEY ACTIVITIES:

- First Steps with GenAI Tools: Practical workshop testing accessible AI tools for text, graphics, and visual storytelling.
- AI-Enhanced Storyboard Workshop: Translating youth engagement concepts into structured visual and narrative storyboards.
- AI-Powered Communication Planner: Drafting targeted, multi-channel digital outreach plans for youth organizations.
- Code-of-Conduct Stress-Test Clinic: Reviewing and refining a AI Code of Conduct to ensure safe and responsible deployment.



PROGRAMME AT A GLANCE



DAY 5: LOCAL-LAB DESIGN & IMPACT PLANNING

Focus: One-Page Civic Projects, Impact Indicators & Resource Management.

- **Objectives:** Translate learning into concrete, 1-page youth micro-projects (Local Labs) with robust quantitative and qualitative key performance indicators (KPIs).

• Key Activities:

- Lab-Canvas Drafting: Structuring 1-page civic micro-projects detailing objectives, target audience, core sessions, and risk mitigations.
- Resource-Swap Marketplace: Cross-border peer session to broker resource, tool, and skill swaps between partner NGOs.
- Measuring What Matters: Establishing 2 quantitative and 2 qualitative impact indicators with simple offline collection tools.
- Peer-Commitment Clinic: Formalizing local pilot plans and mutual peer accountability commitments for the 3-month post-mobility phase.

DAY 6: PITCH, SHOWCASE & EVALUATION

Focus: Public Exhibition, Project Pitching & Competence Recognition.

- **Objectives:** Finalize micro-project proposals, pitch solutions to local stakeholders, evaluate mobility outcomes, and formally recognize acquired competences.

• KEY ACTIVITIES:

- Booth-Ready Sprint & Pitch-and-Flow Rehearsal: Preparing interactive exhibition booths and practicing 3-minute project pitches.
- Public Showcase Event: Exhibiting co-created toolkits and civic lab proposals to local municipal stakeholders, youth leaders, and guests.
- Final Evaluation & Youthpass Ceremony: Comprehensive mobility evaluation, issuing of Youthpass certificates and MYTHIC Facilitator Open Badges, and final reflection circle.

For detailed quick-start steps, UDL adaptations, and group size recommendations when replicating these 6 days, see Sections D and E.



HOW TO USE THIS TOOLKIT

A set of 6 field-tested, non-formal education activity blueprints equipping educators, trainers, and youth workers with essential competences in inclusive innovation, critical thinking, media literacy, and civic engagement.

Each blueprint includes step-by-step facilitation instructions, timings, materials, debriefing prompts, low-tech/no-tech inclusion adaptations, UDL tweaks, and Youthpass competence mapping.

Quick Start (3 Steps)

- **Pick Your Arc:** Choose specific modules matching your organization's priorities. Run standalone 60–90 minute workshops (Spot-the-Fake Toolbox, Eco-Canvas Plug-in) or follow the full 6-day training sequence.
- **Prep Light:** Gather basic materials (flipcharts, pin-boards, markers, sticky notes). Pre-screen digital tools or load offline slide decks for off-grid delivery.
- **Run → Reflect → Recognise:** Deliver using "learning by doing" methods, debrief using Youthpass reflection prompts, and log progress on the 1-page KPI template to issue Open Badges.

Replication Characteristics

- **Low Barrier:** Uses accessible everyday materials with explicit "no-tech" variants so workshops run seamlessly in rural or low-resource settings without requiring IT infrastructure.
- **Versatile Application:** Tested and validated by 24 youth workers across 8 European and Eastern Partnership nations, accommodating varying levels of experience and youth work realities.
- **Recognisable:** Maps directly to European educational frameworks – specifically Entrepreneurial, Digital, Critical Thinking, and Civic Engagement competences – enabling formal validation and recognition.

Customising Your Programme

- **Time:** Sessions fit 60–90 min blocks; full model runs 6 days, adaptable to bootcamps or multi-week workshops.
- **Group Size:** Designed for 24 participants, split into small teams (3–5 people) for practical design sprints and peer coaching.
- **Setting:** Requires flexible indoor space with movable furniture, pin-boards, flipcharts, outdoor areas, and quiet zones.
- **Inclusion & Well-being:** Pair experienced facilitators with junior educators, integrate UDL options, and include quiet reflection breaks for psychological safety.

Evidence & Recognition

- **Before/After:** Conduct baseline assessments of participants' inclusive facilitation, critical thinking, and civic design skills on Day 1.
- **During:** Tangible co-created outputs, including 6 completed activity blueprints, Eco-Canvas diagrams, Spot-the-Fake worksheets, and 1-page Lab-Canvas micro-project plans.
- **After:** 3-month local pilot implementation tracked via color-coded 1-page KPI Google Sheets, local endorsement clippings, or official Youthpass certificates.



PHASE 1. Inclusive Innovation & Systemic Foundations



ACTIVITY SHEET 1.1 — YOUTH-REALITY MAPPING: UNCOVERING LOCAL BARRIERS & ASSETS

Purpose: To analyze systemic inclusion barriers faced by young people in rural, low-resource, or marginalized communities and identify local community assets through an entrepreneurial lens. By mapping these realities visually, youth workers transition from deficit-thinking to opportunity-thinking while evaluating organizational roles using the E-Myth Triad.

Time

120 minutes (15' Intro & E-Myth Triad → 45' Youth-Reality Mapping → 30' Insight-Wall Mini-Clinic → 30' Debrief & Reflection)

Group

Small mixed-nationality teams (3–4 people) to ensure cross-border exchange of youth work realities.

Materials

- Large flipchart paper or A1 sheets.
- Color-coded sticky notes (Yellow = Barriers, Green = Assets, Pink = Needs).
- Colored markers and pens.
- Printed E-Myth Triad summary handouts.

Setup

- Work Stations: Arrange small tables with art supplies to support group collaboration.
- Consortium Insight-Wall: Dedicate a large central wall space where teams will pin up their key findings during the clinic.

Steps

The Entrepreneurial Lens & E-Myth Triad (15'): Facilitator introduces viewing youth work through an entrepreneurial lens and presents the E-Myth Triad (Entrepreneur/Visionary, Manager/Systems, Technician/Doer), discussing how unbalanced teams stall initiatives.

Youth-Reality Mapping (45'): Teams map their local youth ecosystem and target groups on large paper using sticky notes:

- **Yellow:** Systemic barriers (transport, digital divide, isolation).
- **Green:** Community assets (spaces, volunteers, heritage).
- **Pink:** Unaddressed youth needs.

Consortium Insight-Wall Mini-Clinic (30'): Groups move key notes to a central wall and complete a guided gallery walk to synthesize recurring European challenges and cross-border synergies.

Debrief (30'): Plenary discussion on shared European challenges and asset identification.



Debrief Qs

- What surprised you about the common inclusion barriers faced by young people across different European countries?
- Which role in the E-Myth Triad (Entrepreneur, Manager, or Technician) does your NGO naturally over-index on, and which is missing?
- How does mapping local community assets shift our youth work approach from problem-focused to solution-focused?



Inclusion Adaptations

- **Visual Representation:** Color-coded sticky notes and visual eco-system mapping allow participants with varying English proficiency to contribute fully without relying solely on dense text.
- **Role Alignment:** Ensure quiet or introverted participants are paired with energetic group members, aligning tasks with their preferred working style.

Green Tips

- Use 100% recycled flipchart paper or run the mapping digitally via a shared Miro or Padlet board if laptops/tablets are available.

Risks & Safeguarding

- **Deficit Mindset Trap:** Groups can get overwhelmed by discussing local systemic barriers. Facilitators must actively enforce the transition to identifying green asset notes during step 2.

Youthpass Mapping

- **Entrepreneurship Competence:** Identifying community opportunities, mapping local assets, and balancing visionary and operational roles.
- **Personal, Social & Learning to Learn:** Empathy, active listening, and cross-cultural collaborative problem-solving.
- **Cultural Awareness & Expression:** Understanding diverse social realities across European communities.

Evidence Capture

- High-resolution photographs of the completed Youth-Reality Maps and the Consortium Insight-Wall.
- Synthesized digital summary of common European youth barriers for project reports.

Replication Notes

- **Budget:** Very low (paper and sticky notes only).
- **Online Variant:** Utilize Zoom Breakout Rooms paired with a pre-formatted Miro template containing virtual yellow, green, and pink sticky notes.

ACTIVITY SHEET 1.2 — SYSTEM BLUEPRINTING & ECO-CANVAS: TURN-KEY PROGRAM DESIGN

Purpose

To deconstruct ad-hoc, messy youth activities into repeatable, step-by-step "turn-key" educational blueprints (Persona → Outreach → Activity → Follow-up) while systematically embedding environmental sustainability ("leaf") and universal accessibility ("heart") checkpoints.

Time

120 minutes (20' Deconstruction Relay → 45' System Blueprint Workshop → 35' Eco-Canvas Plug-in → 20' Debrief)

Group

Small teams (3–4 participants) working on specific youth work session concepts.

Materials

- Printed A3 System Blueprint Templates (or digital equivalents).
- Green "leaf" stickers (eco choices) and red "heart" stickers (UDL / access tweaks).
- Flipchart markers and sticky notes.

Setup

- Table clusters arranged for 3–4 participants with blueprint templates pinned to central flipcharts.
- Ensure all the necessary materials are ready at hand at the beginning of the activity.

Steps

- 1. Process-Deconstruction Relay (20'):** Warm-up race: Teams organize jumbled cards into a 4-stage pipeline: Persona (target group) → Outreach (engagement) → Delivery (core activity) → Follow-up (evaluation).
- 2. System Blueprint Workshop (45'):** Teams select a youth activity idea and translate it into a structured System Blueprint, detailing facilitator steps, materials, timing, and participant pathways across the 4 stages.
- 3. Eco-Canvas Plug-in (35'):** Teams audit their blueprint using the Eco-Canvas framework:

Green "leaf" stickers: Environmental impact minimizations (e.g., zero single-use plastic, paperless materials).

Red "heart" stickers: Universal Design for Learning (UDL) modifications (e.g., quiet reflection spaces, step-free access).

Debrief (20'): Plenary presentation and evaluation of blueprints.



Debrief Qs

- Why do great youth work ideas often fail to survive when the original facilitator leaves the organization?
- How did embedding green "leaf" and access "heart" checkpoints alter the structure of your original workshop idea?
- Which stage of the 4-stage pipeline (Persona, Outreach, Delivery, Follow-up) is most often neglected in daily youth work?



Inclusion Adaptations

- **Universal Design Integration:** Explicitly using visual stickers ("leaves" and "hearts") ensures that inclusion and accessibility are treated as core structural elements rather than secondary add-ons.
- **Low-Tech Adaptations:** Ensure every blueprint includes a dedicated "no-tech variant" for low-resource environments.

Green Tips

- Maintain zero paper waste by conducting the blueprinting exercise digitally on tablets or reusing laminated blueprint sheets with dry-erase markers.

Risks & Safeguarding

- **Over-Engineering:** Participants may create overly rigid, bureaucratic blueprints. Facilitators must emphasize that a blueprint is an adaptable guide, not an inflexible script.

Youthpass Mapping

- **Entrepreneurship Competence:** Systematization, resource management, and process design.
- **Sustainability & Green Competences:** Assessing and reducing environmental footprints in educational projects.
- **Personal, Social & Learning to Learn:** Critical evaluation and structured planning.

Evidence Capture

- High-resolution photographs of completed System Blueprints with Eco-Canvas stickers.
- Digitalized PDF blueprint templates uploaded to the public project repository.

Replication Notes

- **Budget:** Low (€15 allocated per organization for local props and printed materials).
- **Online Variant:** Shared Google Slides or Miro template with draggable digital leaf and heart icons.

ACTIVITY SHEET 1.3 — PEER-AUDIT CAROUSEL: STRESS-TESTING PROGRAM QUALITY



Purpose

To conduct structured, cross-organizational peer reviews that stress-test drafted project blueprints against criteria of participant engagement, universal accessibility, low-tech feasibility, and eco-sustainability. This process establishes a supportive peer-review culture across international youth work networks.

Time

90 minutes (15' Audit Orientation → 45' Carousel Reviews → 20' Action-Learning Refinement → 10' Debrief)

Group

Rotating station pairs (2 group teams pairing up per station).

Materials

- Peer-Audit Scoring Sheets (evaluating 3 core dimensions: Engagement, Inclusion/Access, Sustainability/Feasibility).
- Countdown timer or bell.
- Sticky notes for constructive feedback.

Setup

- Arrange 4 distinct "Audit Stations" around the perimeter of the room, each equipped with evaluation forms and markers.

Steps

1. **Audit Orientation (15'):** Facilitator introduces 3 peer-audit criteria (Engagement, Inclusion/Access, Sustainability/Feasibility within a €150 budget limit) with the mindset: "Audit the system to support the creator."
2. **Carousel Reviews (45'):** Teams rotate through three 15-minute review cycles:
3. **Presentation (3'):** Team presents its System Blueprint.
4. **Audit & Scoring (7'):** Reviewing team evaluates using criteria, adding 1 highlight, 1 critical inquiry, and 1 actionable tweak.
5. **Role Swap (5'):** Roles reverse before rotating to the next station.
6. **Action-Learning Refinement (20'):** Teams return to their stations, review feedback, and refine their blueprints.
7. **Debrief (10'):** Plenary debrief circle.



ACTIVITY SHEET 1.3

Debrief Qs

- How did it feel to have your project blueprint audited by peers from a different country and organizational background?
- What was the most valuable actionable tweak your team received during the carousel?
- How can regular peer audits enhance the quality and accountability of youth work within your home NGO?



Inclusion Adaptations

- **Structured Feedback Prompts:** Using predefined audit forms removes social awkwardness and assists non-native English speakers in offering precise, constructive critique.

Green Tips

- Conduct scoring digitally using phone-based Google Forms or Mentimeter to eliminate paper consumption during peer reviews.

Risks & Safeguarding

- **Defensive Reactions:** Participants may feel personally challenged by critical feedback. Facilitators must enforce that feedback focuses strictly on the project blueprint, not the individual presenter.

Youthpass Mapping

- **Personal, Social & Learning to Learn:** Giving and receiving constructive feedback, self-reflection, and quality assurance.
- **Entrepreneurship Competence:** Quality control, risk assessment, and continuous improvement.

Evidence Capture

- Completed Peer-Audit Scoring Sheets.
- Side-by-side photos comparing original and refined System Blueprints.

Replication Notes

- **Budget:** Zero additional cost.
- **Online Variant:** Utilize breakout room rotations in Zoom/Teams with shared Google Docs audit templates for real-time peer scoring.

PHASE 2. Critical Thinking, Media Literacy & Ethical AI



ACTIVITY SHEET 2.1 —SPOT-THE-FAKE & BIAS BUSTERS: OFF-GRID CRITICAL THINKING DRILLS

Purpose:

To equip youth workers with practical, low-tech, and off-grid fact-checking drills that build critical thinking, reverse-image search skills, and emotional framing recognition among young people without relying on high-speed internet or expensive software. Participants design 30-minute micro-activities adaptable to low-resource youth centers.

Time

90 minutes (15' Spot-the-Fake Toolbox → 35' Micro-Activity Design → 25' Reality-Check Peer Clinic → 15' Debrief)

Group

Small mixed-nationality teams (3–4 participants) designing micro-activities for local youth.

Materials

- "Spot-the-Fake" printed worksheets (reverse-image search, headline analysis, emotional cues).
- Sample media clipping cards (real vs. AI-generated/manipulated news posts).
- Flipchart paper, markers, and colored highlighters.
- Offline USB drives pre-loaded with demo slides and media examples.

Setup

- **Toolbox Stations:** Arrange tables with printed media clipping cards and highlighters.
- **Testing Arena:** A central open space for running quick peer-demonstration micro-drills.

Steps

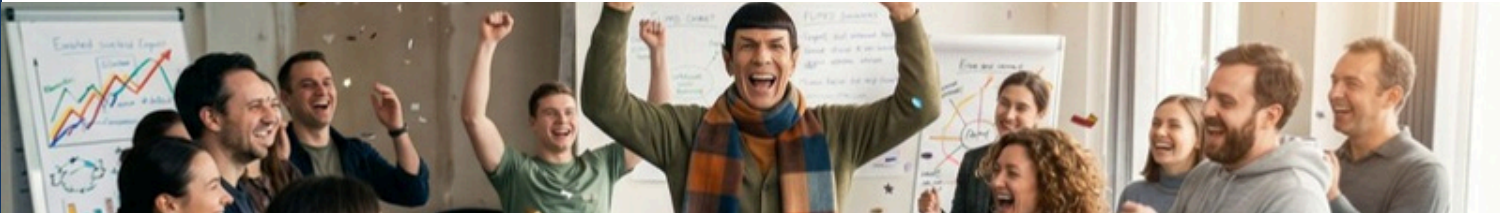
1. **Spot-the-Fake Toolbox Exploration (15'):** Facilitator introduces three low-tech media literacy techniques:
2. **Reverse-Image Breakdown:** Analyzing visual artifacts, shadow inconsistencies, and background details.
3. **Emotional Framing Cues:** Identifying trigger words and clickbait structures designed to provoke outrage.
4. **Source Triangulation:** Cross-checking claims across independent, non-partisan sources.
5. **Critical-Thinking Micro-Activity Design (35'):** Teams select a media manipulation issue (deepfakes, viral sensationalism, algorithm bias) and co-design a 30-minute interactive, low-tech drill using printed prompt cards and roleplay.
6. **Reality-Check Peer Clinic (25'):** Cross-national buddy pairs swap plans and run a rapid 5-minute mini-trial. The receiving pair evaluates the drill for clarity, engagement, and adaptability to low-resource settings.
7. **Debrief (15'):** Plenary discussion summarizing off-grid facilitation methods.



ACTIVITY SHEET 2.1

Debrief Qs

- Why is emotional outrage the most effective engine for spreading online misinformation?
- How can we teach young people to spot fake content when internet connections or digital devices are unavailable?
- What is the difference between healthy skepticism and cynical disbelief in public media?



Inclusion Adaptations

- **Tactile & Visual Analysis:** Printed media cards with highlighted visual cues allow participants with low literacy or non-native language skills to spot manipulation without reading long articles.
- **Offline Readiness:** All drills are explicitly designed to function without internet access, ensuring full usability in rural or underfunded youth spaces.

Green Tips

- Laminate a permanent set of printed media clipping cards so they can be reused across multiple workshops without re-printing paper.

Risks & Safeguarding

- **Cynicism Risk:** Overemphasizing fake media can lead young people to trust nothing. Facilitators must balance spot-the-fake exercises with examples of reliable, high-integrity journalism.

Youthpass Mapping

- **Digital Competence:** Critically evaluating data, information, and digital content integrity.
- **Citizenship Competence:** Navigating modern democratic media landscapes and resisting propaganda.
- **Personal, Social & Learning to Learn:** Developing cognitive reflection and analytical reasoning.

Evidence Capture

- Photos of participants analyzing printed media clipping cards during the Reality-Check Peer Clinic.
- Digitized 1-page lesson plans of the co-created 30-minute micro-activities.

Replication Notes

- **Budget:** Minimal cost for printing media clipping cards and worksheets.
- **Online Variant:** Display high-resolution media clippings via shared screen in Zoom breakout rooms, using annotation tools to highlight visual artifacts.

ACTIVITY SHEET 2.2 — GENAI ETHICS FISHBOWL & CODE OF CONDUCT CLINIC



Purpose

To critically evaluate the ethical, social, and democratic risks of Generative AI in youth work (misinformation, algorithmic bias, copyright theft, data privacy) and establish a concrete, 6-line practical Code of Conduct for AI deployment in youth organizations.

Time

90 minutes (20' First Steps with GenAI → 35' GenAI Ethics Fishbowl → 25' Code-of-Conduct Clinic → 10' Debrief)

Group

Whole-group Fishbowl formation (6 inner chairs, outer observation circle), transitioning to small organizational pairs.

Materials

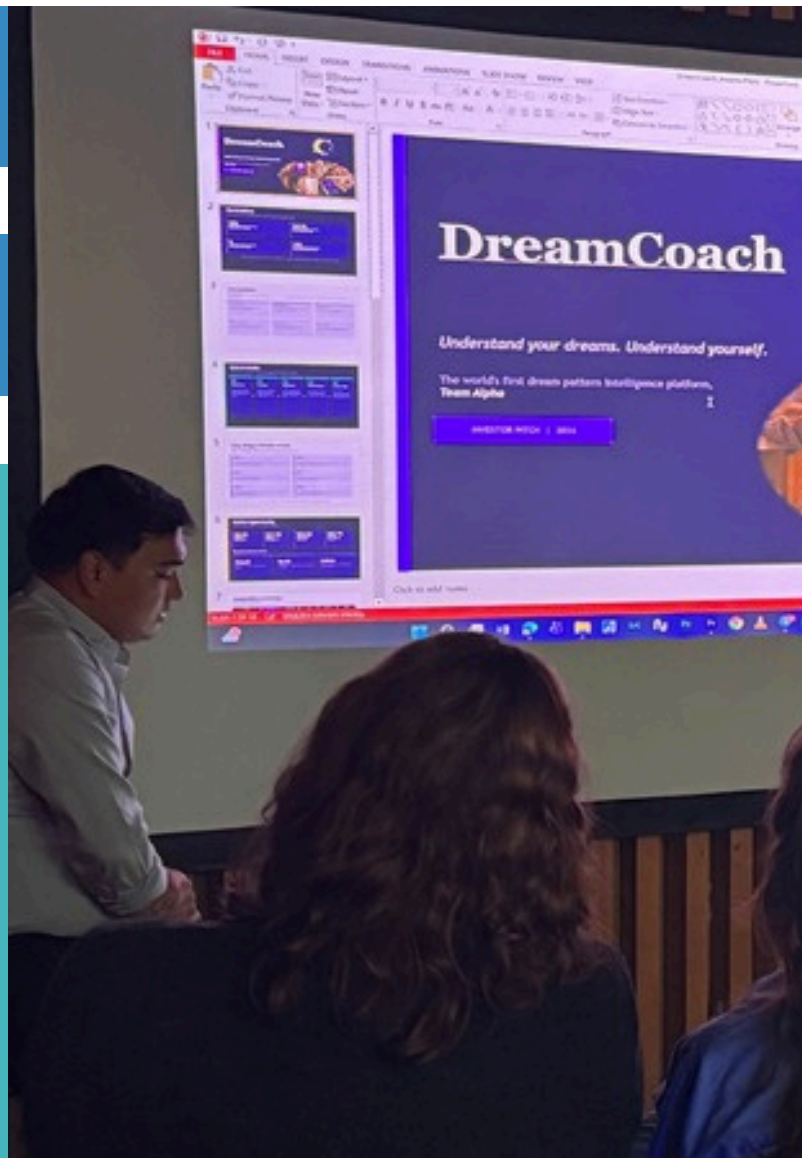
- Flipchart and markers.
- 6-line Code of Conduct drafting templates.
- Scenario prompt cards (e.g., "Using AI to write participant support letters," "Generating synthetic photos of youth for promotional flyers").

Setup

- **Fishbowl Arena:** Place 6 chairs in an inner circle, surrounded by a larger concentric ring of chairs for the rest of the group. Keep one inner chair empty at all times.

Steps

1. First Steps & AI Reality Check (20'): Demo accessible AI tools (text/image generation) and discuss productivity gains versus vulnerabilities (hallucinations, deepfakes, Western bias).
2. GenAI Ethics Fishbowl Debate (35'): Participants debate AI scenarios (e.g., using AI for proposals) in an open fishbowl format focusing on GDPR privacy, energy consumption, and human connection in youth work.
3. Code-of-Conduct Clinic (25'): Pairs draft a 6-line AI Code of Conduct for their home NGO, addressing human oversight, transparency, data protection, non-discrimination, environmental mindfulness, and IP respect.
4. Debrief (10'): Plenary read-out of drafted Code of Conduct rules.



ACTIVITY SHEET 2.2

Debrief Qs

- Where is the boundary between using AI as an administrative efficiency tool and losing human authenticity in youth work?
- How can youth organizations safeguard vulnerable young people's personal data from being fed into public AI training models?
- What line in your drafted Code of Conduct will be most important to enforce back home?



Inclusion Adaptations

- **Fishbowl Structure:** The rotating fishbowl method allows introverted participants to enter the discussion when comfortable without needing to speak in front of a rigid panel.
- **Plain Language Guidelines:** Technical AI jargon (e.g., "LLM," "diffusion models," "prompt injection") is translated into simple non-formal concepts on a glossary flipchart.

Green Tips

- Discuss the significant water and electricity footprint of large AI cloud queries, encouraging participants to adopt a "think before you prompt" policy.

Risks & Safeguarding

- **GDPR Violations:** Explicitly warn participants never to input real names, personal stories, or sensitive records of youth into public AI models.

Youthpass Mapping

- **Digital Competence:** Understanding ethical, legal, and environmental implications of emerging technologies.
- **Citizenship Competence:** Analyzing democratic challenges posed by synthetic media and automated decision-making.
- **Personal, Social & Learning to Learn:** Ethical judgment and critical self-regulation.

Evidence Capture

- Photos of the Fishbowl debate in session.
- Final copies of the 6-line AI Code of Conduct documents drafted by participating NGOs.

Replication Notes

- **Budget:** Zero cost.
- **Online Variant:** Conduct the Fishbowl using Zoom's spotlight feature for active speakers, utilizing a shared Google Doc for the live Code of Conduct drafting.

ACTIVITY SHEET 2.3 — AI- ENHANCED STORYBOARDING & COMMUNICATION SPRINT

Purpose

To master prompt engineering and entry-level Generative AI tools ethically, using them to co-create compelling multimedia storyboards and targeted, multi-channel communication strategies for youth engagement campaigns.

Time

120 minutes (20' Prompt Engineering Masterclass → 50' AI Storyboard Workshop → 35' Communication Planner Sprint → 15' Showcase & Debrief)

Group

Small production teams (3–4 people) working on specific youth advocacy campaigns.

Materials

- Laptops or smartphones (one per team).
- Free generative text and graphic tools
- Printed 6-panel Storyboard Canvas sheets.
- Flipchart paper and markers.

Setup

- Production Workstations: Tables clustered with power sockets and space for side-by-side laptop collaboration.

Steps

- 1. Prompt Engineering Masterclass (20'):** Interactive demo on prompting frameworks (Role + Task + Context + Constraints + Output Format) and refining generic AI outputs into culturally nuanced content.
- 2. AI-Enhanced Storyboard Workshop (50'):** Teams select a youth message and use GenAI to generate key visuals for a 6-frame campaign storyboard, adhering to their ethical Code of Conduct. Every image is reviewed for bias and stereotypes before placement.
- 3. AI-Powered Communication Planner Sprint (35'):** Teams use AI text tools to draft a 3-channel outreach plan (Instagram carousel, press release headline, newsletter teaser), adapting texts to match their audience's authentic voice.
- 4. Showcase & Debrief (15'):** Gallery walk of final storyboards and peer review.



ACTIVITY SHEET 2.3

Debrief Qs

- How much time did AI tool usage save your team during the storyboarding phase compared to manual drafting?
- Did you notice any subtle cultural biases or unnatural details in the images generated by the AI?
- Why must human editors always maintain final creative control over AI-assisted campaign messaging?



Inclusion Adaptations

- **Pair Programming:** Pair participants who lack technical confidence with tech-savvy peers so that prompt typing and creative ideation are shared equally.
- **Multi-Format Expression:** Storyboards allow visual thinkers to articulate project ideas without needing advanced written English skills.

Green Tips

- Limit image generation to 3 prompts per frame to avoid unnecessary server load and cloud energy expenditure.

Risks & Safeguarding

- **Copyright & Intellectual Property:** Ensure participants understand copyright considerations surrounding AI-generated imagery and credit AI assistance transparently.

Youthpass Mapping

- **Digital Competence:** Producing and editing digital content using modern emerging tools.
- **Entrepreneurship Competence:** Communication planning, target group outreach, and creative campaign design.
- **Cultural Awareness & Expression:** Visual storytelling and narrative construction.

Evidence Capture

- High-resolution photographs of completed 6-panel AI storyboards.
- Digital PDF files of the multi-channel communication plans.

Replication Notes

- **Budget:** Zero cost (utilizing free-tier AI tools).
- **Online Variant:** Teams use Canva's collaborative online whiteboard or Miro to generate and arrange digital AI storyboards in real time.

ACTIVITY SHEET 3.1 — LAB-CANVAS DRAFTING: STRUCTURING 1-PAGE CIVIC MICRO-PROJECTS

Purpose

To transition from non-formal training concepts to concrete, 1-page civic micro-projects ("Local Labs") tailored for local implementation post-mobility. Participants structure target outcomes, core sessions, budget allocations (€150 local implementation budget), and risk management while leveraging an international Resource-Swap Marketplace to exchange skills, tools, and educational assets across partner NGOs.

Time

120 minutes (20' Lab-Canvas Overview → 45' Canvas Drafting Sprint → 35' Resource-Swap Marketplace → 20' Debrief)

Group

National or NGO project teams (2–4 participants) designing local pilot initiatives.

Materials

- Printed A3 Lab-Canvas Templates (featuring 6 core blocks: Problem & Target Audience, Local Objectives, Core Sessions, Resource Needs, Budget Breakdown, and Risk Mitigation).
- "Resource Offer & Request" index cards (Yellow = Skills/Tools We Offer, Blue = Resources We Need).
- Markers, sticky notes, and flipcharts.

Setup

- **Design Pods:** Group tables dedicated to each participating NGO team.
- **Resource-Swap Wall:** A prominent pin-board divided into "OFFERS" and "REQUESTS" where partner organizations post index cards.

Steps

Lab-Canvas Overview & Framing (20'):

Facilitator introduces the 1-page Lab-Canvas structure, emphasizing how to scope realistic local workshops for low-resource settings.

Canvas Drafting Sprint (45'):

NGO teams fill out the 6 canvas blocks for a local pilot initiative, ensuring it addresses mapped inclusion barriers, fits a €150 seed budget, and specifies execution dates within 3 months.

Resource-Swap Marketplace (35'):

Teams post resource gaps (e.g., AI prompts, design templates, guest speakers) on a wall, trade with peers, and broker formal resource agreements with international partner NGOs.

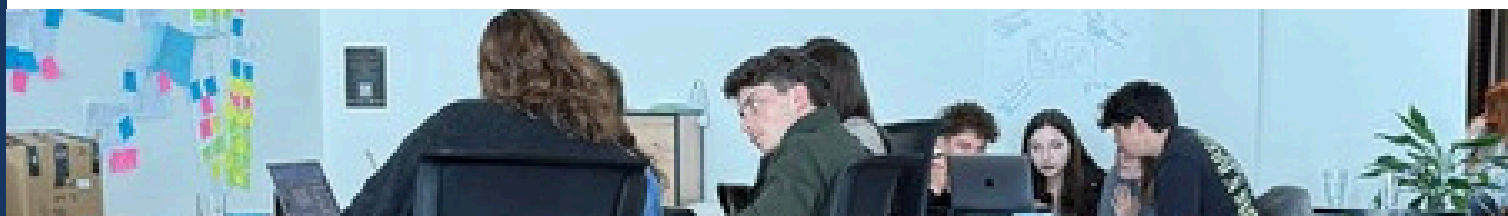
Debrief (20'): Plenary summary of negotiated resource swaps and local lab concepts.



ACTIVITY SHEET 3.1

Debrief Qs

- How does constraining a project plan to a 1-page canvas force your team to prioritize essential actions over vague goals?
- What surprising resources or tools did you secure from international partners during the Resource-Swap Marketplace?
- What is the single biggest operational risk facing your local project implementation, and how will you mitigate it?



Inclusion Adaptations

- **Modular Block Structure:** The 1-page canvas breaks complex project management into bite-sized sections, helping non-native English speakers avoid administrative jargon.
- **Resource Mutualization:** The marketplace gives underfunded grassroots NGOs direct access to tools, templates, and expertise from larger partners.

Green Tips

- Digitalize completed Lab-Canvases immediately into a shared cloud repository so international partners can view and comment on plans without paper printing.

Risks & Safeguarding

- **Unrealistic Scope Creep:** Teams often attempt to design massive, over-ambitious projects. Facilitators must enforce that the Local Lab remains a tight, achievable micro-project achievable within the 3-month pilot window.

Youthpass Mapping

- **Entrepreneurship Competence:** Turning ideas into local civic action, resource brokering, project design, and risk management.
- **Personal, Social & Learning to Learn:** Negotiating partnerships, collaborative problem-solving, and goal setting.
- **Citizenship Competence:** Designing grassroots initiatives to foster youth participation and community cohesion.

Evidence Capture

- High-resolution photographs of completed A3 Lab-Canvases.
- Photos of signed bilateral agreements on the Resource-Swap Wall.

Replication Notes

- **Budget:** Minimal paper costs; seed funding of €150 allocated per organization for local workshop materials and refreshments.
- **Online Variant:** Utilize Google Jamboard or Miro for digital Lab-Canvas creation and Breakout Rooms for the Resource-Swap Marketplace.

ACTIVITY SHEET 3.2 — MEASURING WHAT MATTERS: 1-PAGE KPI & EVIDENCE FRAMEWORK



Purpose

To equip youth workers with a simple, practical 1-page Key Performance Indicator (KPI) framework that tracks both quantitative reach and qualitative learning impact during post-mobility local activities, ensuring robust reporting, GDPR compliance, and evidence-based evaluation.

Time

90 minutes (15' Measuring What Matters Input → 40' KPI & Evidence Design Sprint → 25' Peer-Commitment Clinic → 10' Debrief)

Group

NGO/National teams working in pairs or small groups (2–4 participants).

Materials

- "Measuring What Matters" 1-page KPI Templates (digital Google Sheet or printed A3 sheet).
- Sample evidence collection tools (photo consent templates, QR-code feedback forms, reflection logs).
- Markers and sticky notes.

Setup

- Small team tables equipped with laptops/tablets or paper templates for metric design.

Steps

Measuring What Matters Input (15'): Facilitator introduces the 2+2 Indicator Rule: track 2 Quantitative (e.g., participants, workshop hours) and 2 Qualitative indicators (e.g., gain in confidence, critical thinking growth) to balance numbers with youth stories.

KPI & Evidence Design Sprint (40'): Teams fill out their 1-page KPI Framework using low-tech evidence tools (attendance logs, pre/post surveys, reflection quotes, photo evidence) while embedding full GDPR compliance protocols.

Peer-Commitment Clinic (25'): Cross-border pairs review each other's KPI frameworks, challenge unrealistic metrics, and set up bi-weekly check-in dates for post-course accountability.

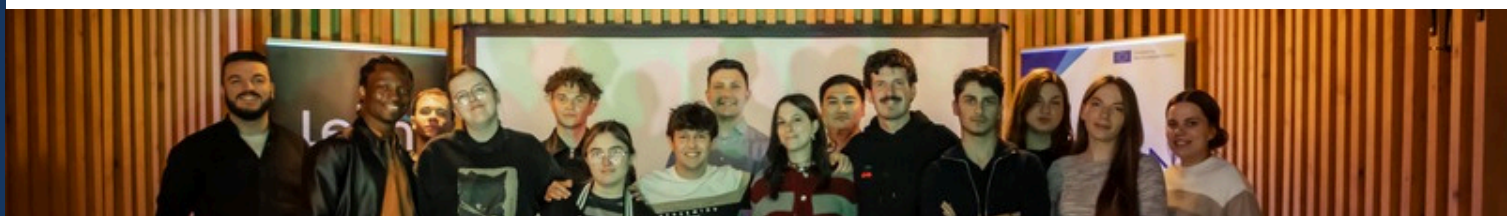
Debrief (10'): Plenary wrap-up on accountability and impact tracking.



ACTIVITY SHEET 3.2

Debrief Qs

- Why are qualitative stories just as important as quantitative headcount numbers when demonstrating youth work impact to stakeholders?
- How does establishing cross-national buddy accountability help prevent post-training momentum loss back home?
- What simple, low-tech tool will you use to collect instant participant feedback without causing evaluation fatigue?



Inclusion Adaptations

- **Visual & Emoji Feedback Tools:** Emphasize qualitative evaluation methods that rely on visual rating scales, target-board dart throwing, or audio reflection recordings for young people with low literacy or language barriers.
- **Low-Tech First:** Evidence capture tools are tailored to function offline or in low-connectivity environments (e.g., physical reflection journals, paper feedback boxes).

Green Tips

- Standardize all tracking into a single paperless, 1-page cloud Google Sheet template per organization to track data digitally without paper clutter.

Risks & Safeguarding

- **Data Privacy & GDPR:** Strictly reinforce that photographic evidence or personal feedback quotes from minors require written parental/guardian consent forms prior to publication.

Youthpass Mapping

- **Personal, Social & Learning to Learn:** Self-evaluation, establishing measurable personal growth targets, and peer accountability.
- **Digital Competence:** Using basic cloud platforms (e.g., shared spreadsheets, online forms) to organize and present impact data safely.
- **Entrepreneurship Competence:** Performance monitoring, impact assessment, and operational accountability.

Evidence Capture

- Completed 1-page KPI Frameworks for each participating NGO.
- Peer accountability commitment logs linking international buddy pairs.

Replication Notes

- **Budget:** Zero cost.
- **Online Variant:** Shared Google Sheets template populated in breakout rooms, with peer feedback provided via inline comments.

ACTIVITY SHEET 3.3 — PITCH, PUBLIC SHOWCASE & OPEN BADGES REFLECTION

Purpose

To rehearse project pitches, present final co-created educational toolkits and Local Lab proposals in an interactive exhibition booth setting to local stakeholders, evaluate overall training course outcomes, and formally validate acquired competences using Youthpass and Open Badges 2.0. →

Time

120 minutes (20' Booth-Ready Sprint & Pitch Rehearsal → 60' Public Showcase Event → 40' Final Evaluation & Recognition Ceremony)

Group

Whole group plenary, transitioning to individual NGO exhibition booths and a final reflection circle.

Materials

- Projector and PA sound system.
- Exhibition booth tables, pin-boards, flipcharts, and display stands.
- Official Youthpass Certificates.
- Evaluation questionnaires / visual target evaluation boards.

Setup

- **Showcase Expo:** Exhibition tables arranged around the room perimeter with clear walkways for guests to visit each NGO's interactive booth.
- **Plenary Circle:** Concentric circle of chairs set up in the central space for the final recognition ceremony.

Steps

Booth-Ready Sprint & Pitch Rehearsal (20'):

Teams set up interactive exhibition booths with their Lab-Canvas, Eco-Canvas blueprints, Spot-the-Fake worksheets, and campaign storyboards, then run a rapid 3-minute pitch rehearsal.

Public Showcase Event (60'):

Local stakeholders, youth leaders, and representatives attend an interactive fair where teams pitch projects, demonstrate MYTHIC Toolkit activities, and discuss local implementations.

Final Evaluation, Youthpass & Open Badges Ceremony (40'):

Plenary circle closing featuring final evaluations, distribution of Youthpass certificates and digital MYTHIC Facilitator Open Badges (Open Badges 2.0), and a final reflection circle.



ACTIVITY SHEET 3.3

Debrief Qs

- What was the response from peers and stakeholders during the pitch presentation of your Local Lab concept?
- Looking back across the entire training course, what is the most transformational competence you acquired?
- How will holding an Open Badge and Youthpass certificate support your professional standing as a youth worker in your home country?



Inclusion Adaptations

- **Co-Presenting Roles:** Teams allocate pitch responsibilities according to comfort levels (e.g., one person handles verbal delivery, another manages visual booth demonstrations, another leads interactive games with visitors).
- **Multilingual Welcoming:** Booths feature welcoming signage in all 8 national languages represented in the consortium.

Green Tips

- Use digital display screens or reusable laminated posters for exhibition booths, avoiding single-use promotional materials or excessive paper handouts.

Risks & Safeguarding

- **Public Presentation Anxiety:** Provide energetic, supportive group applause and maintain a relaxed, festive "fair" atmosphere to minimize performance stress during stakeholder visits.

Youthpass Mapping

- **Multilingual Competence:** Articulating project ideas, pitching concepts, and networking in English.
- **Cultural Awareness & Expression:** Presenting local civic identity and creative educational outputs to an international audience.
- **Personal, Social & Learning to Learn:** Self-assessing personal learning outcomes, celebrating achievements, and committing to lifelong learning.

Evidence Capture

- High-resolution photo archive and video recordings of team pitches and booth demonstrations from the Public Showcase.
- Completed mobility evaluation forms and digital claim logs for Open Badges 2.0 and Youthpass certificates.

Replication Notes

- **Budget:** Minimal setup costs; budget allocated for local showcase refreshments and printing official recognition certificates.
- **Online Variant:** Host a digital "NGO Expo" using Zoom Events or SpatialChat, featuring virtual booths with digital breakout rooms for project pitches.

Youthpass is the European Union's official recognition tool for non-formal and informal learning in Erasmus+ youth projects. It enables youth workers to articulate what they learned and translate practical facilitation experiences (such as deconstructing activity blueprints, running off-grid critical thinking drills, or drafting AI ethical guidelines) into recognized professional competences for career advancement and organizational capacity building. In MYTHIC, Youthpass transforms experiential co-creation into structured, portable language detailing inclusive innovation, pedagogical design, and civic project leadership.

HOW WE USE IT DAILY

- Evening Reflection Circles: A structured 30-minute daily session at the end of each training day, rotationally co-facilitated by different national partner teams, to assess personal learning, group dynamics, and the local adaptation of new methodologies back home.
- Evidence Capture: Systematically archiving completed System Blueprints, Eco-Canvas diagrams, Spot-the-Fake worksheets, GenAI Codes of Conduct, 1-page Lab-Canvases, and 1-page KPI templates as tangible proof of competence acquisition.
- Competence Mapping: Facilitators actively connect practical non-formal sessions (e.g., Peer-Audit Carousel, GenAI Ethics Fishbowl) to the 8 Key Competences for Lifelong Learning during daily debriefs.

MINI PROMPTS (PICK 1–2 PER DAY)

- "Today I deconstructed a complex youth activity into a repeatable System Blueprint by..."
- "A moment I felt challenged by inclusion barriers or tech complexities today was... and our team handled it by..."
- "One low-tech/no-tech adaptation or green 'leaf' checkpoint I will immediately implement in my NGO is..."
- "I collaborated with an international peer during the Resource-Swap Marketplace and learned..."

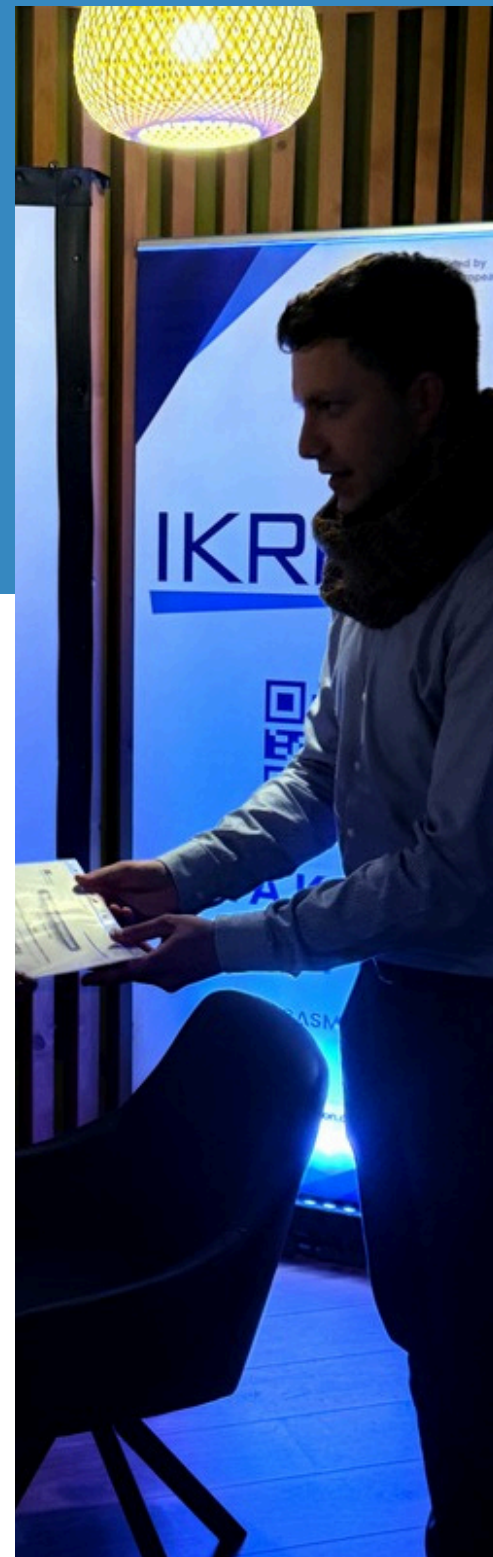
YOUTHPASS COMPETENCE GRID (WITH MYTHIC EVIDENCE)

Key Competence	MYTHIC Evidence & Outcomes
Digital	Off-grid fact-checking, reverse-image analysis, ethical AI navigation, and GDPR compliance.
Personal, Social & Learning	Facilitating reflection circles, peer feedback, and adapting to cross-cultural group dynamics.
Citizenship	Debating synthetic media ethics and designing 1-page local civic action labs for youth.
Cultural Awareness	Co-designing campaign storyboards and showcasing local practices to an international audience.
Entrepreneurship	Applying the E-Myth model, drafting 1-page project canvases (€150 budget), and designing KPIs.
Multilingual	Facilitating workshops in English and translating key pedagogical/technical terms.
Literacy	Drafting 6-line AI Codes of Conduct, step-by-step workshop blueprints, and 3-minute pitches.
STEM & Sustainability	Integrating green checkpoints into workshop designs and reducing event carbon footprints.

CLOSING-DAY YOUTHPASS SESSION (20')



- **Warm-up (3'): Pair share:** "The facilitation or systemic design skill I improved the most this week."
- **Map Your 3 Wins (5'):** Mark three major achievements on your personal competence grid (e.g., "Drafted a turn-key Eco-Canvas blueprint," "Led an off-grid fact-check drill").
- **Write It (8'):** Draft 2–3 Youthpass statements using the **Action + Impact** formula:
 - Example: "I co-designed a 1-page civic Lab-Canvas and Eco-Canvas blueprint using non-formal methodologies, which enhanced my Entrepreneurship and Sustainability Competences."
- **Next Step (4'):** Write down one concrete way you will share your Youthpass portfolio and Open Badge credentials with colleagues, board members, or local stakeholders back home.



SECTION G: IMPACT & TESTIMONIALS



The evaluation survey data from the MYTHIC Erasmus+ Training Course reveals an extraordinarily successful project, with overall participant satisfaction rated at above **9 out of 10** across international delegations. This exceptional feedback underscores high-standard non-formal facilitation, deep intercultural cohesion, and the immediate local application of practical digital media literacy and off-grid fact-checking tools.



Unmatched Facilitation & Support: Hosting support and facilitation received stellar ratings, highlighting high standards in delivery, participant care, and logistics, alongside praised accommodation quality.

Long-Term Impact & Replicability: Over 85% of participants are organizing or have executed local follow-up initiatives using MYTHIC methodologies, including media literacy and AI fact-checking workshops in Ukraine, Georgia, and Spain.

Practical Toolbox Utility: The project welcome pack and co-created activity toolbox scored 4.77/5.0 for practical utility, serving as an indispensable reference tool for ongoing youth work.

Ratings at a Glance

Intercultural Activities & Exchange	5.00 / 5.00	100%
Activity Facilitation & Delivery	4.77 / 5.00	95.4%
Welcome Pack & Practical Toolbox Utility	4.77 / 5.00	95.4%
Intercultural Learning & Awareness	4.54 / 5.00	90.8%
Language & Communication Skills Improvement	4.46 / 5.00	89.2%
Main Topic Competence Gain (AI, Misinformation, Design)	4.31 / 5.00	86.2%

WHAT CHANGED FOR PARTICIPANTS (THEMES)



- **Practical AI & Misinformation Tools:** Youth workers gained immediate skills in AI literacy, off-grid fact-checking, and ethical tech navigation, securing adaptable frameworks to support rural and migrant youth online.
- **Intercultural Connection & Empathy:** Intercultural activities earned a perfect rating, with collaborative circles and co-creation turning cultural differences into bridges across 8 partner countries.
- **Professional Empowerment:** Participants returned with boosted confidence, expanded international networks, and ready-to-use workshop designs for local NGO deployment.

PARTICIPANT VOICES (ANONYMISED)

"Practical AI skills I can actually use in my work, especially around spotting misinformation. Cultural evenings with 7 other countries were incredibly valuable and eye-opening."

"Together with the Ukrainian team, we organized a local workshop for around 20–30 young people focused on media literacy, AI-generated content, and fact-checking, where we shared the knowledge and methods gained during MYTHIC... I returned home feeling motivated, inspired, and more confident."

"This was my first [training course], and it was such a beautiful experience... Language and culture weren't barriers, but bridges. As someone beautifully said: 'It wasn't a week in a life, but a life in a week.'"

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Spain (ES) Asociación Cultural Mediterránea



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PL - Fundacja Europejski Fundusz Rozwoju Przedsiębiorczości



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