| ***Project Idea*** | |
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| **PROGRAMME** | **Erasmus+ KA220-YOU** |
| **DEADLINE** | 4th October 2023 |
| **CONTEXT** | To foster social inclusion and bridge the educational and employment gap faced by young migrants in Europe by integrating them into enriched learning environments. By utilizing interactive intelligence games and tailored coding workshops, we aim to boost their critical thinking, problem-solving skills, and digital competences. Through these methodologies, not only will their employability be enhanced, but they will also be empowered to become active contributors in their communities. Furthermore, by collaborating with partner youth organizations, we intend to amplify our reach and strengthen the overarching structure that supports the educational and personal growth of these young individuals, ensuring they have the tools and opportunities to thrive in their adopted countries. |
| **PROJECT OBJECTIVES** | 1. Social Inclusion:  Foster a sense of belonging and active participation among young migrants through interactive workshops, intelligence games, and coding sessions.  2. Empowerment through Education:  Elevate the standard of learning by integrating innovative teaching methodologies, ensuring that young migrants are equipped with essential skills for the future.  3. Entrepreneurship and Employability:  Cultivate an entrepreneurial mindset among participants, connecting them with real-world problem-solving experiences and potential employment opportunities.  4. Strengthening Organizational Capacities:  Enhance the ability of partner youth organizations to effectively address the unique needs of young migrants, ensuring their initiatives are sustainable and impactful.  5. Cross-border Collaboration:  Promote a spirit of international cooperation among partner countries, leveraging shared experiences and best practices to achieve common goals. |
| **ACTIVITIES** | Youth exchange, workshop and youth worker seminar |
| **EXPECTED RESULTS** | Enhanced engagement and participation of migrant youths in educational activities.  Improved employability skills among participants, with a focus on entrepreneurship.  Strengthened capacity and effectiveness of partner organizations in delivering youth-focused programs. |
| **PARTNERS** | partner who works in robotic coding and intelligence games. |
| **PROJECT DURATION** | 24 Months |
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