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| **Project Idea:** **Youth-LEAD****Youth Leadership and Empowerment through Active Civic Participation** |
| **PROGRAMME** |  **Erasmus+ Key Action 2: KA220-SCH** |
| **DEADLINE** | 22nd March 2023 |
| **CONTEXT**  | The purpose of this project is to address the lack of youth participation in decision-making processes in local governance. Young people are often excluded from these processes, and their opinions and ideas are not taken into account. Moreover, they are often associated with issues such as unemployment, education, sports activities, bad habits, entertainment, and festivals, but their other concerns are ignored. The project aims to provide a platform for young people to voice their opinions and engage in decision-making processes that affect their lives. The problems that reveal the importance of the project include the youth myth, which assumes that young people are a homogenous group with similar needs and desires. This myth ignores the diversity within the youth population and undermines their potential contribution to society. By providing a platform for diverse youth voices, the project can highlight the unique challenges and concerns of young people and provide tailored solutions that address their specific needs. Young people are often excluded from participation due to economic barriers and a lack of opportunities to engage in civic activities. This exclusion not only affects the individual but also has broader societal implications. The project is important because young people are a significant demographic, and their exclusion from decision-making processes can lead to a disengaged and apathetic youth population. Furthermore, young people are often economically dependent on their families and the state, which can make it difficult for them to stand on their own feet and pursue their goals. This dependence, coupled with the lack of opportunities for youth participation, can lead to a lack of motivation and disengagement from the political process. Moreover, leveraging e-democracy tools can provide new opportunities for networking, collaboration, and learning among young people, and can facilitate the emergence of new forms of collective action and civic engagement. Overall, e-democracy can be a powerful means to empower young people and to strengthen their voice and agency in public affairs. In summary, this project is important in addressing the lack of youth participation in decision-making processes and providing a platform for young people to voice their opinions and concerns. By addressing the barriers that young people face and highlighting their unique challenges, the project can help to engage a disengaged and apathetic youth population and promote their participation in the political process. Effective methods and tools that allow young people to voice their concerns can help in solving these problems sustainably. |
| **PROJECT OBJECTIVES** | 1. Promoting tools, methods and a model to equip young people with the necessary resources to become active citizens (including digital democracy)2. Fostering the collaboration between youth and local authorities for the development, implementation and evaluation of policies affecting the lives of young people on local level3. Strengthening the skills of young people in the fields they already have theoretical knowledge, enabling them to develop themselves through youth organizations/participation practices4. To strengthen the social and intercultural competences and communication of young people with their peers |
| **ACTIVITIES** | **WP1 (For O1 & O4): Promoting tools, methods and a model to equip young people**A1: Online meetings to share the social-political context of each partner's own experience of participation A2: Online meetings for models (peer solidarity etc.) in youth work in each partnerA3. Developing a common Youth Participation ModelA4: Identifying and training the Participation Enablers (PENs) (9 young people to learn the model and acquire skills that will enhance their involvement and share them with other young people in their groups)A5: Organizing collaborative sessions by PENsA6: Identifying problems for each partner and carrying out campaigning activities including e-democracy tools (PENs support young people in these processes, i.e. lobbying, networking, communicating, creating protocols, organizing, digital tools etc.) A7: Documenting the processA8: Translating and adapting the Youth Participation Board Game**WP2. Fostering the collaboration between youth and local authorities**A1. Mapping of the local area to collect information about youthA2. Engagement with the local authoritiesA3. Local Workshop with Stakeholders (youth and local authorities)A4. Disseminating the results of the workshop (i.e. Results conference, good practices collection)A5. Local activities for youth (peer education, sport and art activities)A6. Visits to decision-makers in municipalities to evaluate youth-related decision-making processesA7. (If possible) meeting/call conference at the municipal council with the participation of municipal stakeholders A8. 3 learning mobility for youthA9. Developing policy recommendations**WP3. Strengthening the skills of young people participation** A1. Matching young people to actions related to the fields in which they study or work (programming, organizing, social media management, teaching, advocacy etc.)A2. Producing products by young people related to their subject of study or work |
| **EXPECTED RESULTS** | The project is expected to result in:* + - * Raised awareness of youth and local authorities about how to direct the process of policy making with participation of youth
			* Raised awareness of youth and local authorities towards inclusiveness
			* Developed understanding towards youth and increased tolerance between different youth contexts
			* Young people with increased competence in participation
			* Increased interaction among young people
			* Increased self-esteem and confidence of youth
			* Increased occupational skills of youth
			* Strengthen cooperation and collaboration towards the inclusion of youth in decision making in international level
			* An adaptable model of Youth Participation
			* An adapted Youth Participation Board Game
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| **PARTNERS**  | 1. Genç Katılımcılık Association, Turkey
2. SIDES APS, Italy
3. METU, Turkey
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| **BUDGET** | 250.000 Euro |
| **PROJECT DURATION** | 24 months, starting from September 2023 |
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