



Level Youth România

MEMORANDUM

Presentation and Partnership

A partnership framework for practical education and digital skills

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Working proposal for prospective partners

Educational initiative; association registration is in progress.

This is not a signed agreement or confirmed funding.

01 / Purpose and direction

1. Executive summary

Level Youth România seeks partnerships to support practical education and digital skills for children and young people aged 7-18. Requested support covers mentoring, equipment, access to premises and resources for pilot projects with free participation, subject to confirmed places.

The development direction is an educational hub in rented premises in Bucharest. Initially, collaborations can start online or in spaces temporarily provided by partners. A contribution can support a defined pilot without depending on the opening of the hub.

Editorial status. Current information comes from project-supplied facts and the public sources listed. All future volumes, schedules, resources and budgets are proposals. There is no confirmed budget, contracted premises or guaranteed funding.

2. Educational context and need

The proposal addresses a need to turn technology use into applied practice: framing a problem, building a prototype and explaining decisions. We make no statistical claim about the prevalence of this need. Before a pilot, a short family questionnaire and baseline task will establish ability and access to devices.

Need	Proposed activity	Intended result
Digital confidence	Guided tasks and source checking	Basic digital portfolio
Logical thinking	Exercises and a testable prototype	Explanation of a solution
Responsible use	Analysis of AI tool limitations	Reasoned decisions



Image supplied by the project; it is not evidence of delivery or an existing hub.

02 / Identity and learning

3. Project identity and background

According to the supplied information, the initiative launched on 15 October 2025. Aurelian Soare is Founder and General Manager; Vlad Tăbăraş is Cofounder and Deputy Manager. The website confirms the General Manager and Deputy Manager roles. Association registration is in progress; this memorandum does not describe the initiative as already incorporated.

4. Mission and development direction: project-based learning, mentoring and volunteer participation. Publicly presented programmes are Start Coding, AI Studio, Game Development and Digital Skills. Actual delivery, scheduling and availability must be confirmed before enrolment.

5. Beneficiaries and age adaptation

Group	Proposed approach	Support
Ages 7-10	Visual tasks, short steps, paired work	Guided pace and parent communication
Ages 11-14	Simple prototypes and debugging	Frequent feedback
Ages 15-18	More independent projects and presentations	Mentoring and individual goals

6-7. Domains and practical model

Each proposed module follows demonstration, exercise, prototype, testing and reflection. Coding develops logic; games introduce design and testing; AI introduces classification and critical checking; digital skills cover documents, collaboration and data protection. Evaluation tracks individual progress and does not constitute an accredited qualification.



AI-generated concept illustration

03 / Contributions and collaboration

8. Organisation and team roles

The General Manager coordinates partner relations and resource decisions; the Deputy Manager oversees planning and delivery. Each pilot will have a programme owner, facilitator, assistant and participant safety contact. Proposed roles may be combined only where supervision and workload remain adequate.

9. What we ask of partners

Partner type	Specific contribution	Use
Technology company	10-14 tested laptops or 20 mentoring hours	Workstations and project feedback
School / institution	Room for 8-10 meetings and community access	Local pilot and family outreach
Funder	Funding for an agreed pilot budget	Facilitation, materials and evaluation
Experts / volunteers	Curriculum review, mentoring and training	Content quality and supervision
Community partner	Outreach and participation support	Transparent recruitment and inclusion

10-11. Offer and forms of collaboration

Level Youth can propose an activity plan, pilot coordination, contribution-use reporting and acknowledgement in agreed materials. Collaboration may involve in-kind support, team mentoring, workshop hosting or earmarked financial support. Visibility is agreed in writing, including brand and image permissions. No audience size, tax benefit or commercial return is guaranteed.

04 / Governance and initiation

12. Partnership initiation stages

Stage	Indicative timing	Output
Discussion and need selection	Week 1	Defined contribution and objective
Feasibility review	Weeks 2-3	Resources, roles and contracting status clarified
Agreement and pilot plan	Week 4	Accepted budget, indicators and responsibilities
Preparation and recruitment	Weeks 5-6	Prepared team and confirmed places
Pilot and evaluation	Following 8-10 weeks	Outputs, report and continuation decision

13. Responsibilities of the parties

Level Youth responsibility	Partner responsibility
Curriculum, selection and scheduling	Agreed contribution by agreed dates
Mentor and volunteer supervision	Appointment of a contact person
Use records and reporting	Confirmation of use restrictions
Safety rules and incident communication	Compliance with access and confidentiality rules

Before any funds are transferred, the parties verify which entity may contract and receive the contribution, signatory authority and required documents. No tax or contracting mechanism is assumed. The agreement will specify equipment ownership, acceptance of outputs, reporting dates and termination conditions.

05 / Evaluation and next steps

14. Transparency and reporting

We propose a report at the end of each pilot and a monthly expense statement for earmarked funding. Reports will show offered places, confirmed enrolments, attendances, unique beneficiaries and completed projects. Someone enrolled in two programmes counts once in the unique beneficiary total. Expenses are supported by records and compared with the agreed budget.

Educational progress will be tracked through baseline and final tasks, a prototype assessment rubric and participant feedback. External reporting will use aggregate data. Partner access to minors' data or images is not automatic; purpose, permissions and retention conditions are established before collection.

15. Contact and decision

Proposed next step: a 30-minute discussion to choose a contribution, followed by a project brief and implementation checks. Contact: **Aurelian Soare**, Founder and General Manager; aurelian@levelyouth.ro; partners@levelyouth.ro; +40 750 266 691; levelyouth.ro.

The collaboration with Wind Discovery concerns the promotion of camps and trips. These activities are organised by Wind Discovery, have separate conditions and are outside the educational pilots and budgets proposed here.

Sources and verification limits

Public sources consulted on 22 October 2026; references describe the public presentation and do not establish educational outcomes. The launch date, pending legal status and founder/cofounder designations were supplied by the initiator.

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The [/contact/](#) page was attempted but could not be retrieved. Contacts in this document were supplied by the initiator. The accessible Sessions content displayed no sessions; this does not establish current availability. Estimates are not market quotations. Supplied images and AI concepts are illustrative materials.