

ERASMUS+ PARTNER IDENTIFICATION

A. PARTNER ORGANISATION	
PIC	867630566
Full legal name (National Language)	ASOCIACIÓN EDUCATECH
Full legal name (Latin characters)	EDUCATECH ASSOCIATION
Acronym	EDUCATECH
National ID (if applicable)	G93535151
Department (if applicable)	
Address (Street and number)	C/Olivares N.º 26
Country	Spain
Region	Málaga
P.O. Box	
Post Code	29700
CEDEX	
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B. PROFILE	
Type of Organisation	Public Association (Non-Governmental)
Is the partner organisation a public body?	NO
Is the partner organisation a non-profit?	YES
C. ACCREDITATION	
Has the organisation received any type of accreditation before submitting this application?	No, this is the first time we're going to participate in the Erasmus+ youth initiatives
Has the organisation received/applied for any EU grants?	Previously we have not received any EU grant, although we have received external funding from other entities and projects such as Meet and Code or local support.
D. BACKGROUND AND EXPERIENCE	
Please briefly present the partner organisation.	Educatech was initially born (2012) as an informal group of young people with common concerns towards education, technology and digital culture, although it was not until 2014 that they adopted the name <i>Educatech</i> , as a way of expressing the union between education, technology and community. In 2016, the project was formalized and officially registered as an association in the Registry of Associations of Andalusia. Throughout its history, Educatech has established itself as a non-profit entity that develops educational projects linked to robotics, programming, 3D printing, practical workshops, digital literacy and participation in events such as FANTEC. Its activity revolves around the design of meaningful experiences that bring technology closer to young people from very diverse

contexts, with special attention to environments with social vulnerability.

Organisational Strategy:

Educatech wants to take a step further in its commitment to the youth of the region by creating a new youth section made up of boys and girls from the programming club and other activities of the entity. This section was born with the aim of becoming a space where young people can organize, express their concerns and work directly for the well-being of their own community. But at the same time, it was born with a broad vision: learning to think in a European key, discovering other cultures, exploring new forms of youth participation and developing skills that only appear when cooperating with people from other countries. The intention is that these young people can live international experiences that not only train them, but also broaden their way of seeing the world and reinforce their desire to build a more open, diverse and supportive society.

Objetivo de la organización:

At the same time, Educatech is initiating a new institutional strategy aimed at participating in European programmes that will allow it to expand its radius of action. After years of working at the local and regional level, the entity seeks to establish alliances with organizations from other countries, share knowledge, design joint projects and generate mobility opportunities for young people and educators. The purpose is twofold: on the one hand, to strengthen the capacity of the association through international cooperation, and on the other, to offer young people in the territory the possibility of learning about new realities, innovative educational practices and different ways of understanding technology, citizenship and culture. This expansion does not intend to take Educatech away from its context, but to enrich it, providing local youth with experiences that connect what they experience in their day-to-day lives with initiatives, values and learnings that are only discovered by crossing borders and opening up to dialogue with Europe.

Objectives of the entity:

1. **Strengthen the personal, technological and professional development of young people** through mobility experiences, non-formal and informal learning, and STEAM activities that foster creativity, innovation and critical understanding of artificial intelligence and other emerging technologies.
2. **To train young people to actively participate in the democratic, social and cultural life** of the region, promoting critical thinking, responsible digital citizenship and their involvement in initiatives that improve their environment.
3. **To improve the quality of work with young people at the local and European level**, strengthening Educatech's capacities through international cooperation, the exchange of good practices and the professional development of youth workers and volunteers.
4. **Promote inclusion, equality and diversity**, guaranteeing access to educational and technological opportunities for young people from different contexts, reducing social, digital and gender gaps, and favouring safe and accessible environments.
5. **To promote intercultural dialogue and understanding among young Europeans**, promoting mobility, encounter between cultures, transnational cooperation and participation in projects that strengthen the values of solidarity, equity and human rights.
6. **To create opportunities for expansion and international collaboration**, establishing alliances with European entities to expand the impact of Educatech and allow young people in the region to discover new realities, innovative methodologies and global perspectives on education, technology and social participation.

What are the activities and experience of the organisation in the areas relevant for this application?	1. In 2016 we entered the register of associations of the Junta de Andalucía as a commitment to be a permanent entity and in the register of associations of the City Council of Vélez-Málaga, as a close commitment to the young people of our environment. 2. Participation in European Code Week since 2012. 3. Participation in the Meet and Code initiative in the 2018, 2019, 2020, 2021, 2023, 2024 and 2025 editions with external funding (Grant) organizing activities for young people from high schools, especially in vulnerable contexts, bringing technology, programming and science closer to all audiences. ✓ Creation of a Coder-Dojo as a youth meeting point, with monthly activities and participation in the Andalusian Technology Fair (FANTEC) in several editions winning different awards, as well as in the Coolest Project.
What are the skills and expertise of key staff/persons involved in this application?	Miguel Fortes Sánchez, president and co-founder of Educatech, is a Primary and Early Childhood teacher with advanced training in Educational Technology and Educational Innovation, as well as being a university researcher and PhD candidate at the University of Malaga. His career combines solid academic training, practical experience in diverse educational contexts and advanced skills in the STEAM and digital fields, which allows him to develop innovative educational projects with a high social impact. He has worked extensively as an educator and trainer in public schools, participating in programs such as Impulsay PROA+ Transform, designing and energizing programming, robotics, electronics, 3D printing and digital literacy activities for students of different ages and contexts, including areas with functional diversity, special educational needs and vulnerable socioeconomic environments. Her experience also includes awareness-raising projects on safe use of the Internet, cyberbullying and digital citizenship, promoting socio-emotional skills and critical thinking in young people. As coordinator of workshops and STEAM projects, Miguel has consolidated skills in team leadership, management of educational projects, design of training plans, evaluation of learning and accompaniment of students and teachers. Master technological tools and educational platforms (Scratch, Code.org, Kodu, Minecraft Education, ML4K, Google Colab, Teachable Machine), integrating innovative and practical methodologies based on artificial intelligence and service-learning to enrich the educational experience. In his role as president of Educatech, he has managed projects funded by public entities and international programs such as Meet and Code (SAP-ILUNION, Colt, Amazon Future Ingeniere, etc.), implementing digital literacy initiatives in rural municipalities, activities aimed at gender equality in technology and educational proposals with community impact. It has trained teachers in digital skills and innovative methodologies, promoting inclusive, participatory and collaborative environments. His profile combines leadership, strategic vision, educational sensitivity and technological mastery, which enables him to coordinate European projects, facilitate non-formal learning processes and accompany young people and teachers in international cooperation experiences, contributing to educational innovation and the development of key competences (digital competence) within the framework of Erasmus+.
E. LEGAL REPRESENTATIVE	
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Department	Board of the NGO
Position	President
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