

INNOVATION IN YOUTH WORK



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YOUTH IN WORK

ENCUENTRO EUROPEO DE PROFESIONALES
DE LA JUVENTUD EN BERANGO

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CONTENTS

- 
- #1** THE "YOUTH IN-WORK" PROJECT
 - #2** PARTICIPANT ORGANISATIONS
 - #3** NEW CHALLENGES IN YOUTH WORK
 - #4** IDEAS' SUITCASE
 - #5** SOME GAME TO IMPROVE CREATIVITY
 - #6** GOOD PRACTICES IN YOUTH WORK
 - #7** GUIDE LINES FOR INNOVATION IN YOUTH WORK

THE YOUTH IN-WORK PROJECT

Youth work helps young people to develop their human capital and strengthen its network and social capital, which are meaningful factors for a successful access to employment.

During the "First European Conference on Youth Work (2010)" this area of education was defined as "the space and opportunity for young people to shape their future".

Despite its clear benefits, youth work faces today many new challenges. According to the EU Youth Report 2015, 27 million young people are at risk of poverty and social exclusion.

The Youth IN-Work project was aimed at bringing together youth workers from different European countries to discuss together how to improve the quality of youth work and respond ever more effectively and creatively to the current needs of young people. It was aimed at gathering ideas to make youth work remains a space where young people of Europe can shape their future, with features of inclusion, participation, welfare, worthy employment, etc. It also aimed to improve cooperation between youth workers from EU countries and promote the international dimension of youth activities.

The Youth IN-Work project gathered in a 4 days meeting 24 youth workers, members of 12 organizations from 12 European countries, different in context, experiences, and methodologies in the field of youth work. Led by three facilitators, they did several activities: exchange of good practices, a diagnosis of the new challenges of youth work, action research practical exercises, workshop on creative thinking in project design, analysis and discussions to share guide lines for the innovation and improvement of youth work. They finally designed cooperation projects to strengthen an international network.



THE YOUTH IN-WORK PROJECT

This short dossier collects the results of the meeting: a diagnosis of the new challenges of youth work, techniques to stimulate creativity in designing youth projects, examples of good practices, a "suitcase of ideas" and guidelines for the improvement and innovation of youth work in Europe.

We hope it can inspire new reflections and debates to continue improving youth work in Europe
If you want to know about the project Youth IN-Work look at the video and visit our digital spaces.

FACEBOOK - YOUTH IN WORK

<https://www.facebook.com/youthinworkberango/>

YOUTUBE - YOUTH IN WORK Berango

https://www.youtube.com/watch?v=gmTCmg_s-2w

WEB - MESA JOVEN BERANGO WEBSITE

<http://mesajovenberango.wixsite.com/mesajovenberango/youthinwork>

WEB - PROVINCIAL & LOCAL NEWSPAPERS

<https://hiruka.eus/berango/1504535317175-europako-gazteen-arteko-topaketa-egingo-dute-egunotan-berangon>

<http://www.elcorreo.com/bizkaia/margen-derecha/profesionales-area-juventud-20170906200530-nt.html>



PARTICIPANT ORGANIZATIONS

#1 Go on / Burdiuzha a.yu (Ukraine)

#2 Walk together association (Bulgaria)

#3 Asociația tinerilor cu inițiativă civică (Romania)

#4 A.d.e.l. - Association for development, education and labour (Slovakia)

#5 Ida (Croatia)

#6 Hellas for us (Greece)

#7 Zavod cmlc (Slovenia)

#8 Pistes solidaires (France)

#9 Vedogiovane società cooperativa sociale (Italy)

#10 Tokat il milli eğitim mudurlugu (Turkey)

#11 Gizarteka (Spain)

#12 Edmundo cooperativa (Spain)

#13 Argibide (Spain)

NEW CHALLENGES

IN YOUTH WORK

- **EMPLOYMENT**

To create employment and promote employability

To break the vicious circle: need of experience to find a job - need to work to have experience

More connection between education and work worlds: more proper and practical education

- **EMPOWERMENT**

To strengthen young people by potentiating their soft skills

To reduce the pressure young people receive from families and society to be personally and professionally successful

To increase the access to quality information (there are many opportunities but few people seize them)

To give to young people a positive environment and perspectives for the future

To facilitate the emancipation from families

- **ENVIRONMENT**

Many young people would like more contact with nature and come back to the land

How to combine and conciliate technology and hand work?

How to make small villages more attractive for young people thus avoiding depopulation?



NEW CHALLENGES

IN YOUTH WORK

- **INCLUSION**

To increase the visibility and support to LGBT collective and rights
Empowerment and integration of minorities

- **INTERNATIONALISATION**

To promote youth mobility and the internationalisation of youth work
Inversion in foreign languages education and promotion of/motivation to experiences abroad

- **LEISURE TIME**

To increase the offer and the access to quality educational and healthy leisure time and sport
Prevention of alcohol and drugs consume

- **PARTICIPATION**

People who work and take the decisions for young people are often old and they don't listen the voice of their target: we need more connection and spaces for dialogue between youth, local community and government (representation and participation in decisions)

- **SOCIAL MEDIA**

To reach a correct and active use of Social Network and mobile devices, without losing creativity, critical thinking, connection with reality and skills for direct relationships



IDEAS' SUITCASE

TO FACE THE NEW CHALLENGES
IN YOUTH WORK



1) Promotion of employ/employability:

- To increase partnerships between universities and companies
- To increase the dissemination of information about calls for jobs or internships through different channels (post, newsletters, facebook groups, webpages)
- To promote vocational trainings in secondary schools and universities
- To create opportunities to experience work environment and atmosphere during studies
- To invite employers to meet young people at universities or during specific events
- To promote the sharing of experiences concerning different aspects of work: searching for a job, innovative/unknown jobs, getting a job, etc.
- To create simulation games about how to get a job
- To provide support to young people that want to start a business to find information, ideas, contacts, etc.

2) Improvement of life and soft skills:

- To give to youth responsibility in the creation of things/projects and activities
- To organize seminars, trainings and youth exchanges aimed at soft skills empowerment
- To give to youth the opportunity to receive feedbacks on their social skills
- To create programs and trainings on leadership, to increase the opportunities of “work” in team, to promote sport and creative activities
- To introduce in all secondary schools the “Senior year” project (during their last year students have to implement a social project to obtain a diploma)



3) Emancipation from families:

- To make campaigns among adults making them understand how they can facilitate their children's emancipation
- To make students travel since very young age, so that they develop more independence
- It should be compulsory to have made at least an experience abroad to be hired in a job
- To encourage youth to participate in international projects and to be volunteers in other countries to become more independent, find themselves and feel more confident
- To support young people over 20 to find a flat/room by creating information points and coordinating a net of youngsters who search housing in the village/city
- To share some good/positive example of emancipation
- To organise educational games on autonomy and responsibility, adding higher value to self- emancipation/self-determination
- To introduce a mandatory year abroad (for free) to all 17 years old students

4) Make villages more attractive:

- To give to youth the opportunity to participate in the administration of the village and to use/implement their ideas
- To organise trainings and seminars in villages and not only in cities
- To offer grants to young families that move back to the countryside
- To create grant programs for social projects in the villages
- To create more community spaces (like theatres and youth centres) which could be run by youth in the village



5) Integration of immigrants

- To increase immigrants' social and educational opportunities
- To create social and cultural events to facilitate the reciprocal knowledge and confidence
- To make projects not for people but with people
- To favour mixed groups and classrooms
- To promote intercultural trainings and cultural events in schools
- To increase the offer of language courses
- To exercise a strict control and prevention of racist jokes and attitudes in school/university
- To share good business experiences based on the benefits of having multicultural work teams
- To take in account different cultures and needs when creating a project
- To promote training programs on cultural and civic education for both natives and immigrants
- To make young immigrants part of our youth workers teams

6) Support to LGBT rights

- To promote information and awareness events and activities among young and adult people, at school, at university and in companies
- To create at all schools levels a support offices with psychologists to listen and advice kids who could need it
- To teach to our children to be who they are and to become who they want



7) Promotion of youth mobility and internationalisation of youth work:

- To inform about and promote youth mobility opportunities at schools and universities (both with students and teachers)
- To increase the dissemination of stories and articles about experiences of the participants (thorough events, mass media, social media...)
- To organise meetings and events between local young people and EVS, Erasmus students or people from abroad
- To introduce permanent "International offices" in youth centres
- To facilitate the peer to peer information
- To increase the cooperation among youth workers throughout Europe and worldwide
- To train young people on how to prepare and manage projects
- To organise intercultural events and parties and to promote meetings and exchanges (online or face-to- face) between young people from all over the world
- To increase youth languages skills

8) Healthy, secure and educational leisure time

- To involve young people in the organisation of events and activities and to give them the opportunity to create their own projects
- To disseminate good examples of young people with healthy life style
- To found the renovation of sport facilities
- To help young people to develop their creativity, also using internet culture and self-education
- To take advantage of social networks' influence to promote healthy life styles and leisure time
- To promote more activities in nature
- To involve young people in volunteering and tutoring of other people
- To support youth sport, music, dance, arts activities



9) Dialogue between youth, government and community.

Participation in decisions

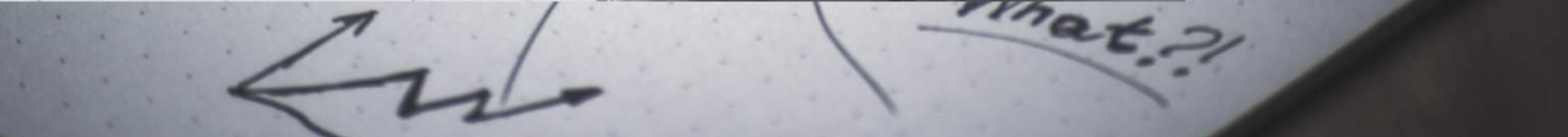
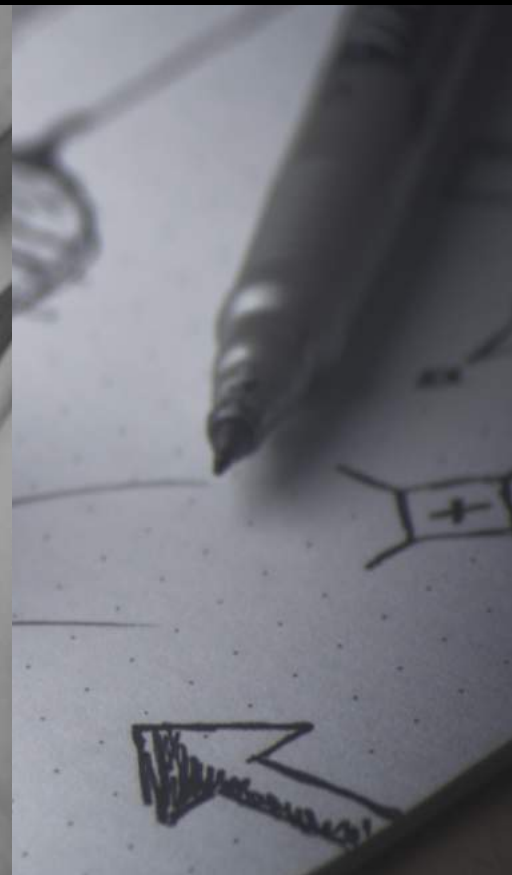
- Governments should create a link with young people and ask to them what they would like
- To promote periodic meetings between youth and local community where to propose and discuss projects and take decisions
- To offer the opportunity of educational meetings on politic topics
- To improve the information channels addressed to youth both in formal and informal spaces

10) Information and use of technology

- To promote face to face events and activities (like concerts and performances) on social media
- To create groups where people with similar hobbies can meet
- To talk and train young people about how to correctly use social networks to find friends, jobs, courses...
- To facilitate young people to create and manage their own blogs
- To use social networks to manage and disseminate youth activities and experiences



GAMES TO IMPROVE CREATIVE THINKING

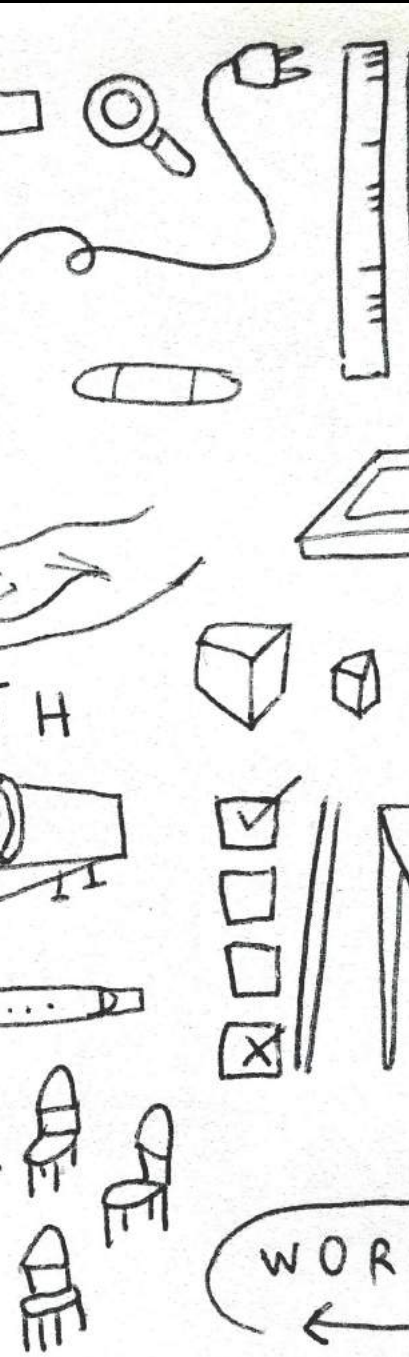


GAMES TO IMPROVE CREATIVE THINKING

There are many blocks that prevent us from thinking creatively when designing a new youth project or activity:

1. Believing we aren't creative
2. Making assumptions
3. Following the rules too strictly
4. Watching things from an unique point of view
5. Avoiding risks or being wrong is bad
6. Always staying with our routines/habits
7. Thinking there is only one solution/strategy
8. Making judgments too quickly

Some game and activity can help us to be aware of this blocks and to try to overcome them.



GAMES TO IMPROVE CREATIVE THINKING

1) PAPER AEROPLANES:

Material:

Coloured sheets of A4 paper, Masking tape

Description:

Split participants into equal groups of 4 or 5 per group and give each group 10 sheets of A4 papers (each group gets a different colour of A4 paper sheets).

Use the masking tape to create a start line where all groups will need to stand behind and a finish line (distance between the start and finish lines is 1.5 to 2 Meters).

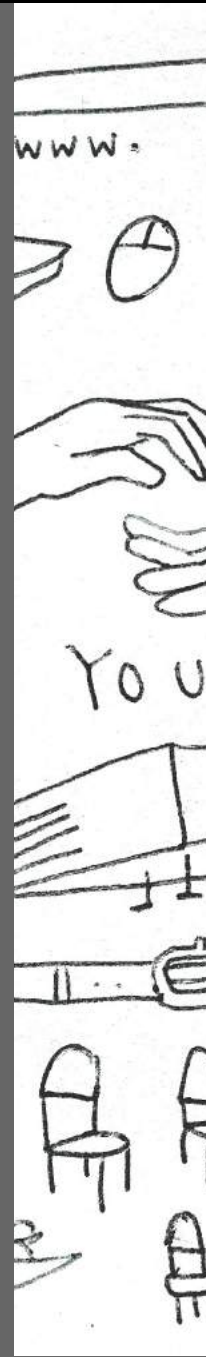
The winning team will get the most paper airplanes across the taped line.

Teams have 3 minutes to strategize without their paper and then 5 minutes to build their airplanes and get them across the taped line.

Debrief:

The main point of this activity is to focus on the fact that we tend to stick too much to the rules even though there were too few rules in this activity and how making too many assumptions greatly hinders our ability to think creatively and come up with new, out of the box solutions to solve problems.

When running this activity, most groups do not use the 3 minutes to build a good strategy and brainstorm possible ways to make the largest number of aero planes out of their 10 sheets of paper and make sure they can fly the short distance from the start to the finish line; instead they rush to get to the construction phase and most of the groups spend the 5 minutes they get for construction to create as many paper aero planes (aero planes with wings and tail) and the result is usually that most of the aero plains do not make it to the finish line because the designs are usually not very aerodynamic. Instead of this, they can be more creative and simply just crumple each sheet of paper into a ball that is more easy to fly over the finish line and call that a new design or a futuristic aero plan. Other groups simply created their aero planes and put them together in one stack with a rubber band so that the combined weight of all the paper aero planes will ensure they will pass the finish line, or put all their planes on one of the office chairs with wheels and they simply pushed the chair from the start to the finish line.



GAMES TO IMPROVE CREATIVE THINKING

2) MANAGE RESOURCES

Material:

6 toothpicks for each participant

Description:

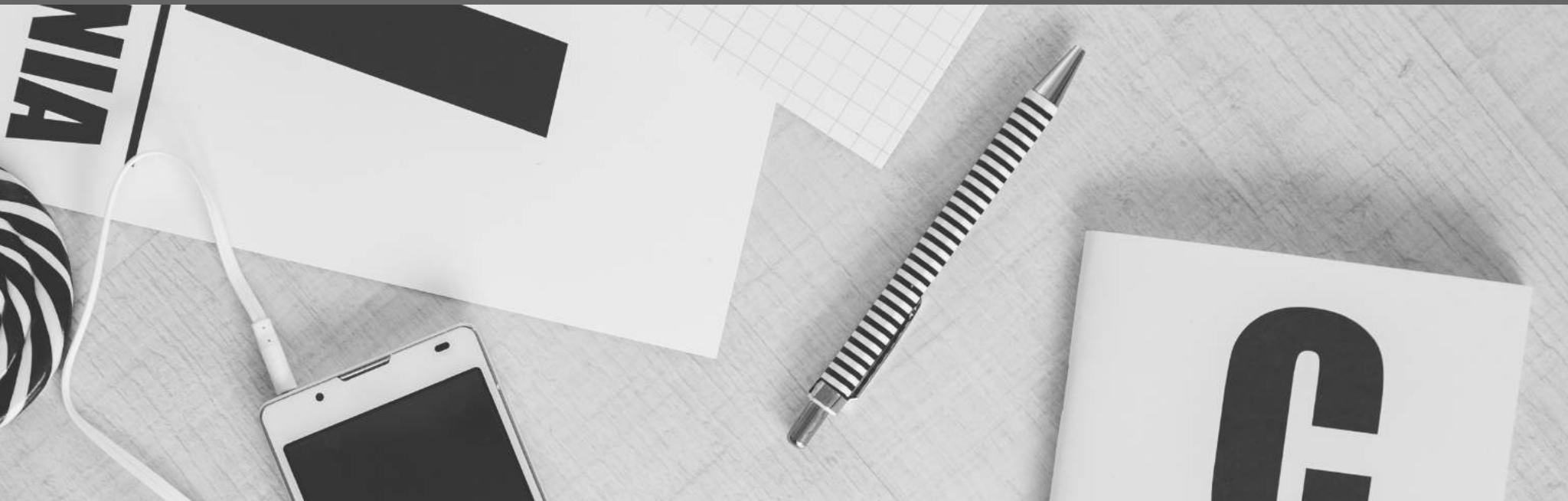
Challenge participants to create 4 triangles with the toothpicks.

You will probably hear a complaint that they need more toothpicks (resources). Stress that these are the only resources you can give and they have to find ways to use what they have.

The answer is simply to make a 3D pyramid with the six toothpicks, then you will have three standing triangles and one base triangle.

Debrief:

The game help to see on the importance of problem solving skills, creativity and innovation to work with the sometimes limited resources we have.



GAMES TO IMPROVE CREATIVE THINKING

3) ALTERNATIVE USES

Material:

Any object.

Description:


Show an object and ask to participants to come up with as many uses for it as they can (example: Think of as many uses for a wastebasket as you can).

Scoring is based on 4 factors:

- > Originality - If the test is given to many people, each response is compared to the total amount of responses from all of the people who took the test. Responses that were given by only 5% of the group are considered unusual (1 point). Responses given by only 1% of the group are unique (2 points).
 - > Fluency - This just refers to the total. Simply add up how many uses people came up with.
 - > Flexibility - Refers to the number of different categories. For example, if 3 of your answers fit the category "Food", those three answers count as 1 in Flexibility.
 - > Elaboration - how much detail you come up with (e.g., "a hammer" = 0 whereas "a hammer to hit the door in order to make it unusable" = 2 points (one for explaining the hitting, another point for further details about the usability).
- Higher scores indicate more creativity.

Debrief:

This exercise measures the ability to begin with concrete information and then creatively come up with multiple solutions or uses.



CREATE

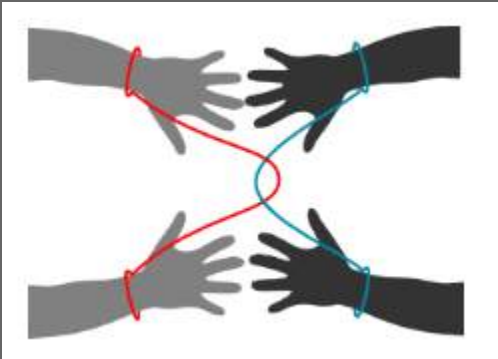
GAMES TO IMPROVE CREATIVE THINKING

4) HANDCUFFED EXERCISE

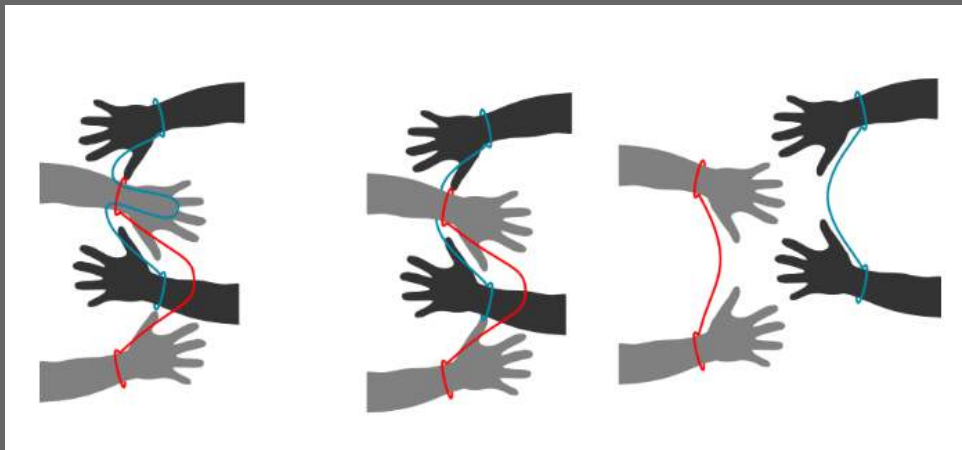
Material:
2 shoestrings.

Description:

Two persons are handcuffed together (see the drawing). Task is not to take off handcuffs, but disconnect the two persons. Seems like impossible task to do but it can be really funny to search for the solution.



The trick is to put sling through the rope that is tied around ones hand, move it over the hand and then out again. Voila you are disconnected. Check the drawings.



Debrief:

This cooperative game is funny and help people to reflect about our thinking process and creativity in problem solving.

GAMES TO IMPROVE CREATIVE THINKING

5) STEREOGRAMS

At first look stereogram is similar to nothing more but a tiled pattern, however, with a proper look you can discover amazing 3D image hidden inside. Basically you need to unfocus your eyes and look through the stereogram... This is exactly the exercise we sometimes need when thinking in new projects: change the focus and look over the situations we face up to. There are different methods to learn seeing stereograms, one or another may work out better for you, though all will require some patience. You can try both stereogram on monitor and printed on paper.

Method 1 - Face it: Put your face close to the screen or printed stereogram. Try to look through the image, pretending it doesn't exist. Then start to move back from the stereogram (or move stereogram away from you) very slowly. Your eyes naturally will try to refocus back on the image but you will need to force your eyes not to do so. Keep looking through the image and moving back from it slowly at the same time. At some distance, when patterns overlap each other, you will notice that something strange is happening to the image. That's a very good sign and after a while you will see blurry levels of depth or some 3D images.

Method 2 - Relax Your Vision: Put stereogram in front of you, let's say 30 cm and start relaxing your eyes until picture becomes blurry and doubled. This will make your eyes to diverge on different angles. At some angle you will see that a hidden image appears. When it happens eyes should stick to this angle and you'll be able to see hidden 3D.

Method 3 - Look Through: Find some object in your room, for example a picture on the wall, or a toy on your table, could be anything you can look at. Take a stereogram in your hands and start looking on the object you picked. Start moving the stereogram from low to high slowly, until it blocks view to the object, but keep looking at the object all the time. Once you can keep looking at the object and the stereogram doesn't distract you, try various distances between you and object. At some distance you will see the hidden image in the stereogram.

Method 4 - Reflection: Put your stereogram behind a glass door or window or laminate it with a glossy plastic. Turn on a lamp behind you so that you can see its reflection in the glass. Look at the stereogram which should be from the other side of the glass and then look at the lamp and the hidden image should pop up. If it doesn't work try to move lamp closer to you and try again.

GAMES TO IMPROVE CREATIVE THINKING

Method 5 - Blink Your Eye: Close one eye and look at the stereogram with only one eye opened. Try to not concentrate on the stereogram and relax your vision. After a few seconds open the eye which was closed and 3D image will pop up.

Method 6 - Transparency: This method requires a stereogram printed on film or plastic sheet so that it's translucent and you can look through it. Just look through translucent stereogram at something with solid colour, for instance white wall in your room. Move stereogram slowly and change distance to the wall until hidden image appears.

You can find a great variety of stereograms at: <http://www.easystereogrambuilder.com/Stereograms.aspx>



GAMES TO IMPROVE CREATIVE THINKING

6) SIX THINKING HATS

This tool was invented by Edward de Bono, a psychologist, author, and consultant who pioneered the technique in his 1985 book Six Thinking Hats. The method involves breaking down ideas into six areas of thought:

Hat	Role	Focus
	Logic	The facts.
	Optimism	The value and the benefits.
	Devil's advocate	The difficulties and dangers.
	Emotion	Feelings and intuitions.
	Creativity	Possibilities and new ideas
	Management	Making sure the rules of the hats are observed.

When approaching a new problem or project, each "hat" represents a unique set of priorities and perspectives that will help focus the discussion and consider the project from a wide variety of angles.

For example, if you're wearing the "Devil Advocate" hat, it's your job to consider the project's limitations and challenges. It may feel uncomfortable at first to temporarily adopt a very narrow form of thinking, but the extremes can help fully explore a project or idea.

GAMES TO IMPROVE CREATIVE THINKING

OTHER SIMPLE EXERCISES THAT CAN HELP YOU AND YOUR TEAM TO FIND CREATIVE SOLUTIONS AND IDEAS FOR YOUR YOUTH PROJECTS:

1) Storyboarding

If you're trying to design a process, storyboarding can help you to see where your collective understanding of a problem supports or conflicts with a proposed solution, and where more thought/research is needed. By developing a visual story to explore the problem at hand as a narrative, you will be able to see how ideas interact and connect to form a solution.

2) Forced Connections

This exercise involves bringing together ideas that serve very different needs or interests to form a new concept. To put this method into practice, you need a bag of random items, or to draw up two lists of unrelated items on the board. Try to pick two or more items and explore different ways they can be connected. This technique can produce some silly results, but it's ultimately a helpful way of getting you and your team out of a creative rut.

3) Brain-Writing

In this exercise, the team members simply write down a few rough ideas for solving a particular problem on a piece of paper. Each piece of paper is then passed on to someone else, who reads it silently and adds their own ideas to the page. This process is repeated until everyone has had a chance to add to each original piece of paper. The notes can then be gathered, ready for discussion.

4) Zero Draft

This exercise can help focus the first stages of a new project by establishing what you currently know and getting your initial ideas out of your brain and onto paper.

Taking your central theme or topic:

- Write down everything you currently know about the subject
- Write down what you need or want to know about the subject, but don't currently know
- Reflect on why the subject is important
- Add anything else that takes your fancy.

The goal of Zero Draft exercise is just to get past the initial block that often plagues creativity in the early stages of a new project.



GAMES TO IMPROVE CREATIVE THINKING

5) S.C.A.M.P.E.R.

S.C.A.M.P.E.R. is essentially a process for expanding and improving upon ideas by testing and questioning them from different angles. For each letter of the mnemonic, ask yourself a related question about your project or the problem at hand:

- Substitute, e.g.: What would happen to the project if we swapped X for Y?
- Combine, e.g.: What would happen to the project if we combined X and Y?
- Adapt, e.g.: What changes would need to be made to adapt this project to a different context?
- Modify, e.g.: What could we modify to create more value on this project?
- Put to another use, e.g.: What other uses or applications might this project have?
- Eliminate, e.g.: What could we remove from the project to simplify it?
- Reverse, e.g.: How could we reorganize this project to make it more effective?

This method forces you to approach your project or problem in unexpected ways and to consider new possibilities.

6) Questioning Assumptions

We all carry assumptions with us - assumptions about what is and isn't possible, about what people want, what will work, and what won't. This exercise forces us to challenge these and put everything on the table. It simply consists in drawing up a list of all the assumptions we can think of about our currently project - true or not - and discussing it, questioning each one.

7) Wishing

This technique encourages the team to let imaginations run wild. Each member has to dream up the most unattainable, extreme and impractical solutions they can think of to a given problem. Focusing on a selection of wishes, the team consider and discuss the ideas in detail, with the aim of triggering new but more realistic concepts to pursue. What makes them so impossible? How can that idea be scaled down? Which features of that wish could we integrate into this other approach?

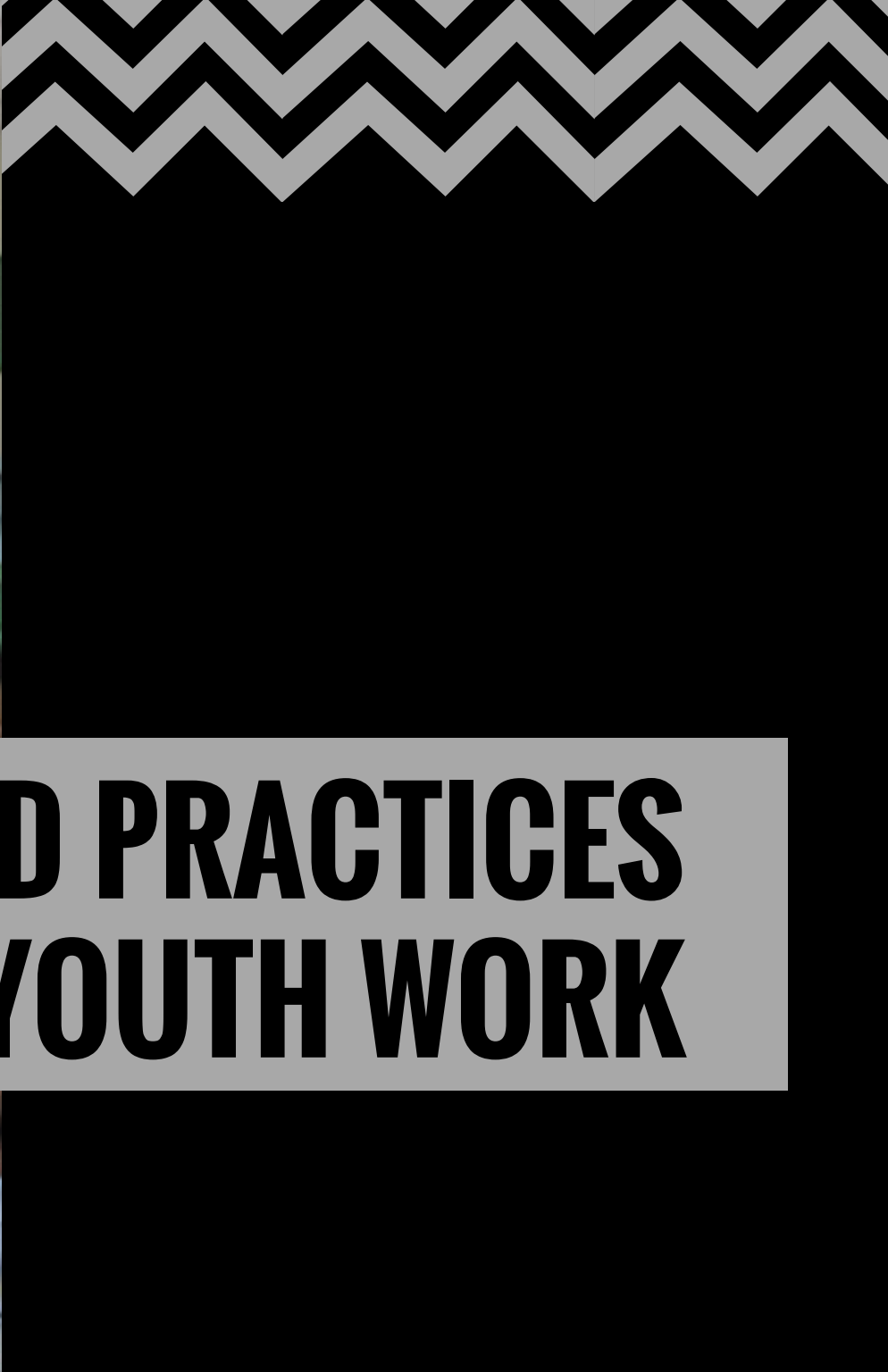
8) Alter-Egos / Heroes

This is a fun exercise where teams imagine how they would go about solving a given problem if their team were led by a famous character, fictional or real.





GOOD PRACTICES IN YOUTH WORK



In Slovenia grammar schools (gymnasium) are more focused on academic knowledge and they use theoretical approach with little practical work. That's why «Gimnazija, elektro in pomorska šola Piran» decided to organize a 3-days long practical work in local community.

They found some organizations (NGO, associations, business companies) who accepted to offer a 3-day jobs (practice) for GEPŠ; students. They asked them to prepare real job ads; which were published in school's website. The students checked them and chosed 2 best options (jobs) for them - then they applied with their CV and a motivation letter.«Employers» chosed the best candidates.

Before the whole process teachers prepared and organized workshops on non-formal learning, key competences, and how to look for a job. They also showed to students Nefiks, a system where they can sistematicly write their non-formal experiences as they will need references when looking for a real job (<http://www.nefiks.si/>).

SLOVENIA - <http://gimnazija.geps.si/node/1360>



ENGLISHOK

This Social Action Project involves young people in the city of Lutsk and has three primary aims:

- 1) To improve the English language skills of participants
- 2) To provide exposure and educate the young people about foreign countries
- 3) To encourage them to build international connections.

This has been achieved through workshops, travel

clubs and intercultural parties in which guest speakers from different countries have presented a taster of their culture in English.

The project started in January 2016 and so far, 200 young people have participated!

This is a fantastic example of Active Citizens being Globally connected, Locally engaged!



UKRAINE <https://www.facebook.com/activecitizens/posts/1302684479777483>

RICOMINCIAMO

Restorative justice is a paradigm that involves the victim, the offender and the community in the search for solutions to the effects of the conflict generated by the crime, in order to promote the reparation of damage, reconciliation between the parties and the strengthening of the sense of collective security.

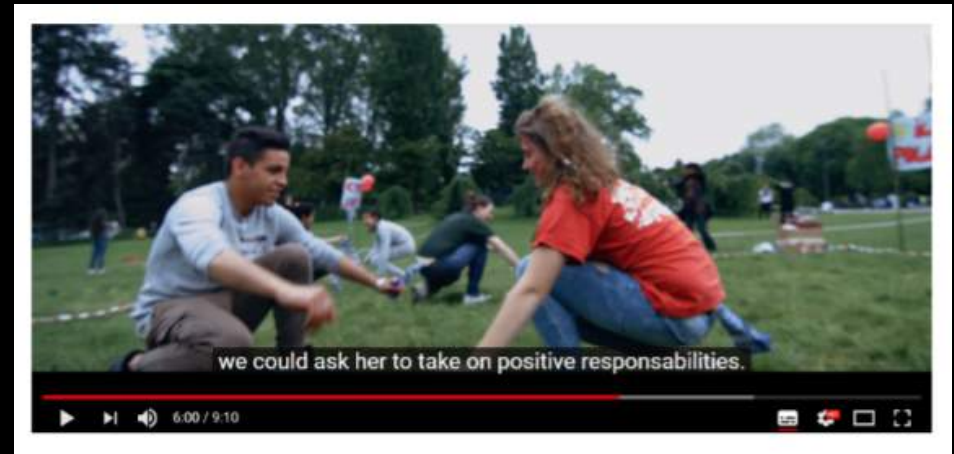
The process objectives are:

- To recognize the victim and the concrete and emotional effects of the situation he/she lived
- To repair the offense in its global dimension
- The self-empowerment of the author
- The involvement and strengthening of the community

The “Ricominciamo” (“Let’s start again”) Project involves the Association “ASAI”, the “Terremondo” Cooperative, Turin Municipal Police and Public Prosecutor's Office at the Juvenile Court of Piemonte and Valle d'Aosta.

Through this project, 60 adolescent offenders every year are involved into paths of restorative justice.

Minors who have carried out serious bullying inside the school (but also criminal acts of different entity) undertake an educational and voluntary program aimed at working on empowerment. The program includes a mediation, which culminates with a voluntary meeting between the offender and the direct victim (Restorative Justice Conference), in the presence of mediators, family members and reference adults.



ITALY <http://www.asai.it/cosa-facciamo/giustizia-riparativa>

PROJECTS FOR YOUTH ARTS AND CULTURE

THE RED HOUSE CENTRE FOR CULTURE AND DEBATE - The mission of the centre is to develop the independent art scene, to inspire civic participation and critical thinking and to help integrate the most vulnerable social groups with the means of art and psychodrama. To fulfil its mission, the centre organizes events and develops three major programmes – Society and Politics, Arts and Culture and Social Practices and Psychodrama.

<https://en.redhouse-sofia.org/>



“ATOM” THEATRE - It is a group/an idea of independent artists who work in the sphere of dance and movement.

Their performances has become an essential part of the development of Bulgarian contemporary art and culture.

The main conception of the organization is to create a specific type of modern art through mixing different spheres of art - dance, music and theatre. The house “Creative” is a part of Atom theatre. It is a place where the artists can be themselves, can train and create their dreams. It is a result of artists’ efforts: they hired it, they restored it and they made it.

<https://www.facebook.com/ATOM.Theatre/?fref=ts>



PROJECTS FOR YOUTH ARTS AND CULTURE

DOMA Art Events - It is a platform for all-year events in the field of contemporary art and culture, initiated by HOME House Foundation. The mission of the Foundation is to carry out valuable projects by attracting more audiences to culture, art, urban architecture and development, provoking cultural exchange and interaction between local and foreign institutions, organizations and authors through a variety of events such as exhibitions, seminars, festivals, conferences, exchange programs, discussion forums, interactive presentations. Founders of Doma Art Foundation are Martina Stefanova and Doychin Kotlarov, who have been selected by Forbes Bulgaria as ones of the 30 under 30 young entrepreneurs in the category of arts and culture. <https://www.facebook.com/DomaArtFestival/>



SWIFT GAP EVENTS - The founder of Swift Gap Events is 24 years old Nikolay Valkov. "The main prerequisite of each of the events is the achievement of an alternative atmosphere, often achieved through the possibilities of contemporary art and culture." The next project of the young organization of SGE is to create a new underground movement for electronic music in Bulgaria (PHASE). **BULGARIA** <https://www.facebook.com/sg.events.bg/>



GAZTE MAHAIA BERANGO

This project has been implemented from the Youth Area of the Berango city council with the aim of contributing to the visibility of organizations and institutions committed to promoting the participation of young people and adolescents.

Its main objectives are:

- To promote public programs related to "youth and adolescents"
- To promote the participation and presence of young people in social, cultural, leisure, sports spaces... promoted by public and private institutions
- To collaborate in the definition and development of public policies that understand the youth need and act from that perspective
- To generate work in network with the local entities and agents participating in the "mesa"

Some of the topics in which the organisation is centred are:

- Physical and healthy activities
- Events and activities addressed to young people
- Berango's entities and associations
- Youth, adolescence and family
- Sustainability and environment
- Training and qualification
- Youth and professional scope
- Young referents of Berango

On these topics are jointly organized projects and activities with and for young people and the community.

SPAIN - <http://mesajovenberango.wixsite.com/mesajovenberango>



GAZTE SAREGILEAK

The saregileak are two young people, Esti and Endika, who act as connectors and generators of opportunities for the youth of Bizkaia. What do they do with young people?

- They listen to them and capture their main demands and concerns;
 - They generate a network of contacts and connect different training, employment, participation, leisure and free time projects to give them impetus and notoriety;
 - They explain the offers of the public administrations translated in young language;
 - They develop the young agenda of Bizkaia;
- And above all... They become reference figures for the young people of the region.



SPAIN <http://gazteak.bizkaia.eus/es/#section-saregileak>

SOME GUIDE LINES FOR INNOVATION IN YOUTH WORK

- To break prejudices between youth and institutional organizations
- To promote collaborative community practices at local level
- To make use of attractive dissemination mechanisms for youth
- To make use of simple, clear and close vocabulary in diffusion activities
- To create new formats of agendas or App-s to facilitate the diffusion of various activities
- To look for active young agents to involve youth groups
- To generate direct links between local municipalities and youth groups
- To facilitate processes and projects promoted by the youth collective
- To generate spaces for young people coordinated by young people
- To make use of participatory processes to collect local youth's proposals, complaints and opinions
- To facilitate open and accessible spaces (with respect to schedule, management and location) for the start-up of youth initiatives
- To generate more public spaces for enjoyment, like sports or meeting spaces
- To assess the youth projects, entities or spaces that work
- To propose events to show youth skills to society (such as workshops)
- To manage sociocultural projects in youth work tables



SOME GUIDE LINES FOR INNOVATION IN YOUTH WORK



- To facilitate the access to affordable housing
- To create new models of youth housing
- To promote projects of shared housing and hybrid profiles
- Institutions' commitment in facilitating the access to local companies
- To provide training spaces to young people with study difficulties
- To normalize gender and racial equality in the community
- To work gender equality from the active participation of men and the commitment of institutions
- To promote training and empowerment processes for women in the field of study, work and culture
- To maintain European exchange projects
- To promote mobility projects on different topics (employment, group management, pedagogy, cinema, languages, philosophy, engineering, nature ...)
- To work and reinforce human values
- To facilitate awareness on the guidelines for physical and mental health.

PARTICIPANTS AND COLLABORATORS

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pistes s→olidaires

EDmund ©
S. Coop. Pequeña

PARTICIPANTS AND COLLABORATORS



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Sareogileak





THANKS!

Presentation by Gizarteka & Edmundo