

MISSION: EMPOWERMENT

DIGITAL TOOLS FOR YOUTHWORK

WHERE: DJAKOVO, CROATIA

WHEN: 5. - 14.11.2024.



Funded by
the European Union



AGENCY FOR
MOBILITY AND
EU PROGRAMMES

INFOPACK OF THE PROJECT

AFTER THE PANDEMIC CAUSED MAJOR DISRUPTIONS, MANY YOUNG PEOPLE, YOUTH WORKERS, AND LEADERS STRUGGLED TO STAY CONNECTED AND PARTICIPATE IN ACTIVITIES. THE RESTRICTIONS MADE IT DIFFICULT FOR EVERYONE TO ENGAGE DIRECTLY AND BENEFIT FROM IMPORTANT OPPORTUNITIES. AS WE MOVE FORWARD FROM THESE CHALLENGING TIMES, OUR PROJECT AIMS TO ADDRESS THE ONGOING NEEDS OF THOSE WHO MISSED OUT ON YOUTH ACTIVITIES AND CHANCES FOR ACTIVE CITIZENSHIP OVER THE PAST TWO YEARS.

THIS YEAR, WE ARE BUILDING ON THE WORK WE STARTED LAST YEAR AND FOCUSING ON THE NEW NEEDS OF YOUNG PEOPLE. THE PANDEMIC SHOWED THAT MANY YOUTH WORKERS AND ORGANIZATIONS WERE NOT FULLY PREPARED FOR SUDDEN CHANGES, ESPECIALLY WHEN IT CAME TO USING DIGITAL TOOLS. WE SAW GAPS IN DIGITAL SKILLS, LACK OF RESOURCES, AND LIMITED ABILITY TO ADAPT QUICKLY. TO CLOSE THESE GAPS, WE ARE COMMITTED TO PROVIDING YOUTH WORKERS AND LEADERS WITH THE LATEST DIGITAL TOOLS AND CREATIVE APPROACHES THAT BLEND WITH TRADITIONAL METHODS. THIS WILL HELP MAKE YOUTH ACTIVITIES MORE ENGAGING AND RELEVANT IN TODAY'S FAST-PACED WORLD.

OUR PROJECT WILL CONTINUE TO SUPPORT YOUNG PEOPLE IN MAKING UP FOR THE TWO-YEAR BREAK IN ACTIVE PARTICIPATION. WE WANT TO HELP THEM BUILD ESSENTIAL SKILLS FOR ENGAGING WITH THEIR COMMUNITIES AND BECOMING ACTIVE CITIZENS. WE AIM TO FOSTER A STRONG SENSE OF EUROPEAN VALUES AND ENCOURAGE INVOLVEMENT AT ALL LEVELS—LOCAL, REGIONAL, NATIONAL, AND INTERNATIONAL. BY USING A MIX OF NON-FORMAL AND INFORMAL LEARNING METHODS, WE WILL FACILITATE THE SHARING OF KNOWLEDGE, SKILL DEVELOPMENT, AND POSITIVE CHANGES IN ATTITUDES AMONG YOUTH.

THIS YEAR'S KEY OBJECTIVES INCLUDE:

1. INNOVATIVE DIGITAL INTEGRATION: WE WILL ADVANCE THE USE OF DIGITAL TOOLS IN YOUTH WORK TO ENSURE THAT ACTIVITIES ARE PREPARED FOR ANY UNEXPECTED SITUATIONS AND TO MAKE THEM MORE INTERESTING AND RELEVANT FOR YOUNG PEOPLE.
2. YOUTH ENGAGEMENT STRATEGIES: WE WILL DEVELOP NEW, EXCITING METHODS TO CAPTURE YOUNG PEOPLE'S INTEREST, PREVENT RADICALIZATION, AND ADDRESS THE NEEDS OF THOSE WITH FEWER OPPORTUNITIES. THIS INCLUDES CREATING INNOVATIVE WAYS TO ENGAGE THEM IN POSITIVE ACTIVITIES AND COMMUNITY INVOLVEMENT.
3. SUSTAINABILITY AND GREEN PRACTICES: WE WILL PROMOTE ENVIRONMENTALLY FRIENDLY PRACTICES AND TEACH SUSTAINABLE HABITS. THIS WILL HELP PARTICIPANTS UNDERSTAND THE IMPORTANCE OF TAKING CARE OF OUR PLANET AND INCORPORATE GREEN PRACTICES INTO THEIR DAILY LIVES.
4. PROMOTION OF ACTIVE CITIZENSHIP: WE WILL SUPPORT SOCIAL AND CIVIC ENGAGEMENT BY PROVIDING YOUNG PEOPLE WITH THE INFORMATION AND TOOLS THEY NEED TO BE ACTIVELY INVOLVED IN THEIR COMMUNITIES AND BEYOND. THIS INCLUDES ENCOURAGING THEM TO PARTICIPATE IN DECISION-MAKING AND COMMUNITY ACTIVITIES.

OUR APPROACH ALIGNS WITH THE GOALS OF THE ERASMUS+ PROGRAM, FOCUSING ON MOBILITY, INCLUSION, DIVERSITY, AND ENVIRONMENTAL SUSTAINABILITY. WE ARE DEDICATED TO ENSURING EQUAL OPPORTUNITIES FOR ALL YOUNG PEOPLE, REACHING OUT TO THOSE WITH FEWER CHANCES, AND DEMONSTRATING THAT INCLUSIVE PRACTICES ARE POSSIBLE.

WE WILL ALSO INVOLVE A WIDE RANGE OF STAKEHOLDERS, SUCH AS DECISION-MAKERS, MEDIA REPRESENTATIVES, AND OTHER YOUTH WORKERS. A DETAILED MEDIA STRATEGY WILL BE USED TO INCREASE VISIBILITY AND REACH OUT THROUGH VARIOUS COMMUNICATION CHANNELS.

BY INTEGRATING DIGITAL TOOLS WITH TRADITIONAL ACTIVITIES, WE AIM TO IMPROVE THE QUALITY OF YOUTH PROGRAMS AND SUPPORT THE EU YOUTH GOALS. OUR GOAL IS TO BUILD A RESILIENT, INFORMED, AND ENGAGED YOUTH COMMUNITY THAT IS READY TO MAKE A POSITIVE DIFFERENCE IN SOCIETY.

THROUGH THIS CONTINUED PROJECT, WE WANT TO ENSURE THAT YOUNG PEOPLE AND YOUTH WORKERS ARE WELL-PREPARED FOR FUTURE CHALLENGES AND OPPORTUNITIES. WE ARE COMMITTED TO CREATING A CONNECTED, INCLUSIVE, AND ACTIVE YOUTH COMMUNITY, READY TO CONTRIBUTE MEANINGFULLY TO SOCIETY.

NEEDS WHICH WE WANT TO COVER WITH THIS PROJECT:



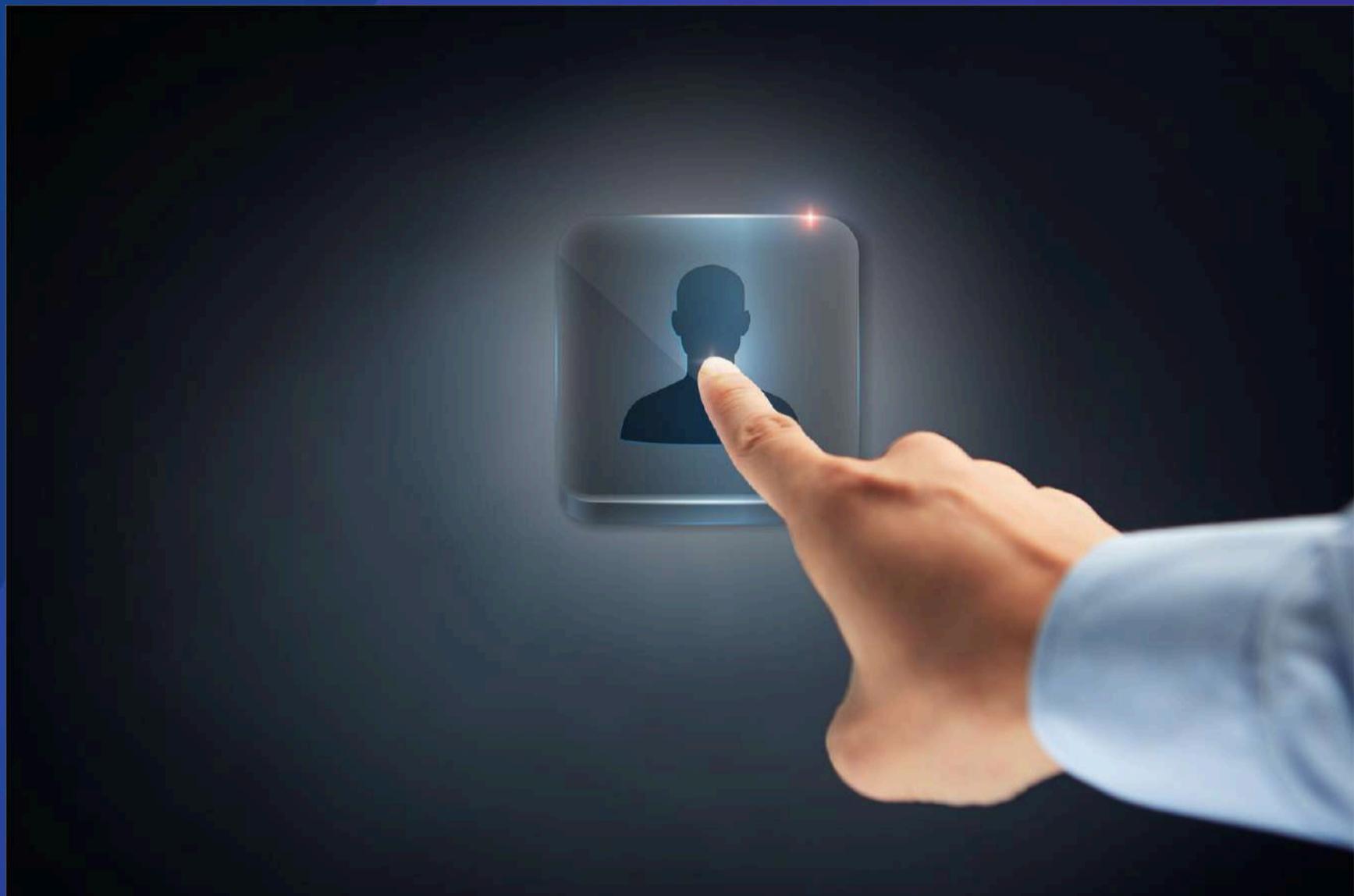
- ONGOING PROFESSIONAL DEVELOPMENT: THERE IS A CRITICAL NEED FOR CONTINUOUS EDUCATION AND DEVELOPMENT OPPORTUNITIES FOR YOUTH WORKERS AND LEADERS ENGAGED IN YOUTH ACTIVITIES. THIS WILL HELP THEM STAY CURRENT WITH BEST PRACTICES AND EFFECTIVELY SUPPORT YOUNG PEOPLE.
- CAPACITY BUILDING FOR ORGANIZATIONS: ORGANIZATIONS WORKING WITH YOUTH NEED ENHANCED CAPACITY BUILDING TO STAY RELEVANT AND MAKE THEIR PROGRAMS MORE ENGAGING. THIS WILL ENSURE THAT THEIR INITIATIVES RESONATE WITH YOUNG PEOPLE AND MEET EVOLVING NEEDS.
- INNOVATIVE METHODS IN YOUTH WORK: IT IS ESSENTIAL TO FOSTER THE DEVELOPMENT OF NEW AND CREATIVE METHODS IN YOUTH WORK. THIS WILL HELP SUSTAIN LONG-TERM INTEREST AND EFFECTIVENESS IN ENGAGING WITH YOUNG PEOPLE.
- PROMOTION OF EUROPEAN VALUES AND ACTIVE CITIZENSHIP: POST-PANDEMIC, THERE IS A HEIGHTENED NEED TO PROMOTE EUROPEAN VALUES AND ACTIVE CITIZENSHIP. THE PANDEMIC RESTRICTED LEARNING OPPORTUNITIES, MAKING IT CRUCIAL TO ADDRESS THIS GAP AND ENCOURAGE CIVIC ENGAGEMENT.
- INCLUSIVE APPROACHES FOR MARGINALIZED YOUTH: GREATER EFFORTS ARE NEEDED TO INVOLVE YOUNG PEOPLE WITH FEWER OPPORTUNITIES IN YOUTH ACTIVITIES. THEY WERE PARTICULARLY VULNERABLE DURING THE PANDEMIC, AND TARGETED INITIATIVES ARE REQUIRED TO ADDRESS AND COMPENSATE FOR THE LOST TIME.
- MODERNIZATION AND DIGITALIZATION OF NON-FORMAL EDUCATION: TO STAY RELEVANT AND APPEALING, NON-FORMAL EDUCATION MUST BE MODERNIZED AND DIGITALIZED. THIS WILL HELP ALIGN IT WITH CONTEMPORARY TRENDS AND ENHANCE ITS ATTRACTIVENESS TO YOUNG PEOPLE.
- EMPOWERMENT AND COMPETENCY DEVELOPMENT: THERE IS A PRESSING NEED TO EMPOWER YOUTH WORKERS, LEADERS, AND YOUNG PEOPLE BY DEVELOPING KEY COMPETENCIES RELATED TO EUROPEAN VALUES, ACTIVE CITIZENSHIP, AND SUSTAINABLE PRACTICES. THIS WILL SUPPORT ENVIRONMENTALLY CONSCIOUS AND EFFECTIVE YOUTH WORK.
- PROMOTION OF ERASMUS+ PROGRAM: THERE IS A NEED TO RAISE AWARENESS ABOUT THE ERASMUS+ PROGRAM AND ITS GLOBAL OPPORTUNITIES, ESPECIALLY IN COUNTRIES WITH LIMITED INVOLVEMENT. THIS WILL HELP BROADEN PARTICIPATION AND MAXIMIZE THE PROGRAM'S IMPACT.
- INCREASED LEARNING OPPORTUNITIES: SOCIETY MUST CREATE MORE LEARNING OPPORTUNITIES FOR YOUNG PEOPLE TO FOSTER THEIR ENGAGEMENT AND PROVIDE A CLEARER UNDERSTANDING OF HOW THEY CAN BECOME ACTIVE CITIZENS THROUGH VARIOUS FORMS OF INVOLVEMENT.
- SUSTAINABLE DEVELOPMENT AND GREEN POLICIES: IT IS ESSENTIAL TO INTEGRATE SUSTAINABLE DEVELOPMENT AND GREEN POLICIES INTO YOUTH WORK. THIS INVOLVES PROMOTING ENVIRONMENTAL AWARENESS, ENCOURAGING GREEN PRACTICES, AND SUPPORTING PROJECTS THAT CONTRIBUTE TO ECOLOGICAL SUSTAINABILITY. ENGAGING YOUNG PEOPLE IN THESE INITIATIVES WILL HELP FOSTER A SENSE OF RESPONSIBILITY TOWARDS THE ENVIRONMENT AND DRIVE POSITIVE CHANGE.

OBJECTIVES OF OUR PROJECT ARE:



- ENCOURAGE ACTIVE ENGAGEMENT: MOTIVATE YOUTH WORKERS AND LEADERS TO BECOME MORE INVOLVED IN WORKING WITH YOUNG PEOPLE. THIS INCLUDES INSPIRING THEM TO INCREASE YOUTH PARTICIPATION IN COMMUNITY ACTIVITIES AND MAKING A POSITIVE IMPACT ON SOCIETY.
- PROMOTE INCLUSION: SHOW THAT INCLUDING YOUNG PEOPLE WITH FEWER OPPORTUNITIES IS POSSIBLE BY PROVIDING MORE ATTENTION AND DIFFERENT WAYS OF INVOLVEMENT. USE OUR OWN EXAMPLE TO HIGHLIGHT THE IMPORTANCE OF INCLUSION.
- PROVIDE TOOLS AND METHODS: EQUIP YOUTH WORKERS, LEADERS, AND ORGANIZATIONS WITH EFFECTIVE TOOLS AND METHODS FOR YOUTH WORK. FOCUS ON TOPICS SUCH AS ACTIVE CITIZENSHIP, HUMAN RIGHTS, EUROPEAN VALUES, AND ENVIRONMENTALLY SUSTAINABLE PRACTICES.
- ENCOURAGE INNOVATION: MOTIVATE YOUTH WORKERS AND LEADERS TO CREATE NEW LEARNING METHODS FOR YOUNG PEOPLE. ENCOURAGE THEM TO BE INNOVATIVE AND TURN THEIR CREATIVE IDEAS INTO REALITY.
- INTEGRATE DIGITAL TOOLS: PROMOTE THE USE OF DIGITAL TOOLS IN TRADITIONAL YOUTH WORK METHODS. THIS WILL HELP MODERNIZE THE APPROACH AND MAKE IT MORE ENGAGING AND RELEVANT FOR TODAY'S TECH-SAVVY YOUTH.
- ADAPT AND SUPPORT: ENCOURAGE YOUTH WORKERS AND ORGANIZATIONS TO THINK CREATIVELY AND ADAPT THEIR METHODS TO MEET THE DIVERSE NEEDS OF YOUNG PEOPLE. FOCUS ON SUPPORTING THE INCLUSION OF THOSE WITH FEWER OPPORTUNITIES.
- INCREASE AWARENESS OF ERASMUS+: RAISE AWARENESS ABOUT THE ERASMUS+ PROGRAM AND THE OPPORTUNITIES IT OFFERS. AIM TO INFORM MORE YOUNG PEOPLE AND ORGANIZATIONS, ESPECIALLY IN COUNTRIES WITH LIMITED INVOLVEMENT, AND INCREASE PARTICIPATION IN ERASMUS+ PROJECTS.
- PROMOTE SUSTAINABILITY: ENCOURAGE YOUTH ORGANIZATIONS TO ADOPT SUSTAINABLE AND ENVIRONMENTALLY FRIENDLY PRACTICES. USE PROMOTIONAL ACTIVITIES TO RAISE AWARENESS AND INSPIRE OTHERS TO MAKE A POSITIVE IMPACT ON THE ENVIRONMENT.
- FOSTER GLOBAL CONNECTIONS: CREATE OPPORTUNITIES FOR INTERNATIONAL COLLABORATION AMONG YOUTH ORGANIZATIONS. THIS WILL HELP SHARE BEST PRACTICES, BUILD GLOBAL NETWORKS, AND PROVIDE DIVERSE LEARNING EXPERIENCES FOR YOUNG PEOPLE.
- SUPPORT MENTAL WELL-BEING: ADDRESS THE MENTAL HEALTH AND WELL-BEING OF YOUNG PEOPLE BY PROVIDING RESOURCES AND SUPPORT. ENSURE THAT YOUTH WORKERS AND LEADERS ARE EQUIPPED TO HELP YOUNG PEOPLE NAVIGATE CHALLENGES AND BUILD RESILIENCE.

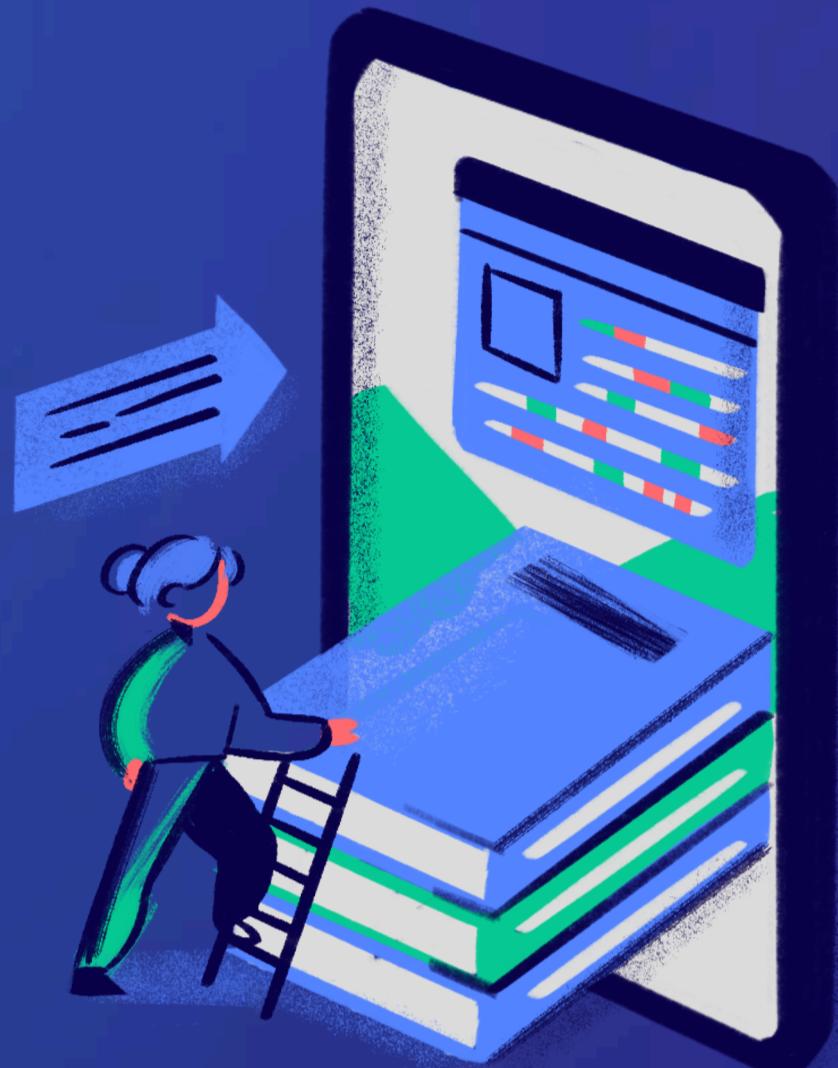
PROFILE OF PARTICIPANTS:



PARTICIPANTS IN THIS PROJECT WILL INCLUDE YOUTH WORKERS, LEADERS, AND YOUNG PEOPLE WHO ARE ACTIVELY INVOLVED IN YOUTH WORK WITH OUR PARTNER ORGANIZATIONS. THEY SHOULD BE:

- ACTIVELY WORKING WITH YOUNG PEOPLE: THESE PARTICIPANTS ARE ENGAGED IN REGULAR YOUTH WORK AND ARE COMMITTED TO MAKING A DIFFERENCE IN THE LIVES OF YOUNG PEOPLE.
- INTERESTED IN PERSONAL GROWTH: THEY ARE EAGER TO DEVELOP THEIR OWN SKILLS AND COMPETENCIES TO MAKE THEIR WORK MORE APPEALING AND RELEVANT FOR YOUNG PEOPLE IN TODAY'S WORLD.
- MOTIVATED FOR INNOVATION: PARTICIPANTS SHOULD BE EXCITED ABOUT CREATING AND APPLYING NEW, INNOVATIVE METHODS IN YOUTH WORK. THE RESULTS OF THESE METHODS WILL BE SHARED WIDELY TO ENSURE THEY ARE REUSABLE AND SUSTAINABLE, AND TO INSPIRE OTHERS TO IMPROVE YOUTH WORK USING DIGITAL TOOLS.
- READY FOR MODERNIZATION: THEY SHOULD BE PREPARED TO MODERNIZE YOUTH WORK BY INTEGRATING DIGITAL TOOLS AND METHODS. THIS INCLUDES MAKING ACTIVITIES MORE ENGAGING FOR YOUNG PEOPLE AND PROVIDING THEM WITH EFFECTIVE WAYS TO BECOME ACTIVE AND INVOLVED IN SOCIETY.
- COMMITTED TO ACTIVE CITIZENSHIP: PARTICIPANTS SHOULD FOCUS ON HELPING YOUNG PEOPLE GET INVOLVED IN SOCIETY AND MAKE A POSITIVE IMPACT. THEY SHOULD UNDERSTAND THAT ACTIVE INVOLVEMENT IS IMPORTANT FOR CREATING POSITIVE CHANGES IN BOTH THE PRESENT AND FUTURE.
- DIVERSE AND INCLUSIVE: THE PROJECT WILL INCLUDE THREE PARTICIPANTS FROM EACH PARTNER COUNTRY (CROATIA, ARMENIA, GEORGIA, POLAND, PORTUGAL, NORTH MACEDONIA, SERBIA, AND GREECE). WE WILL FOLLOW UNIVERSAL SELECTION CRITERIA AND AIM FOR GENDER BALANCE.
- INVOLVED IN ALL PHASES: PARTICIPANTS WILL TAKE PART IN EVERY STAGE OF THE PROJECT, FROM PREPARATION TO REPORTING. THIS WILL HELP THEM GAIN VALUABLE EXPERIENCE IN INTERNATIONAL PROJECTS AND DEVELOP THEIR SKILLS, WHICH THEY CAN APPLY IN THEIR OWN ORGANIZATIONS EVEN AFTER THE PROJECT ENDS.
- READY TO SHARE: PARTICIPANTS ARE READY TO SHARE THEIR OUTCOMES INSIDE AND OUTSIDE OF THE PARTNER ORGANIZATIONS THROUGH FUTURE YOUTH ACTIVITIES IN ORDER TO SPREAD THE WORD ABOUT THE PROJECT AND PROJECT RESULTS BUT ALSO ABOUT ERASMUS+ PROGRAMME WHICH GAVE US THIS OPPORTUNITY

UNIVERSAL CRITERIA FOR PARTICIPANTS SELECTION:



HIGH MOTIVATION AND READY TO LEARN, DEVELOP AND HAVE FUN

READINESS FOR LONG TERM ACTIVE INVOLVEMENT IN YOUTH ACTIVITIES

HAVE WISH OF PROACTIVE INVOLVEMENT IN THE PROJECT
AND ACTIVELY PARTICIPATE IN ALL ACTIVITIES

ABILITY TO WORK IN INTERNATIONAL AND INTERCULTURAL ENVIRONMENT

EAGER TO DEVELOP YOUR OWN SKILLS AND COMPETENCIES TO MAKE
YOUTHWORK MORE APPEALING AND RELEVANT FOR YOUNG PEOPLE IN TODAY ' S WORLD

ABILITY TO FOLLOW ACTIVITIES IN ENGLISH AS WORKING LANGUAGE

FOCUS ON HELPING YOUNG PEOPLE GET INVOLVED IN SOCIETY AND MAKE A POSITIVE IMPACT.

YOUTH WORKERS AND LEADERS DEALING WITH FEWER OPPORTUNITIES WILL HAVE ADVANTAGE

INTERESTED ABOUT CREATING AND APPLYING NEW, INNOVATIVE METHODS IN YOUTH WORK.

YOUTH WORKERS AND LEADERS ACTIVELY INVOLVED IN YOUTH ACTIVITIES OF PARTNER ORGANIZATIONS

ACTIVITIES OF THE PROJECT

THE PROJECT CONTAIN ONE ACTIVITY, TRAINING COURSE "MISSION: EMPOWERMENT - DIGITAL TOOLS FOR YOUTHWORK" WHICH WILL TAKE PLACE IN DJAKOVO, CROATIA FROM 5. - 14. NOVEMBER 2024. AND WHICH WILL GATHER 27 YOUTHWORKERS AND LEADERS FROM 8 DIFFERENT COUNTRIES (CROATIA, SERBIA, ARMENIA, GEORGIA, PORTUGAL, ITALY, KOSOVO (*UN RESOLUTION), GREECE) WHO WILL BY ACTIVE PARTICIPATION IN DIFFERENT DISCUSSIONS, PRESENTATIONS, DEBATES, SIMULATIONS, TEAM WORK, MEETINGS AND CREATION OF NEW LEARNING METHODS GO THROUGH THE PROCESS OF LEARNING BY DOING AND WORK ON THEIR KEY COMPETENCES BUT ALSO WORK ON DEVELOPMENT OF YOUTH WORK AND WAYS ON WHICH WE CAN WORK WITH YOUNG PEOPLE ON THE TOPICS OF ACTIVE INVOLVEMENT, DEMOCRATIC LIFE, DIGITAL YOUTHWORK AND ACTIVE PARTICIPATION, TAKING IN COSIDERATION SUSTAINABLE DEVELOPMENT AND GREEN POLICIES AS WELL AS EU YOUTH GOALS. IN ORDER TO FOLLOW THE PRINCIPLES ON WHICH WE ARE WORKING AND WHICH WE ARE PROMOTING THROUGH ALL OF OUR PROJECTS, IN THIS PROJECT ALSO IN AGREEMENT WITH THE PARTNERS WE WILL GIVE OUR BEST TO REACH THE GENDER BALANCE DURING THE PROJECT OR TO BE VERY CLOSE TO IT THROUGH COMMUNICATION WITH THE PARTNERS. ALSO, ALL THE OBJECTIVES OF THE PROJECT ARE CONNECTED WITH THE OBJECTIVES OF THE EU YOUTH STRATEGY, AND YOUTH PARTICIPATION STRATEGY THROUGH THE ENHANCEMENT OF YOUTH PARTICIPATION IN SOCIETY AND DEMOCRATIC LIFE, BUT ALSO WITH THE EUROPEAN YOUTH GOALS 2021. - 2027. ESPECIALLY IN THE POINT OF INCLUSIVE SOCIETIES, MOVING RURAL YOUTH FORWARD, AND SPACE AND PARTICIPATION FOR ALL AS THE 3 MAIN GOALS WITH WHICH OBJECTIVES OF THIS PROJECT ARE CONNECTED.

P.S. THIS IS NOT MISTAKE, WE WANTED THIS PART TO BE UPSIDE DOWN :)

METHODOLOGY DURING THIS PROJECT WILL CONSIST OF DISCUSSION, PRESENTATIONS, DEBATES, SIMULATIONS, MEETINGS, TEAM WORK, TEAM BUILDING ACTIVITIES, ANALYSIS, REFLECTION, SESSIONS, ENERGIZERS, ICE BREAKERS, EVALUATIONS AND A LOT OF CREATIVE AND UNUSUAL METHODS WHICH WILL BE USED DURING THE TRAINING IN ORDER TO SUPPORT AND PROVOKE PARTICIPANTS CREATIVITY AND IMAGINATION AND USE IT IN ORDER TO CREATE GREAT PROJECT RESULTS AND HAVE NEW TOOLS FOR YOUTH WORK IN THE FUTURE.

PARTNERS INVOLVED IN THE PROJECT



C:E:T PLATFORM CROATIA
CROATIA@CETPLATFORM.ORG



CONEXAO JOVEM
GERAL@CONEXAOJOVEM.PT



C:E:T PLATFORM GREECE
GREECE@CETPLATFORM.ORG



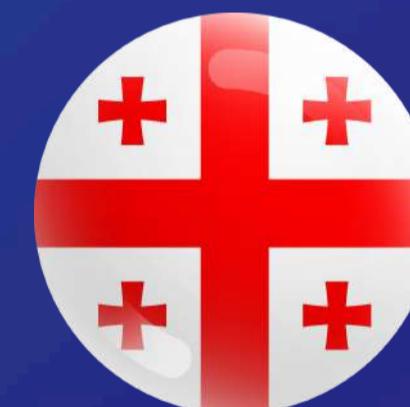
COSMOPOLITAN SERBIA
NGOCOSMOPOLITAN@GMAIL.COM



UNITING BRIDGE ARMENIA
UNITINGBRIDGEGO@GMAIL.COM



C:E:T PRIZREN
CET.PRIZREN@GMAIL.COM



CREATIVE YOUTH PLATFORM
INFO.CYP.ORG@GMAIL.COM



C:E:T PLATFORM ITALY
ITALY@CETPLATFORM.ORG



APPLICATION PROCESS:

HOW TO APPLY?

EACH PARTNER ORGANIZATION WILL SEND 3 PARTICIPANTS (2 MALE AND 1 FEMALE OR 1 MALE AND 2 FEMALE) IN ORDER TO TRY TO REACH GENDER BALANCE DURING THE PROJECT.

IN ORDER TO APPLY FOR PARTICIPATION IN THIS PROJECT, PLEASE FILL AND SUBMIT APPLICATION FORM ON THIS LINK:[APPLICATION FORM](#)

NOT LATER THAN 25. SEPTEMBER 2024.



THE DEADLINE FOR APPLICATIONS IS 25. SEPTEMBER 2024. AND AFTER THIS DATE, ALL APPLICANTS WILL BE INFORMED ABOUT THE SELECTION RESULTS. SELECTION WILL BE DONE IN COOPERATION BETWEEN ALL PARTNER ORGANIZATIONS TAKING INTO CONSIDERATION UNIVERSAL CRITERIA WHICH CAN BE FOUND IN THIS INFO PACK AND THE AGREEMENT OF YOUR SENDING ORGANIZATION. MORE INFORMATION ABOUT THE SELECTION PROCESS YOU CAN GET FROM THE SIDE OF PARTNER ORGANIZATIONS WHO'S CONTACTS YOU CAN FIND IN PREVIOUS PAGE.

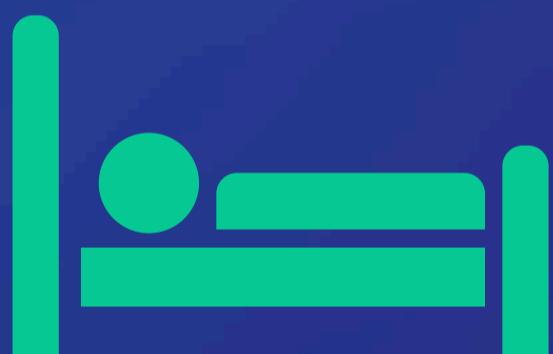
FOR THIS PROJECT THERE IS NO PARTICIPATION FEE REQUIRED FROM THE SIDE OF C:E:T PLATFORM CROATIA AS A HOSTING ORGANIZATION. TRAVEL COSTS, FOOD AND ACCOMMODATION ARE FINANCED BY ERASMUS+ PROGRAMME.



VENUE AND ACCOMMODATION



THE PROJECT WILL BE HOSTED IN DJAKOVO, CROATIA AS WE LIKE TO CALL IT HEART OF SLAVONIA. DJAKOVO IS A TOWN IN THE REGION OF SLAVONIA, CROATIA. DJAKOVO IS LOCATED 37 KM TO THE SOUTHWEST OF OSIJEK AND 60KM WEST OF VUKOVAR, ALSO 240 KM SOUTHEAST OF ZAGREB, THE CAPITAL OF CROATIA. IT HAS 25 000 INHABITANTS AND IS FAMOUS FOR THE CATHEDRAL OF ST. PETER AND PAUL, THE STATE STUD FARM DJAKOVO AND FESTIVAL DJAKOVACKI VEZovi.



PARTICIPANTS WILL BE ACCOMMODATED IN APARTMENTS AND ROOMS "CERTISSA" IN DJAKOVO([APARTMANI I SOBE CERTISSA](#)), IN 1,2 AND 3 BEDS ROOMS EQUIPPED WITH WORKING DESKS, TV, COMPUTER* AND WIFI. WITHIN ACCOMMODATION, WE ALSO HAVE A WORKING ROOM. THE ADDRESS OF OUR ACCOMMODATION AND THE WORKING ROOM WHERE WE WILL HAVE MOST OF THE ACTIVITIES IS ANTE STARCEVICA 43, 31400 DJAKOVO, CROATIA.



WORKSHOPS AND FOOD

ALL ACTIVITIES AND WORKSHOPS WILL BE ORGANIZED IN THE SAME BUILDING WHERE WE HAVE ACCOMMODATION EXCEPT IN THE CASE OF GOOD WEATHER CONDITIONS WHEN IT IS POSSIBLE THAT SOME OF ACTIVITIES WILL BE ORGANIZED OUTDOOR IN THE CITY PARK OR ON THE SCHOOL PLAYGROUND WHICH IS CLOSE TO OUR ACCOMMODATION. ALSO, EVERY DAY PARTICIPANTS WILL BE PROVIDED WITH 2 COFFEE BREAKS (BETWEEN THE FIRST AND SECOND, AND BETWEEN THE THIRD AND FOURTH SESSIONS) DURING WHICH THEY WILL BE SERVED WITH COFFEE, TEA, REFRESHMENT AND SNACKS.

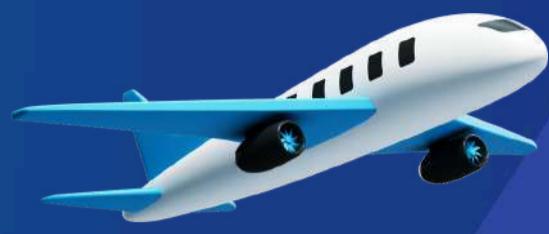


PARTICIPANTS WILL BE PROVIDED WITH 3 MEALS PER DAY (BREAKFAST, LUNCH, AND DINNER) WHICH WILL BE ADAPTED TO THEIR DIET NEEDS AND ALLERGIES EXPRESSED IN THE REGISTRATION FORM IN THE PREPARATION PHASE OF THE PROJECT. BREAKFAST WILL BE ORGANIZED IN BUFFET STYLE WHILE FOR LUNCH AND DINNER THERE WILL BE FOOD PREPARED BY THE RESTAURANT. ALL MEALS WILL BE ORGANIZED IN RESTAURANT "LIPIZZANO", ONE OF THE BEST RESTAURANTS IN THE CITY.



ALL THE MEALS WILL BE ADAPTED TO PARTICIPANTS DIET AND MEDICAL NEEDS BASED ON INFORMATION WHICH WE WILL HAVE IN REGISTRATION FORM DURING THE REGISTRATION PROCESS OF PARTICIPANTS. ADDITIONAL CHANGES OF DIET NEEDS WILL NOT BE POSSIBLE DUE TO LOGISTIC AND ORGANIZATIONAL ASPECTS OF THE PROJECT.

TRAVEL OPTIONS

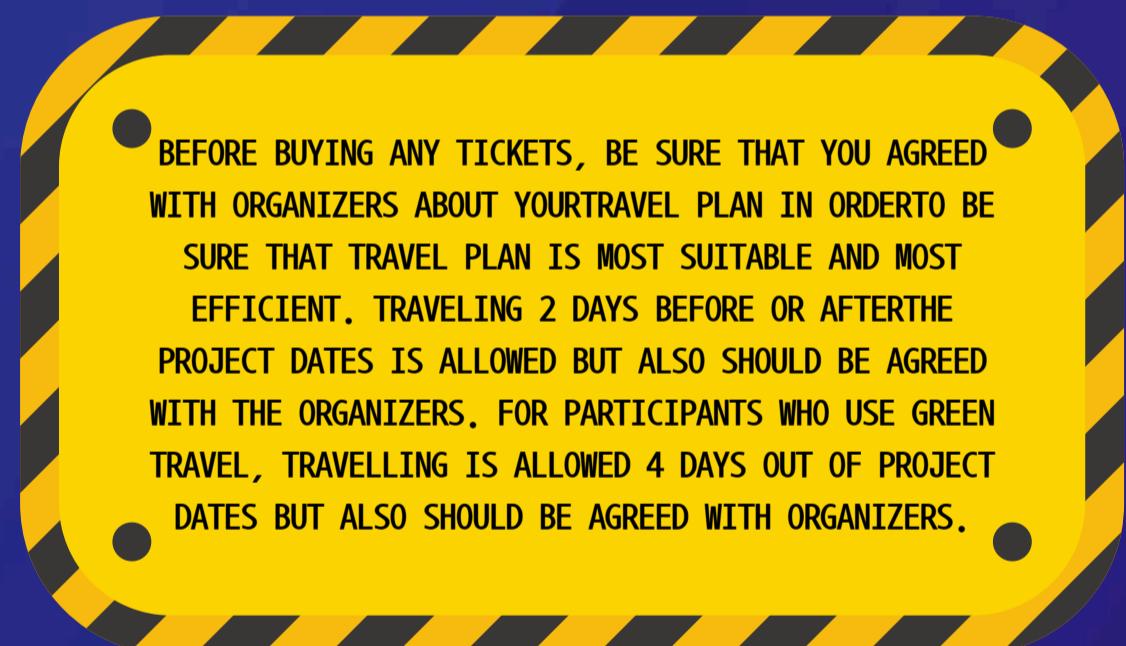


AS DJAKOVO IS IN THE EAST PART OF CROATIA, IN THE MIDDLE BETWEEN THE HUNGARIAN BORDER ON THE NORTH, THE SERBIAN BORDER ON THE EAST, AND THE BOSNIA AND HERZEGOVINA BORDER ON THE SOUTH, THERE ARE MANY DIFFERENT OPTIONS FOR TRAVELING TO DJAKOVO. HOWEVER, WE WOULD LIKE TO RECOMMEND SOME OF THEM THAT ARE MOST SUITABLE AND MOST EFFECTIVE:

YOU CAN COME BY PLANE TO ZAGREB (AIRPORT FRANJO TUĐMAN) OR VIENNA AIRPORT AND THEN TAKE A BUS TO DJAKOVO, CROATIA. TICKETS FOR YOUR FLIGHT YOU CAN FIND IN THESE LINKS:

1. SKYSCANNER: [SKYSCANNER](#)
2. WIZZAIR (MOSTLY FOR FLIGHTS TO AND FROM VIENNA): [WIZZAIR FLIGHTS](#)
3. RYANAIR (AVAILABLE SOME FLIGHTS TO AND FROM ZAGREB): [RYANAIR](#)

- FROM ZAGREB AIRPORT TO ZAGREB BUS STATION YOU CAN TAKE THE SHUTTLE BUS FOR WHICH THE TIMETABLE YOU CAN FIND HERE: ZAGREB AIRPORT SHUTTLE BUS OR YOU CAN USE THE PUBLIC BUS (LINE 290) FOR WHICH TIMETABLE YOU CAN FIND ON THE SAME LINK.
- FROM ZAGREB TO DJAKOVO YOU WILL NEED TO TAKE A BUS FOR WHICH TIMETABLE YOU CAN FIND ON THIS LINK: [HTTPS://WWW.AKZ.HR/EN](https://www.akz.hr/en)
- BUS TICKETS FROM DJAKOVO TO ZAGREB AND BACK FROM ZAGREB TO DJAKOVO, AS WELL FROM BUDAPEST YOU CAN FIND ON THIS LINK: [ELIXBUS](#)
- FOR DIFFERENT BUS COMPANIES WE HAVE DIFFERENT WAYS TO GET DISCOUNT FOR YOUR TICKET SO DONT HESITATE TO CONTACT US IN ORDER TO SHARE IT WITH YOU
- CAR SHARING AND SERVICES LIKE BLABLA CAR ARE ALLOWED WITH THE CONFIRMATION OF RESERVATION AND APPROVAL OF THE ORGANIZERS



REIMBURSEMENT OF YOUR TRAVEL COSTS WILL BE DONE BY BANK TRANSFER TO THE BANK ACCOUNT OF YOUR SENDING ORGANIZATIONS AFTER THE COLLECTION OF ALL TICKETS, RECEIPTS, AND REPORTS FROM THE DISSEMINATION PHASE OF THE PROJECT. IN CASE YOU WILL BUY TICKETS IN A CURRENCY DIFFERENT THAN EURO, FOR FINAL CALCULATION WE WILL USE THE EXCHANGE RATE FOR JULY 2024 WHICH CAN BE FOUND ON THIS LINK: [EXCHANGE RATE BY EUROPEAN BANK](#)



LIMIT FOR REIMBURSEMENT OF TRAVEL COSTS

LIMIT FOR REIMBURSEMENT OF TRAVEL COSTS IS DEFINED BY ERASMUS+ GUIDE AND IT DEPENDS ON DISTANCE BETWEEN SENDING ORGANIZATION AND HOSTING ORGANIZATION DEFINED BY ERASMUS+ DISTANCE CALCULATOR. WE ARE INVITING ALL PARTICIPANTS WHO CAN USE GREEN WAY OF TRAVEL (BUS, CAR SHARING) TO USE IT IN ORDER TO GET MORE EXTRA DAYS FOR TRAVELLING BUT ALSO IN ORDER TO MAKE AN IMPACT ON CO2 EMISSION.

LIMIT FOR REIMBURSEMENT OF TRAVEL COSTS IS NEXT:

CROATIA - 20,00 €

ARMENIA - 360,00 € + 2 EXTRA TRAVEL DAYS + VISA COST

GEORGIA - 360,00 € + 2 EXTRA TRAVEL DAYS

GREECE - 275,00 € + 2 EXTRA TRAVEL DAYS OR 320,00 € + 4 EXTRA TRAVEL DAYS FOR GREEN TRAVEL

SERBIA - 180,00 € + 2 EXTRA TRAVEL DAYS OR 210,00 € + 4 EXTRA TRAVEL DAYS FOR GREEN TRAVEL

KOSOVO - 180,00 € + 2 EXTRA TRAVEL DAYS OR 210,00 € + 4 EXTRA TRAVEL DAYS FOR GREEN TRAVEL

ITALY - 275,00 € + 2 EXTRA TRAVEL DAYS OR 320,00 € + 4 EXTRA TRAVEL DAYS FOR GREEN TRAVEL

PORTUGAL - 360,00 € + 2 EXTRA TRAVEL DAYS OR 410,00 € + 4 EXTRA TRAVEL DAYS FOR GREEN TRAVEL

REIMBURSEMENT OF TRAVEL COSTS WILL ONLY BE DONE UPON FULL ATTENDANCE IN THE TRAINING PROGRAM AND PRESENTATION OF THE ORIGINAL TICKETS WITH BOARDING PASSES AND RECEIPTS/INVOICES. ALSO, ALL PARTICIPANTS NEED TO SUBMIT AN INDIVIDUAL REPORT REQUEST WHICH THEY WILL GET FROM EUROPEAN COMMISSION IN THEIR EMAILS AFTER THE ACTIVITY AND ALL PARTICIPANTS NEED TO ORGANIZE DISSEMINATION ACTIVITIES AND CREATE DISSEMINATION REPORTS. REIMBURSEMENT WILL BE DONE IN EURO, REGARDLESS OF THE CURRENCY INDICATED ON YOUR TICKET AND RECEIPT/INVOICE ON THE BANK ACCOUNT OF A PARTNER ORGANIZATION. PLEASE DO NOT BUY YOUR TICKETS BEFORE INFORMING US ABOUT YOUR TRAVEL PLAN AND THE PRICES OF THE TICKETS. ONCE WE GET THAT INFORMATION WE WILL IMMEDIATELY CONFIRM YOU BUY TICKETS. TAXI IS NOT AN ELIGIBLE MEANS OF TRANSPORT, HOWEVER, THERE ARE A FEW EXCEPTIONS. PLEASE CONTACT US IF THE TAXI IS THE ONLY MEAN OF TRANSPORT THAT YOU CAN USE ON SOME PART OF YOUR TRAVEL.

ALL PARTICIPANTS ON THE PROJECT SHOULD ENSURE TRAVEL HEALTH INSURANCE FOR THEMSELVES AS COSTS IN CASE OF MEDICAL SUPPORT WILL BE MUCH LOWER THAN IN CASE THAT YOU DONT HAVE HEALTH INSURANCE.



FOR PARTICIPANTS WHO ARE COMING FROM EU COUNTRIES IT IS AVAILABLE EUROPEAN HEALTH INSURANCE CARD (EHIC) WHICH CAN BE ISSUED IN YOUR COUNTRY AND FOR MORE INFORMATION ON WHERE TO ISSUE IT YOU CAN ASK COORDINATORS FROM YOUR SENDING ORGANIZATION.

FOR PARTICIPANTS WHO ARE COMING FROM NON EU COUNTRIES, WE WOULD LIKE TO ASK YOU TO ISSUE TRAVEL HEALTH INSURANCE FOR YOURSELF IN ORDER TO HAVE IT WITH YOU IN CASE OF NEED. UNFORTUNATELY, COSTS FOR TRAVEL HEALTH INSURANCE ARE NOT PLANNED IN THE BUDGET AND WILL NOT BE REIMBURSED.



FOR PARTICIPANTS WHO NEED VISA TO VISIT CROATIA, PLEASE KEEP ALL YOUR RECEIPTS FROM VISA PROCEDURE AND VISA APPLICATION PROCESS IN ORDER TO BE ABLE TO GET REIMBURSEMENT FOR THAT COSTS. WE WILL NEED THOSE RECEIPTS IN ADVANCE ON EMAIL IN ORDER TO DO ALL CALCULATIONS AND ALSO WE WILL NEED ORIGINALS ONCE WHEN YOU COME FOR ACTIVITY AS A PROOF THAT IT IS REAL COSTS.

ADDITIONAL INFORMATION

- THERE WILL BE TWO INTERCULTURAL EVENINGS. PARTICIPANTS ARE EXPECTED TO CREATE AN INTERESTING, INTERACTIVE, AND CREATIVE INTERCULTURAL EVENING WITH THE GOAL TO FIGHT PREJUDICES AND STEREOTYPES ABOUT THEIR COUNTRY/ COMMUNITY/ CULTURE.
- AS ONE OF THE GOALS IS TO PROVOKE AND SUPPORT THE CREATIVITY OF PARTICIPANTS, DURING INTERCULTURAL EVENINGS WE WILL NOT USE A PROJECTOR, YOUTUBE VIDEOS, POWERPOINT PRESENTATIONS, ETC. BRING FOOD, DRINKS, TOURIST BROCHURES, POSTCARDS, SOUVENIRS, AND WHATEVER YOU THINK WILL HELP YOU FOR PRESENTING YOUR COUNTRY IN THE BEST WAY.
- THE INTERCULTURAL EVENING WILL BE ORGANIZED AND OPEN TO THE PUBLIC IF OTHER CONDITIONS ALLOW US
- OUR CURRENCY FROM 1ST JANUARY 2023. IS EURO WHILE HRK IS NOT ANYMORE IN USAGE
- IN MOST PLACES PAYING BY CARD IS POSSIBLE BUT NOT IN MOST OF THE BARS SO BE SURE TO HAVE SOME SMALL CASH WITH YOU
- AS OUR ACCOMMODATION IS IN THE CITY CENTER, THERE IS CLOSE TO ACCOMMODATION SUPERMARKET, PHARMACY, EXCHANGE OFFICE AND BARS
- BY THE LAW, SUPERMARKETS ARE NOT WORKING ON SUNDAYS (THEY ARE ALLOWED TO WORK 14 SUNDAYS PER YEAR, SO CHECK THE INFO BEFORE IN ORDER TO KNOW IF SUPERMARKET WILL WORK ON SUNDAY, USUALLY AT LEAST 1 IN THE CITY IS WORKING ON SUNDAY)
- DURING EVENING ACTIVITIES WE WILL HAVE MOVIE NIGHT, GAME NIGHT, INTERCULTURAL NIGHT, QUIZ NIGHT BUT YOU ARE WELCOME WITH YOU IDEA TO ORGANIZE ACTIVITIES DURING EVENING SO YOU ARE MORE THAN WELCOME TO GIVE US YOUR PROPOSAL :)



IF YOU NEED ANY OTHER ADDITIONAL INFORMATION THAT WE DIDNT COVER WITH THIS INFOPACK, DONT HESITATE TO CONTACT US ON [CROATIA@cetplatform.org](mailto:croatia@cetplatform.org) AND WE WILL REPLY ON YOUR EMAIL AS SOON AS WE CAN