



Level Youth România

MEMORANDUM

Future Projects and Initiatives

Pilot portfolio, delivery schedule and indicative budgets

22 October 2026 | Version 1.0

Aurelian Soare

Founder and General Manager

aurelian@levelyouth.ro

partners@levelyouth.ro | +40 750 266 691

<https://levelyouth.ro/>

Working proposal for prospective partners

Educational initiative; association registration is in progress.

This is not a signed agreement or confirmed funding.

01 / Proposed portfolio

1. Priorities and implementation assumptions

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.

We propose three pilots that a small team can deliver sequentially. The first establishes digital foundations, the second develops programming through games and the third explores responsible AI. Mentor preparation is included in each budget and is not a separately funded additional project.

Confirmed funding defines the start of month M1. Each pilot assumes temporary premises, borrowed devices and indicative gross RON costs. Project budgets do not purchase laptops; availability of 12 devices reused sequentially must be confirmed before launch.

Priority	Project / places	Launch condition
1	P1 · 24	Venue, devices, team and selection
2	P2 · 24	P1 reviewed; technical environment tested
3	P3 · 20	AI tools checked; mentors prepared

The 68 places are possible project enrolments, not a guarantee of 68 distinct people. Participation may overlap between projects. Groups use transparent criteria: age, interest, availability, support access and baseline ability. If oversubscribed, the team publishes the selection rule and waiting-list process.

Programmes are proposed as free to participants. Individual travel and Wind Discovery camps are excluded. Promoted camps and trips are organised separately by Wind Discovery. No pilot is described as already delivered.



AI-generated concept illustration

02 / P1

Digital Skills in Practice

Access to devices does not necessarily mean independence with files, documents or sources. The pilot develops safe, organised use of digital tools through everyday tasks.

Proposed objective and indicators

At least 18 of the 24 places should lead to a completed portfolio containing a document, a presentation and a source-checking sheet. At least 75% of participants with paired assessments should improve by one level on a four-level independence rubric.

Beneficiaries, duration and format

In person at a partner venue; online delivery only after checking access and family support. Two separate groups: ages 7-10 and 11-14, each with 12 places. Each group has eight two-hour sessions over eight weeks, including a break and age-adapted tasks.

Activities and stages

S1: orientation and baseline task; S2-3: files and documents; S4-5: sources and presentations; S6: collaboration and passwords; S7: portfolio; S8: demonstration and assessment. Facilitator and assistant preparation precedes enrolment; four curriculum hours are reserved for joint training.

Team, resources and contributions

One facilitator, one assistant and a coordinator with allocated administration time. Twelve laptops, used by the groups at separate times, internet, an optional projector and age-appropriate accounts are required. A partner may provide the room, devices or hosting for 16 sessions.

P1 / Resources and budget

All figures are indicative assumptions without supplier quotations. Delivery hours include both groups; the assistant covers the same duration. Rates are planned total gross costs, including non-recoverable taxes where applicable.

Category	Quantity / unit	RON / unit	Total RON
Facilitation	32 hour	120	3 840
Assistance	32 hour	60	1 920
Curriculum	12 hour	100	1 200
Venue	16 session	150	2 400
Materials	24 seat	35	840
Evaluation	8 hour	100	800
Administration	8 hour	100	800
Direct subtotal			11 800
10% reserve			1 180
Cash requirement			12 980

Rationale: facilitation and assistance cover contact hours; curriculum covers preparation and mentor training; venue is costed per session; materials per place; evaluation covers rubrics and feedback; administration covers enrolment, scheduling and reporting. The 10% reserve applies to the direct subtotal and excludes recoverable deposits.

Evaluation, risks and control

Baseline and final tasks, attendance and a project rubric are used. Reports show the number of paired assessments separately from completions. Paired projects are not counted as individual people; withdrawals and missing data remain visible.

Ability differences: baseline assessment and tasks at two levels. Device gaps: verified inventory before recruitment and paired work only where pedagogically appropriate. Absence: short catch-up activities and family contact, without assuming full attendance.

Possible in-kind support: venue and expert hours, documented when confirmed. Cash is reduced only for costs actually replaced, with the reserve recalculated; no borrowed-laptop value is deducted because purchases are excluded from this budget.

03 / P2

Start Coding and Game Prototypes

Beginners may memorise instructions without learning to debug a solution. This pilot connects programming concepts with a simple game prototype with explicit objectives and rules.

Proposed objective and indicators

At least 18 of 24 places should lead to a presented prototype, individually or in pairs. At least 75% of participants with paired assessments should explain a condition, a loop and a corrected error. Completion requires attendance at a minimum of 75% of sessions.

Beneficiaries, duration and format

Blended: in-person sessions with online revision materials and no mandatory additional hours. Two groups of 12 places, for ages 11-14 and 15-18. Each group has ten two-hour sessions over ten weeks. Language and tool selection depend on ability and access conditions.

Activities and stages

S1: baseline task; S2-3: variables, conditions and loops; S4: functions; S5: game concept; S6-8: building and testing; S9: peer feedback; S10: presentation. An introductory route may use C++; a game prototype may use a visual environment or Roblox Studio after age and settings checks.

Team, resources and contributions

One facilitator with programming experience, one assistant and a coordinator. Twelve laptops able to run the chosen environment, internet and accounts set up before sessions are required. Four curriculum preparation hours align mentors on delivery and feedback rules.



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

P2 / Resources and budget

All figures are indicative assumptions without supplier quotations. Delivery hours include both groups; the assistant covers the same duration. Rates are planned total gross costs, including non-recoverable taxes where applicable.

Category	Quantity / unit	RON / unit	Total RON
Facilitation	40 hour	150	6 000
Assistance	40 hour	70	2 800
Curriculum	16 hour	120	1 920
Venue	20 session	150	3 000
Materials	24 seat	40	960
Evaluation	12 hour	100	1 200
Administration	10 hour	100	1 000
Direct subtotal			16 880
10% reserve			1 688
Cash requirement			18 568

Rationale: facilitation and assistance cover contact hours; curriculum covers preparation and mentor training; venue is costed per session; materials per place; evaluation covers rubrics and feedback; administration covers enrolment, scheduling and reporting. The 10% reserve applies to the direct subtotal and excludes recoverable deposits.

Evaluation, risks and control

Baseline and final tasks, attendance and a project rubric are used. Reports show the number of paired assessments separately from completions. Paired projects are not counted as individual people; withdrawals and missing data remain visible.

Technical difficulties: test the environment on every workstation and prepare a simpler fallback. Oversized projects: limit scope to one game mechanic. Online exposure: keep projects private by default and publish only after review and relevant permissions.

Possible in-kind support: venue and expert hours, documented when confirmed. Cash is reduced only for costs actually replaced, with the reserve recalculated; no borrowed-laptop value is deducted because purchases are excluded from this budget.

04 / P3

AI Studio: Responsible Exploration

Using AI without checking data and limitations can produce mistaken conclusions. This pilot introduces simple classification and critical checking, without personal data or any assumption that automated answers are correct.

Proposed objective and indicators

At least 15 of 20 places should lead to an AI demonstration and a model-limitations sheet. At least 80% of participants completing the final assessment should identify two sources of error and two data protection rules. The target is at least six team demonstrations.

Beneficiaries, duration and format

In person or blended, with two groups of ten places for ages 12-14 and 15-18. Each group has eight two-hour sessions over eight weeks; preparation and evaluation take place outside contact hours. Tools are selected after age, access and use-condition checks.

Activities and stages

S1: assessment and model capabilities; S2-3: non-personal datasets and classification; S4: errors and imbalance; S5-6: team experiment; S7: checking and documentation; S8: demonstration. Teachable Machine or similar tools may be tested before final selection; no particular subscription is promised.

Team, resources and contributions

One AI facilitator, one assistant and a coordinator. Ten laptops, internet and open or synthetic datasets are sufficient; dedicated GPUs are not planned. Four curriculum hours prepare mentors to explain errors and respond to inappropriate use.

P3 / Resources and budget

All figures are indicative assumptions without supplier quotations. Delivery hours include both groups; the assistant covers the same duration. Rates are planned total gross costs, including non-recoverable taxes where applicable.

Category	Quantity / unit	RON / unit	Total RON
Facilitation	32 hour	170	5 440
Assistance	32 hour	80	2 560
Curriculum	16 hour	130	2 080
Venue	16 session	150	2 400
Tools	4 month	200	800
Materials	20 seat	40	800
Evaluation	12 hour	110	1 320
Administration	10 hour	100	1 000
Direct subtotal			16 400
10% reserve			1 640
Cash requirement			18 040

Rationale: facilitation and assistance cover contact hours; curriculum covers preparation and mentor training; venue is costed per session; materials per place; evaluation covers rubrics and feedback; administration covers enrolment, scheduling and reporting. The 10% reserve applies to the direct subtotal and excludes recoverable deposits.

Evaluation, risks and control

Baseline and final tasks, attendance and a project rubric are used. Reports show the number of paired assessments separately from completions. Paired projects are not counted as individual people; withdrawals and missing data remain visible.

Inappropriate content or sensitive data: approved datasets and exercises without personal image uploads. Vendor dependency: offline classification-card exercises. Confusion between experiment and truth: testing on new examples and discussing limitations.

Possible in-kind support: venue and expert hours, documented when confirmed. Cash is reduced only for costs actually replaced, with the reserve recalculated; no borrowed-laptop value is deducted because purchases are excluded from this budget.

05 / Schedule and responsibilities

5. Twelve-month schedule

Months	Proposed activities	Dependency / decision
M1-M2	Agreements, inventory, team preparation, P1 selection	Funding and contracting capacity
M3-M4	P1: two groups and evaluation	Confirmed premises and devices
M5	P1 review, adjustments, P2 preparation	Available resources and review completed
M6-M8	P2: two groups, ten weeks, evaluation	Technical environment and mentors checked
M9	P3 preparation and tool review	Age-appropriate access and approved data
M10-M11	P3: two groups and evaluation	Sufficient remaining funding
M12	Consolidated report and year-two decision	Reconciled costs and deduplicated records

6. Responsibility matrix

Activity	A	R	C / I
Budget and agreements	MG	MA	F / P
Curriculum and delivery	MA	F	AS / P
Selection and safety	MA	CO	F / P
Reporting and records	MG	CO	MA / P

A = accountable; R = responsible; C = consulted; I = informed. MG: General Manager; MA: Deputy Manager; F: facilitator; AS: assistant; CO: designated coordinator; P: partner. In the final column, the first role is consulted and the last informed. Named assignments are confirmed before recruitment.

If a pilot is delayed, subsequent work moves accordingly; sessions are not compressed to meet a symbolic date. At each transition, the owner reviews resources, remaining budget and safety conditions.

06 / Consolidated budget and decision

7. Portfolio budget summary

Project	Places	Direct	Reserve	Total RON
P1	24	11 800	1 180	12 980
P2	24	16 880	1 688	18 568
P3	20	16 400	1 640	18 040
Total	68	45 080	4 508	49 588

Minimum scope: P1 only, 12 980 RON. Base scope: P1 and P2, 31 548 RON. Extended scope: all three projects, 49 588 RON. These are activity packages with different volumes, not the same output at three prices.

These are per-pilot budgets, not permanent monthly running costs. Reserves remain unspent until approved. Laptop purchases, travel, meals, camps, hub fit-out and bespoke software are excluded. The stand-alone portfolio contains no rental deposits.

8. Avoiding double counting

Each participant receives an internal identifier; project enrolments are added while people are deduplicated for the annual unique total. Each invoice and work hour has a cost code and a single funding source. If the hub hosts projects, temporary venue costs are removed and hours and resources already covered by hub operations are deducted; the numeric example is in the hub memorandum.

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.

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.

levelyouth.ro · [/despre-noi/](#) · [/echipa/](#)
[/faq/](#) · [/sesiuni/](#) · [/parteneriate/](#)

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.