



Dofinansowane przez
Unię Europejską

UP2YOUTH

**democratic future in
youth responsible
hands**

PROJECT PARTNERS



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LEADER:



PARTNERS:





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ERASMUS+ PROGRAME 2021-2027

Strategic partnership for youth

KA2 Cooperation partnerships in youth

PROJECT GOALS



Increase quality and innovation in youth work through identified and create new more effective practices and tools towards youth civic education, media education and media literacy.

MAIN TOPICS OF THE PROJECT:

1. Democracy and inclusive democratic participation
2. Media literacy and tackling disinformation
3. Digital content and pedagogical practices





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PROJECT TIME

34 months

01.09.2024- 30.06.2027





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YOUTH STAFF

trainers, educators, coaches, advisors
representing partners organizations and
other youth organizations



POLICY MAKERS

NGO's boards members, local, regional policy
makers and managers responsible
for youth strategies development.



YOUTH LEADERS

youth learners age 18-20 years old, 20-26 years
old, invited for testing the new UP2YOUTH
digital game. Youth from project partner
countries: Poland, Latvia, Czech Republic,
Bulgaria. Youth from other
countries will be invited for on-line testing
event.



TARGET GROUP



QUALITATIVE INDICATORS



- Identification good practices in field of youth citizenship education- **2 practices**
- Identification good practices in field of digital learning tools - **at least 3 practices**
- Identification good practices in field of media education- **at least 2 practices**

PROJECT INDICATORS





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WP2 LEARNING

focus on learning activities. This package includes **workshops** and **experience exchanges among staff** from **partnering organizations**. The goal is to strengthen **competencies** in civic education, media education, and media literacy through a series of five organized activities.

WP3 CREATING

it centers around the **creation** of a **digital educational video game**, designed to promote civic and media literacy among youths. This package involves developing **game scenarios** and **curricula** that engage young users in interactive learning experiences focused on civic responsibilities and media understanding.



WORK PACKAGES



WP4 TESTING

focuses on the **testing phase** of the **educational tools and games** developed in the previous packages, particularly the digital youth game. It involves **pilot actions** with youth to assess the effectiveness of these tools, **gather feedback**, and **make necessary improvements**. This work package is critical for ensuring that the educational content is engaging, educational, and effective in promoting media literacy and civic education among young people.



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WP5 DISSEMINATING

aims at **disseminating the results** and tools developed throughout the project. This involves **promoting the educational package and digital game** across **various platforms and stakeholders** including youth organizations and educational institutions. The goal is to **maximize the reach and impact of the project outcomes**, ensuring that a larger audience benefits from the innovative educational tools developed.



**WORK
PACKAGES**



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WP2 LEARNING CONTENT & INDICATORS

Activity is focused on 4 workshops and study visits in project partners countries. Each of them will last at least 3 days for at least 10 learners. The subjects and the venue of the events:

1. BULGARIA, FLGR: Challenges in modern youth civic and media education; Program content: modern challenges of youth citizenship education, Internet threats- hate speech, trolls, fake news, current weaknesses of formal and informal education in modern citizenship education in Europe; **February 2025**

2. LATVIA, VIDZEME: Media education; Program content: study visits to Vidzeme University of Applied Sciences in Valmiera, which has the study programme “Master’s in media and information literacy”, which is designed to provide internationally competitive education in communication science with an emphasis on media and information literacy, workshop innovative study methods as strategic games and simulations; **May 2025**

LEARN



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WP2 LEARNING CONTENT & INDICATORS



3. CZECH REPUBLIC, EDUCENTRUM: Media literacy; Program content: interactive workshops on social media strategies communication, dealing with fake news and hate speech digital trolls, study visit in media entities; **September 2025**

4. POLAND, FRDL: Best practices in youth citizenship education and digital learning tools; Program content: interactive workshop about effective programs and scenarios of youth civic education based on FRDL good practices implementing with secondary schools, library's, culture institutions etc. in terms of civic education and such aspects as: civic rights in democratic system, public participation, democratic values; **May 2026**

5. In summary of the WP2 Bulletin will be prepared with presentation of results of WP2.



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WP3 CREATING CONTENT & INDICATORS

ACTIONS

1. Educational Platform with Interactive Video Clips (POLAND)

2. Video Material - used within the game (120 min of video material)- present thematic scenes focusing on issues such as fake news, hate speech, info manipulation, trolling, protection of human rights, principles of democracy and participation, etc. (POLAND)

3. Multi-directed scenarios - which will be used as game levels to address game topics mentioned in previous part of this application (6 scenarios) (All partners)

4. Workshop curriculums for formal and non - formal education, which will be prepared for teachers/trainers to help them implement the game within their formal/non-formal trainings (6 curriculums, 1 for every scenario) (All partners)

5. Training of gamification rules and tools for all project partners- 2 days, Krakow, Poland (Poland)



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WP3 CREATING CONTENT & INDICATORS

PLATFORM & GAME

1 educational platform

120 min of educational video material

6 scenarios of the video game, each scenario contain 20 min video material (120 min) and 6 curricula

- **FAKE NEWS FRENZY:** players navigate a virtual city where fake news spreads like wildfire. Their mission: distinguish fact from fiction using clues and tools,
- **HATE SPEECH HAVOC:** set in a social media universe, players encounter hate speech posts. They must counteract these by spreading positive messages, gaining allies, and educating users about the dangers of divisive language.
- **MANIPULATION MAZE:** players find themselves in a labyrinth where every turn is influenced by subtle manipulation tactics. By identifying and avoiding these tactics, they can find the truthful path out.
- **TROLL TROUBLES:** players run a public forum. They face constant disruptions by trolls and must use tools like fact-checking, moderating, and engaging genuine users to maintain a healthy discussion space.
- **RIGHTS & WRONGS:** set in a world where human rights are forgotten, players embark on quests to rediscover and protect these rights, facing challenges that test their knowledge and commitment.
- **DEMOCRACY'S TRIAL:** a kingdom has forgotten democratic principles. Players must guide its citizens in understanding democracy, voting, participation



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WP4 TESTING CONTENT & INDICATORS

ACTIONS

4 pilot actions in 4 project partners countries
(All partners)

1 on line pilot action (Poland)

TIMETABLE

September/October 2026- February 2027

test



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WP5 DISSEMINATING CONTENT & INDICATORS

ACTIONS

4 dissemination events in 4 project partners
countries (**All partners**)

1 final conference in Prague (**Czech Republic**)

TIMETABLE

March 2027- June 2027



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THANK YOU