

DRAW-IN

for YOUTH WORK

DRAWING INCLUSION
THROUGH COMICS FOR YOUTH WORK

28 August to 5th September
Munich, Germany



WELCOME

Dear Participant

We are happy to welcome you to DRAW-IN for Youth Work, an Erasmus+ KA153-YOU project bringing together 32 youth workers from eight European countries.

Through digital comics and visual storytelling, participants will explore more creative and inclusive ways to support young people with fewer opportunities. The project includes a Training Course in Munich, a Study Visit in Eskişehir, and local workshops between the two mobilities.

This InfoPack will help you:



- Understand the project, its objectives and its different phases.



- Learn about your role and responsibilities before, during and after the mobilities.



- Prepare your travel, accommodation and participation.



- Understand the reimbursement, insurance and documentation rules.

- Get ready for a creative, inclusive and meaningful European learning experience.



You are not only a participant – you are a co-creator of this experience!

Ready to draw change together?

ORGANISATION *Mission*

NextGen e.V., based in Munich, creates innovative and inclusive learning opportunities for young people and youth workers. Its work promotes international cooperation, non-formal education, digital transformation, creativity, social inclusion and intercultural dialogue.

Within DRAW-IN for Youth Work, NextGen coordinates the partnership and hosts the Training Course in Munich. It supports the project's educational quality, communication, administration and compliance with Erasmus+ standards.

Through the project, the organisation aims to strengthen youth workers' digital and creative competences and encourage the use of comics and visual storytelling as practical tools for more inclusive youth work.

**Turning creativity into
inclusion through
digital storytelling.**



NextGen e.V.

Participating Organisations

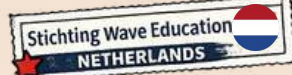


The project brings together eight organisations from
DE ES IT RO FR PT NL TR

Each partner contributes its own experience in youth work, non-formal education, inclusion, creativity, digital tools and community engagement.

The organisations are responsible for selecting and preparing participants, supporting them throughout both mobilities and helping them apply the new methods in their local communities. Between the Training Course in Munich and the Study Visit in Eskişehir, each partner will organise local activities where participants can test digital comics and visual storytelling with young people.

By working together, the partners will exchange practices, strengthen their international cooperation and create resources that can be used beyond the project.



Erasmus+ Training Course

A Mobility of Youth Workers project is an opportunity for youth workers to develop practical competences, exchange methods and strengthen international cooperation through non-formal learning.

Through DRAW-IN for Youth Work, participants will explore how digital comics and visual storytelling can be used to make youth work more creative, accessible and inclusive.

YOUTHPASS CERTIFICATE

Youthpass is the recognition instrument developed for the projects realised in the European youth programmes. Through the Youthpass certificate, participation in such projects can be recognised as an educational experience and a period of non-formal and informal learning.

WHAT YOU GAIN

Youthpass allows you to document the competences you developed during the project and explain how the experience contributed to your personal and professional growth.

You can include it in your CV or future applications as evidence of your international learning experience.

KEY SKILLS & COMPETENCES YOU DEVELOP

- Intercultural learning
- Facilitation and group management
- Reflection and self-assessment
- Citizenship and participation
- Local dissemination and networking
- Digital tools and visual storytelling
- Creative workshop design
- Inclusive youth work
- Communication and teamwork

LEARN

CONNECT

GROW

INSPIRE

About the Project

DRAW-IN for Youth Work – Drawing Inclusion through Comics for Youth Work is an Erasmus+ KA153-YOU project designed to improve the quality, creativity and inclusiveness of youth work.

The project brings together 32 youth workers from eight countries to explore how digital comics and visual storytelling can support non-formal education. Participants will learn how to transform complex topics such as inclusion, democracy, citizenship and human rights into accessible visual stories.

Throughout this process, participants will learn, test, adapt and share comics-based methods for working with refugees, migrants, NEETs, and other young people with fewer opportunities.

PROJECT OBJECTIVES

- Develop digital and creative competences
- Strengthen inclusive youth work
- Create practical and reusable methods
- Promote citizenship and European values
- Strengthen European cooperation

KEY PROJECT DETAILS

The project follows a complete learning journey: preparation, a Training Course in Munich, local pilot workshops, a Study Visit in Eskişehir and follow-up activities.



Project Mobilities

1 Mobility

Training Course — Munich, Germany

The first mobility will focus on developing participants digital, creative and facilitation skills. Youth workers will learn how to use comics, storyboards and visual storytelling as non-formal education tools, while exploring topics such as inclusion, citizenship, democracy and human rights. Participants will also design workshop ideas that they can later test with young people in their local communities.

Dates

28 August
to
5th September

Venue

2-Rent Group
Hostel Rooms
AUB162

Focus

Learn, create and
prepare to apply
comics-based youth
work methods.

What to Expect

Expect to learn, create and
practise inclusive comics-
based methods.

2 Mobility

Study Visit — Eskişehir, Türkiye

The second mobility will allow participants to observe, adapt and apply what they learned in Munich. Through visits, meetings with professionals and practical sessions with local young people, participants will explore inclusive youth work in real contexts, especially with refugees, migrants and young people with fewer opportunities. The mobility will also support the final improvement of the methods, local action plans and the Digital Comics Toolkit.

Dates

November

Venue

Rota Business
Hotel

Focus

Observe, practise,
improve and transfer
the methods to local
realities.

What to Expect

Expect to observe, practise
and adapt inclusive
comics-based methods.



Mobility 1 TRAINING COURSE

Munich, Germany

1 OVERVIEW

The first mobility of DRAW-IN for Youth Work is a seven-day Training Course in Munich. It will prepare participants to use digital comics and visual storytelling as practical tools for more creative, accessible and inclusive youth work.

2 KEY DETAILS

- **Location:** Munich, Germany
- **Activity dates:** 28 AUG - 5 SEP 2026
- **Arrival:** 28 AUG 2026
- **Departure:** 5 SEP 2026
- **Participants:** 32 youth workers / 8 countries
- **Working language:** English

3 MAIN FOCUS

Participants will learn how to create comics, storyboards and visual educational materials addressing topics such as inclusion, migration, human rights, democracy, citizenship and intercultural dialogue.

4 MAIN ACTIVITIES

- Practical training in digital comics and visual storytelling
- Role plays and simulations on inclusion and discrimination
- Exchange with local young people and youth professionals
- International teamwork and workshop-design laboratories
- Daily reflection and Youthpass learning documentation

5 EXPECTED RESULTS

By the end of the mobility, participants will have created digital comics and designed comics-based workshops to test with young people in their local communities. These materials and experiences will later contribute to the Digital Comics Toolkit.

6 AFTER THE TRAINING COURSE

Participants will implement local pilot workshops, collect feedback and share their results before joining the second mobility in Eskişehir.

DRAW-IN
FOR YOUTH WORK

2 MOBILITY

STUDY VISIT - ESKİŞEHİR, TÜRKİYE

YUNUS EMRE

1 OVERVIEW

The second mobility is a Study Visit in Eskişehir, where participants will build on the knowledge gained during the Training Course in Munich. They will observe inclusive youth work in practice, exchange experiences with local professionals and improve the comics-based methods tested in their communities.

2 KEY DETAILS

- **Location:** Eskişehir, Türkiye
- **Participants:** Same 32 youth workers / 8 countries
- **Working language:** English
- **Project phase:** After the Training Course and local pilot workshops

3 LEARNING FOCUS

The mobility will focus on applying digital comics and visual storytelling in real youth work contexts. Participants will explore how these methods can support refugees, migrants and other young people with fewer opportunities, while improving accessibility, participation and intercultural dialogue.

4 ACTIVITIES

- Presentation of the local pilot workshops
- Visits to local youth organisations and community initiatives
- Meetings with youth workers and local professionals
- Practical comics-based activities with young people
- Exchange of challenges, feedback and good practices
- Improvement of workshop plans and educational resources

5 PRACTICAL INFORMATION

Participants must have valid travel and health insurance covering the full mobility period in Türkiye. They should bring their pilot-workshop results, digital materials, a laptop or tablet when possible, and all required travel documents.

6 EXPECTATIONS / OUTCOMES

By the end of the Study Visit, participants will have evaluated and improved their local methods, developed practical action plans and contributed tested activities to the Digital Comics Toolkit. The mobility will also strengthen cooperation between the partner organisations and support the continued use of visual storytelling in local youth work.

Participants Details

★ NUMBER OF PARTICIPANTS

32 youth workers
4 participants from each partner organisation
8 participating organisations
THE SAME PARTICIPANTS WILL ATTEND BOTH MOBILITIES

PARTICIPANTS PROFILE

Participants should be active youth workers, educators, trainers or volunteers involved in youth work, preferably supporting refugees, migrants, NEETs, rural youth or other disadvantaged groups.

They should be motivated to learn digital comics and visual storytelling, work in intercultural teams and apply the methods in their local communities.

Previous experience with comics or digital tools is not required.

★ AGE RANGE

MINIMUM AGE: 20 YEARS OLD
NO UPPER AGE LIMIT

Open to both emerging and experienced youth workers

★ LANGUAGE

WORKING LANGUAGE: ENGLISH

Participants should have basic communication skills and be willing to speak and cooperate

★ GROUP COMPOSITION

EACH NATIONAL TEAM CONSISTS OF:

- 2 experienced youth workers
- 2 youth workers with fewer opportunities

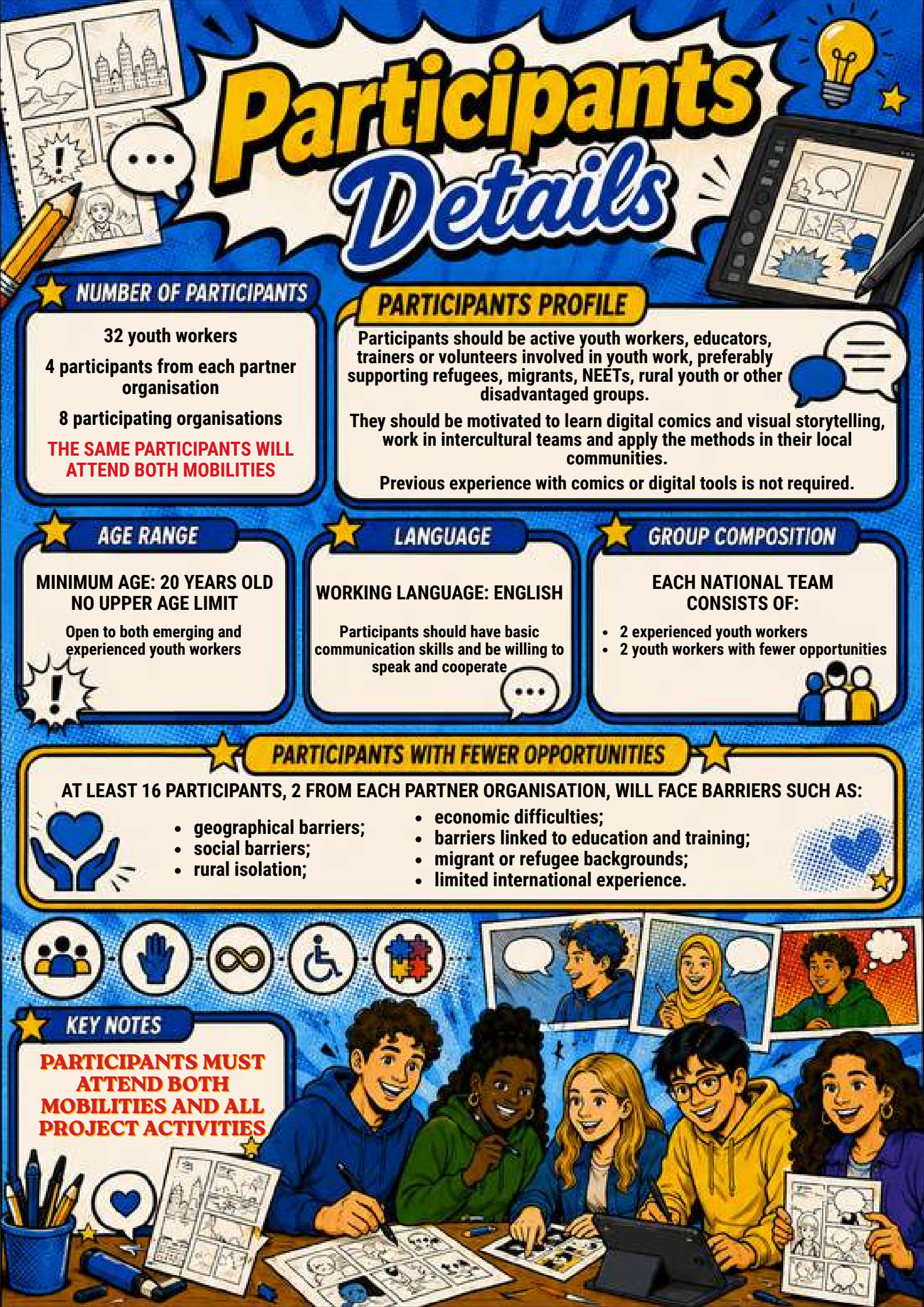
★ PARTICIPANTS WITH FEWER OPPORTUNITIES

AT LEAST 16 PARTICIPANTS, 2 FROM EACH PARTNER ORGANISATION, WILL FACE BARRIERS SUCH AS:

- geographical barriers;
- social barriers;
- rural isolation;
- economic difficulties;
- barriers linked to education and training;
- migrant or refugee backgrounds;
- limited international experience.

★ KEY NOTES

PARTICIPANTS MUST ATTEND BOTH MOBILITIES AND ALL PROJECT ACTIVITIES



Participants Role!

ROLE OVERVIEW

Participants are active co-creators of the project. They take part in the preparation, both mobilities, local activities and follow-up. They are expected to share their experience, contribute ideas, cooperate with others and help improve the project.

CO-DESIGNERS

Participants help shape the learning process by sharing the needs and challenges from their local youth work. They contribute ideas for activities, themes and methods, and give feedback to make the project more inclusive, practical and relevant.

PREPARATORY CONTRIBUTORS

Before the mobilities, participants join online meetings, complete the required forms and share any support needs. They also prepare information about their organisation, country and community, and become familiar with the project objectives, programme and practical rules.

IMPLEMENTATION PHASE

During both mobilities, participants attend all sessions and take an active role in workshops, study visits, teamwork and reflection activities. They create comics, storyboards and educational activities, share their professional experience and record their learning for Youthpass.

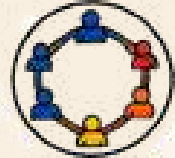
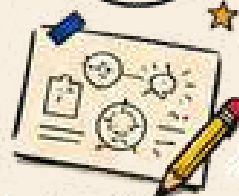
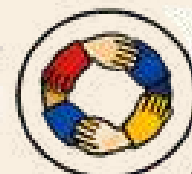
PROJECT FOLLOW-UP

After the mobilities, participants support local pilot workshops, test the methods with young people and collect feedback. They also contribute to dissemination, evaluation, the Digital Comics Toolkit and continued cooperation with the other participants and partner organisations.

1

2

3



Activities & Workshops

ACTIVITIES OVERVIEW

The project combines practical learning, creative work and international exchange. Participants will explore how digital comics and visual storytelling can support inclusion, participation, human rights and intercultural dialogue in youth work. The activities will take place during the Training Course in Munich, the Study Visit in Eskişehir and the local pilot phase.

INTERACTIVE SESSIONS

Participants will join discussions, simulations, role plays and World Café activities. These sessions will explore topics such as migration, discrimination, citizenship and human rights.

CREATIVE WORKSHOPS

Participants will create comics, storyboards and visual learning materials. They will also design inclusive activities to test later with young people.

GROUP WORK & EXCHANGE

International teams will share experiences, challenges and youth work methods. Participants will learn from each other and develop ideas together.

REFLECTION & LEARNING

Daily reflection will help participants recognise their learning. Group discussions, feedback, learning diaries and Youthpass will support this process.



Methods

1. METHODS OVERVIEW

The project uses non-formal education, digital creativity and visual storytelling. Participants will learn through practical activities, cooperation, discussion and direct application.

YOUTH VOICES MATTER!

2. EXPERIENTIAL LEARNING

Participants will learn by doing. Activities follow the cycle Do, Reflect, Learn and Apply, helping them turn each experience into useful youth work practice.



3. PEER LEARNING & GROUP WORK

Participants will work in international teams, exchange experiences and learn from each other. Group tasks will encourage cooperation, communication and shared responsibility.

4. CREATIVE COMICS-BASED METHODS

Digital comics, storyboards and visual narratives will be used to explore inclusion, citizenship and human rights. Participants will also create activities for their own youth groups.

5. REFLECTION & DEBRIEFING

Reflection sessions will help participants understand what they learned and how they can use it. Daily feedback, learning diaries and Youthpass will support this process.

6. INCLUSION & PARTICIPATION

The methods will be adapted to different needs and communication levels. Every participant will be encouraged to contribute, express ideas and take an active role in the project.



LEARNING OUTCOMES

LEARNING OVERVIEW

Participants will strengthen their digital, creative and professional competences while learning how to use comics and visual storytelling as inclusive youth work tools.

1 DIGITAL & CREATIVE SKILLS

Participants will learn to create digital comics, storyboards and visual materials using accessible online tools. They will also develop creativity and basic digital content design skills.



2 INCLUSION & DIVERSITY

Participants will improve their ability to adapt activities to different needs, backgrounds and communication levels, especially when working with young people with fewer opportunities.



3 YOUTH WORK COMPETENCES

Participants will strengthen their facilitation, activity design and group management skills. They will gain practical methods that can be applied in their daily youth work.



5 REFLECTION & YOUTHPASS

Daily reflection will help participants recognise their personal and professional development. Youthpass will support them in identifying and describing the competences they gained.



4 TEAMWORK & COMMUNICATION

Working in international teams will improve cooperation, active listening and intercultural communication. Participants will learn how to share ideas and solve challenges together.



6 LOCAL IMPACT & FOLLOW-UP

Participants will be prepared to organise local workshops, share the project results and use the methods with young people in their communities.



Intercultural Night

OVERVIEW

The Intercultural Night is a special evening where participants share their cultures, traditions and daily life. Each national team will present its country in a creative and interactive way through food, music, games, stories or other cultural elements.

WHAT TO PREPARE

Prepare a short and engaging presentation about your country and culture. Avoid long PowerPoint presentations. Choose interactive activities that invite everyone to participate, ask questions and discover something new.

WHAT TO BRING

- Traditional snacks and beverages
- Music, dances or traditional clothing
- Small flags, objects or decorations
- Games, quizzes or cultural challenges
- Photos, stories or interesting local expressions

IDEAS TO SHARE

You can introduce traditions, celebrations, food, music, youth culture, languages and daily habits. You may also share stereotypes and explain whether they are true, false or more complex than they seem.

HOW THE NIGHT WORKS

Each national team will have a limited time to present its culture. Participants will move between presentations, taste food, join games and learn from one another in an informal and friendly atmosphere.

IMPORTANT NOTES

- Respect all cultures, religions and identities
- Keep presentations inclusive and appropriate
- Check allergies before offering food
- Do not pressure anyone to eat, dance or perform
- Avoid offensive stereotypes or political conflicts
- Bring national food and materials

WHAT'S COVERED?



 **Accommodation**

 **3 meals (breakfast, lunch and dinner)**

 **2 coffee breaks**



 **Travel costs will be refunded according to:**

Erasmus+ Distance Calculator:

<https://erasmus-plus.ec.europa.eu/resources-and-tools/distance-calculator>

Erasmus+ Exchange Rate:

https://commission.europa.eu/funding-tenders/procedures-guidelines-tenders/information-contractors-and-beneficiaries/exchange-rate-infoeuro_en



PARTNERS & TRAVEL BUDGET



Organization	Country	Budget to Germany	Budget to Türkiye
NextGen e.V.	Germany	56€	309€
Asociación Fusiona Joven	Spain	309€	580€
KIZIL ELMA APS	Italy	417€	309€
START PENTRU VIITOR	Romania	417€	417€
NICOLA ARTS	France	417€	395€
ASSOCIAÇÃO EXPRESSÃO CONTÍNUA	Portugal	395€	580€
Stichting Wave Education	Netherlands	417€	395€
Odunpazari Sosyal Yardimlasma ve Dayanisma Vakfi	Türkiye	309€	56€



REIMBURSEMENT Rules

1 ASK FIRST! Never book alone!



- Your organization **MUST** approve tickets **BEFORE** you buy
- We'll help you find the cheapest and safest options

! NO 'Oops, I booked!'

2 Only these count for refunds

- Public transport **ONLY** (trains / buses / eco flights)



- Economy class tickets

- **NO** taxis/Ubers



- **NO** business/first class

3 KEEP EVERYTHING!



- Original digital tickets / boarding passes (no screenshots!)
- All physical tickets / boarding passes (even bus/metro tickets!)
- Also scan everything and save it on your phone as backup

4 HOW TO SUBMIT / DELIVER THE TRAVEL TICKETS



- Digital tickets: upload them to the Google Drive
- Physical tickets: scan them and upload them as a PDF to the Google Drive
- Give the original physical tickets to the project team during the mobility.

* Google Drive will be shared with selected participants

5 PATIENCE = REIMBURSEMENT



Refund comes **AFTER** you:

- ✓ Attend **ALL** activities ¹⁰⁰
- ✓ Do local follow-up events
- ✓ Post on social media
- ✓ Submit surveys
- ✓ Give physical tickets to the project team and upload everything to the Drive.

6 WATCH OUT! (Not covered)



- Lost cash/passports



- Medical bills (get insurance!)



- Flight delays (blame airlines!)



- Currency exchange losses



- If you book alone → **NO** refund



7 PRO TIPS FROM VETERANS



- Book early = cheaper tickets
- Save 2+ extra days for travel issues
- Bring emergency cash
- Get travel insurance (ask your organization!).
- Photograph **EVERYTHING** as backup

8 REMEMBER



- Mark your calendar: money comes 2 months after the project ends
- Save approval emails (for proof)
- Be patient! Paperwork takes time

WELL DONE!

**KEEP IT ORGANIZED. STAY RESPONSIBLE.
GET YOUR REIMBURSEMENT! ★**

THANK YOU!

PRACTICAL INFO MUNICH



1 ACCOMMODATION

Participants will stay at 2-Rent Group Hostel Rooms AUB162, a well-connected hostel in Munich with shared rooms, private bathrooms, free Wi-Fi and 24-hour reception. The accommodation is close to public transport and provides practical spaces for an international group stay.



2 WEATHER IN AUGUST



- Mild or warm temperatures during the day
- Cooler mornings and evenings
- Rain showers are possible
- Bring a light waterproof jacket
- Pack comfortable closed shoes
- Bring layers, an umbrella and sunscreen
- Check the forecast shortly before departure

4 CITY CURIOSITIES



- Munich is the capital of Bavaria, has around 1.6 million residents and was founded in 1158.
- It is famous for combining tradition, culture, technology and modern city life.
- Its name is connected to monks who lived near the original settlement.

3 BASIC GERMAN VOCABULARY

- 👋 Hallo! – Hello!
- 🙏 Danke! – Thank you!
- 😊 Bitte! – Please / You're welcome
- 🌅 Guten Morgen! – Good morning!
- 🌙 Guten Abend! – Good evening!
- 👋 Tschüss! – Goodbye!
- ? Wo ist...? – Where is...?
- 🚉 Bahnhof – Train station
- 🚇 U-Bahn – Underground
- 🚌 Bus – Bus
- 🆘 Hilfe! – Help!
- 🙇 Entschuldigung! – Excuse me / Sorry
- 🇬🇧 Sprechen Sie Englisch? – Do you speak English?

HALLO!

DANKE!

5 EMERGENCY CONTACTS

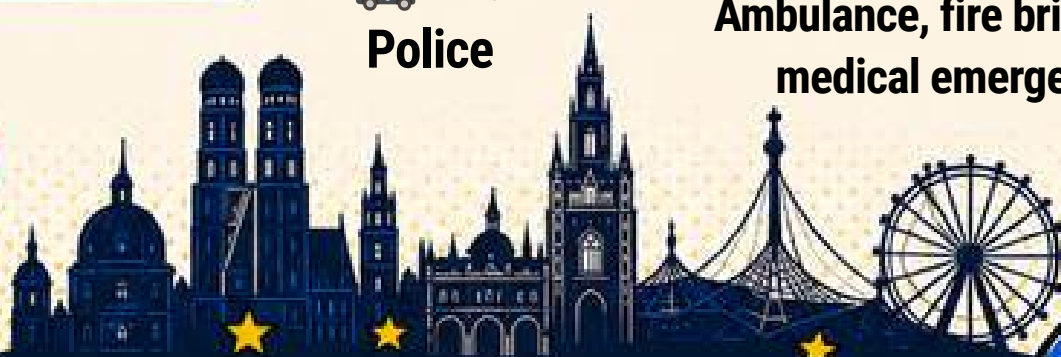


110
Police



112

Ambulance, fire brigade and
medical emergencies





ACCOMMODATION

WELCOME TO OUR HOME!

During the mobility in Munich, participants will stay in comfortable shared accommodation designed for a practical and relaxed group experience. Please respect the space, the neighbours and the other participants throughout the stay.



ABOUT THE ACCOMMODATION

The accommodation offers simple and functional rooms in a quiet area of Munich. Participants will share twin rooms and have access to basic facilities for resting, preparing simple food and organising their personal belongings.

ROOMS

-  Twin rooms
-  Private bathroom
-  Wi-Fi available
-  Bed linen & towels provided



FACILITIES

- ★ Smoking is not allowed inside the rooms
- ★ Take care of the furniture and facilities
- ★ Report any damage or problem immediately

GOOD TO KNOW

- ★ Keep valuable items and travel documents secure
- ★ Respect quiet hours and the other guests
- ★ Do not change rooms without permission



MAKE YOURSELF AT HOME AND ENJOY YOUR STAY!

OTHER CONDITIONS

1. TRAINING COURSE



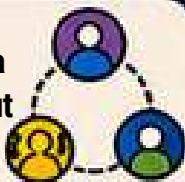
This is a professional learning activity, not a holiday or tourist trip. Participants must attend the full programme, arrive on time and take an active role in all sessions, group tasks and reflections.

2. KEEP IN MIND



Be respectful, open-minded and ready to adapt to different cultures, routines and working styles. Follow the agreed schedule, respect shared spaces and inform the project team immediately about any problem or support need.

3. NGO FAIR



Each national team should prepare a short and creative presentation about its organisation. Share your main activities, target groups, successful projects and local youth work practices. Bring promotional materials when available.

4. DIGITAL DEVICES



Bring a laptop or tablet whenever possible, as digital tools will be used to create comics, storyboards and project materials. A smartphone, charger, headphones and any necessary adapters are also recommended.

5. GREEN HABITS



Bring a reusable bottle and reduce unnecessary waste. Use public transport, save water and electricity, avoid excessive printing and separate rubbish whenever recycling facilities are available.

6. HEALTH INSURANCE



For Germany, EU participants must bring a valid EHIC, while participants from Türkiye need private insurance covering the full mobility.

For Türkiye, all EU participants must have private insurance covering the entire stay.

7. BRING YOUR MEDICINES



Bring enough personal medication for the entire stay, preferably in its original packaging. Participants are responsible for managing their own medicines and should inform the project team privately about any relevant medical needs.

8. IMPORTANT NOTES

Do not book travel before receiving approval from your sending organisation. Bring a valid identification document, keep all travel tickets and boarding passes, and complete the required preparation, evaluation and follow-up activities.



APPROVED





LEARNING & LIABILITY AGREEMENTS



1 OUR PROMISE TO YOU

- ✓ Explore digital comics and visual storytelling
- ✓ Exchange youth work practices with international participants
- ✓ Develop digital, creative and facilitation competences
- ✓ Learn inclusive methods for working with young people
- ✓ Build professional connections across Europe
- ✓ Contribute ideas to the Digital Comics Toolkit



2 LEARNING OUTCOMES

Digital & Creative Skills

Create comics, storyboards and visual learning materials.

Inclusive Communication

Use visual methods to engage young people with different needs and language levels.

Teamwork & Intercultural Skills

Cooperate, communicate and solve challenges in international teams.

Youth Work Competences

Design and facilitate inclusive non-formal learning activities.

Reflection & Self-Assessment

Recognise and document your learning through reflection and Youthpass.

European Cooperation

Build connections with youth workers and organisations from different countries.

3 YOUR COMMITMENTS

1. Respect

Treat everyone with kindness and dignity. Discrimination, bullying, harassment and offensive language will not be accepted. Listen actively and respect different cultures, beliefs, identities and opinions.

2. Responsibility

Attend all activities, arrive on time and inform the project team immediately if you are ill or unable to participate. Take care of the accommodation, equipment and project materials, and follow all agreed rules.

3. Cooperation

Participate actively, contribute ideas and support your team. Stay open-minded, communicate respectfully and help create a positive learning environment where every voice matters.

4. Full Participation

Take part in the preparation, both mobilities, local pilot workshops, evaluation, Youthpass reflection and dissemination activities. Participants are expected to remain committed throughout the full project cycle.

4 MEDIA CONSENT

Photos and videos

may be taken during project activities for reports, dissemination and communication. Your preferences will be collected before the mobility. You may choose not to appear in public materials and should inform the project team before the activities begin.



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Co-funded by the
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of the European Union



This Mobility of Youth Workers project has been co-funded by the Erasmus+ Program.

If you would like to find out more about the program, please visit
<http://eacea.ec.europa.eu/erasmus-plus>

National Agency

DE04 - JUGEND für Europa



Project Number

2025-3-DE04-KA153-YOU-000380011

Coordinator Organization

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Coordinator:
Ahmet Çetin



(2nd Mobility)

Host Organization

**Odunpazari Sosyal Yardimlasma ve
Dayanisma Vakfi**

project.osydv@gmail.com

Host:
Ceyda Öztürk



**THANK YOU
FOR BEING PART OF
DRAW-IN FOR
YOUTH WORK!**

**TOGETHER,
WE DRAW STORIES,
STRENGTHEN VOICES AND
CREATE MORE INCLUSIVE
YOUTH WORK!**



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