E-GUIDEBOOK

INTERCULTURALITY

HINTS

Multidisciplinary approach to the social integration
of third-country nationals

project No: 2021-1-EL01-KA210-1E7DB4C4

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Shared Responsibility

Within the project Shared Responsibility we made the SHARE methodology and SHARE system, using badges as a tool to recognize gained skills and competences in informal, non-formal and formal learning on a EQF level 1 and 2. This is done in a common language which can be understood by youngsters, youth workers, teachers, trainers, employers and policy makers.

WEBSITE

GENERAL INFORMATION ABOUT THE PRACTICE:

- ✓ Partner presenting the practice: **EIP**
- ✓ Organization who developed the practice: **EIP – AC Amics de la Biblioteca de la Fonteta – IL VERGANTE Stichting Bloom – VOLKSHOCHSCHULE IM LANDKREIS CHAM EV**
- ✓ ITALY – SPAIN – NETHERLANDS – GERMANY
- ✓ National and European level of implementation

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SOCIAL PROBLEM

If a young person has not got a diploma or certificate, it does
not mean he/she has not gained skills and competencies.
When a youngster can show a future employer what his/her
skills and competencies are and the employer acknowledges the
value of these skills and competencies, the employability of the
youngster will enhance, and for the employers the possibilities
to get adequate employees will enlarge.
The aim of the project is to narrow the gap between vulnerable
young groups of people in our society and the labor market to
make these young persons active participants in our society.
This strengthens them to be self-confident and makes them
economically valued in the community.

ELEMENTS OF INNOVATION OF THE PRACTICE

SHARE methodology and a SHARE system are good
practices (recognized by the European Union)

TARGET GROUPS

NEETs, (potential) dropouts, young refugees, and
migrants, aged 16-30.

HOW TARGET GROUPS ARE BENEFITED

Get access to the free handbook (It contains the
description of the project 'Shared Responsibility';
Get access to the free Manual (how to use the SHARE
method and system) in 5 languages;
Get access to free Final research report (It contains the
results of desktop research, collection of good practices,
outcomes of questionnaires and interviews with
stakeholders).

RESOURCES

Funding: 237.914,00 €
Researchers and trainers to design the BADGES.
Researchers and trainers to design the Handbook,
Manual and final /summary research report.

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Inclusive and sustainable growth for adults through Outdoor Experiential Learning

This project we aim to train adults in small cities and suburbs in Romania and Italy to act as ambassadors of sustainable practices and environmental protection, using the power of their own example to change mindsets and educate. We will achieve this with the help of Outdoor Experiential Learning as a tool for raising awareness of the learner's immediate natural environment and boosting sustainability practices all while nourishing the mind, body, and soul.

WEBSITE

GENERAL INFORMATION ABOUT THE PRACTICE:

✓ Partner presenting the practice: **EIP**

✓ Organization who developed the practice:
EIP – Asociatia Lucratorilor de Tineret – ALT 357

✓ ITALY – ROMANIA

✓ National level of implementation

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These objectives fit directly into the priorities of:
- Creating high-quality educational opportunities for adults;
- Creation of upskilling paths and improvement of adult access to education and its adoption through an inclusive environment;
- Support adult learners in developing skills and awareness necessary to become active citizens who protect the environment and fight climate change - Help adults develop the green skills needed in the current environmental crisis - Contribute to the development of disadvantaged urban areas through the requalification of the local population.

SOCIAL PROBLEM

Adult outdoor experiential learning is emerging as a practical solution to the need for social and inquiry-based learning but also as a tool for raising awareness of the learner's immediate natural environment and boosting sustainability practices all while nourishing the mind, body, and soul. By incorporating digital tools into Outdoor Experiential Learning we complement and extend real-world learning through a healthy balance between nature and technology. We aim to offer this non-formal type of education to small groups of adults in disadvantaged areas in Romania and Italy, adults that can take these experiences into their communities and act as ambassadors of sustainable practices and environmental protection, using the power of their own example to change mindsets and educate. We train and encourage adults to discover the natural environments in their proximity, whether that is the local park or the nearby forest with the goal of teaching that all natural spaces are equally valuable and worth protecting.

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TARGET GROUPS

- Adults belonging to low socio-economic families;
- Minority adults and migrants of origin such as Roma, foreigners, and refugees;
- Adults in age groups at risk of social exclusion, such as people over 50;
- Adults with low qualifications, unemployed or professionally inactive;
- Adults with addictions.

RESOURCES

Funding: 60.000 €
Researchers create the "Outdoor Experiential Learning Programme";
Trainers conduct four Workshops in Italy and 4 in Romania;
Researchers design dissemination materials;
Researchers manage and resume the project results.

HOW TARGET GROUPS ARE BENEFITED

The project will equip 80 adults in 8 small cities and suburbs in Romania with the knowledge and skills allowing them to become agents of change in their communities in terms of sustainable practices and environmental protection. It will increase the competencies of partner organizations in using outdoor experiential education to apply in their work and their capacity to cooperate for future projects. It will create a set of best practices that can be further used to engage with adult learners.

ELEMENTS OF INNOVATION OF THE PRACTICE

The expected result of this activity is the design of a modular Outdoor Experiential Learning programme using methodological and didactic innovations through the behavior and values of human resources. This programme will be twofold: a Romanian programme and an Italian programme, making use of the same foundation on which we will add country-specific activities (e.g. educational visits to community gardens, practical environmental volunteering, nature walks and plant & wildlife identification, training and interpersonal skills development in nature, group dynamic processes, simulations, etc.). The second expected result of this activity is a Communication Strategy for the duration of the project, equipped with milestones, deliverables, tools and mechanisms for tracking performance and effectiveness.

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3rd GOOD PRACTICE

Share The Badge

SHARE the Badge is a follow-up on the Strategic Partnership 'Shared Responsibility'. This is a Strategic Partnership under Erasmus+ 2019-1-NL01-KA204-060481. Within Shared Responsibility, we have made a SHARE method and system (collections of Badges and handbook) In this follow-up project we want to make it very accessible for different kinds of organizations. The main priority is to support open education and recognition of competencies gained in all kinds of learning (formal, non-formal, and informal) using a digital way (open Badges) in order to have good (job) opportunities for all, also those without diplomas or certificates. This project focuses mainly on organizations working with migrants and the unemployed at a distance from the labor market. The project will give these organizations tools for better insight into learning pathways within their organization and how to connect badges with these learning pathways. This will make them capable of upskilling the learning of their target group. When you have recognition of your competencies (through badges) you have better opportunities in the labor market. This makes vulnerable target groups more included in society.

WEBSITE

GENERAL INFORMATION ABOUT THE PRACTICE:

✓ Partner presenting the practice: **EIP**

✓ Organization who developed the practice:
Bloom Foundation – Sud Concept – Education In Progress – AC Amics – Työväen Akatemia – bit Schulungscenter GmbH VOLKHOCHSCHULE IM LANDKREIS CHAM EV

✓ Netherlands – France – Italy – Spain – Finland – Austria – Germany.

✓ International level of implementation

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SOCIAL PROBLEM

In Europe we see a mismatch in recognition of competencies between employers and potential employees. Within society, you have people who are extra vulnerable and have problems in showing which competencies they have, due to a lack of diplomas or certificates. In this project, we focus on migrants and the unemployed at a distance from the labor market. When someone has no certification or certificate, it does not mean he/she has not gained skills and competencies. When you can show a future employer what your skills and competencies are and the employer acknowledges the value of these skills and competencies, the employability of this person will enhance, and for the employers the possibilities to get adequate employees will enlarge. The aim of the project is to narrow the gap between vulnerable groups of people in our society and the labor market to make these persons active participants in our society. This strengthens them to be self-confidence and makes them economically valued in the community.

TARGET GROUPS

First target Group: Organizations that work with migrants / NEETs;
Final target Group: Migrants and unemployed at a distance from the labor market.

HOW TARGET GROUPS ARE BENEFITED

Organizations that work with migrants or disadvantaged children who do not study and do not work, thanks to the Share the Badge project, now know how to integrate the Open Badges system into their organization and how to use them with their participants. The final target group, on the other hand, with the open badges get an overview of their skills and these skills are recognized. The SHARE badge system increases their self-esteem and motivates them to learn (this helps them bridge the gap with the job market). As a result, employers have a greater understanding of their skills and it will be easier to deal with potential jobs. In the end, there is the social inclusion of the participants.

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RESOURCES

Funding: 184.947,00 €
Researchers and technicians for developing:
O1: Offline games for users (migrants and unemployed)
in order to make competencies visual and 'badge-able';
O2: a manual for organizations in order to make learning
pathways with 'badge-moments';
O3: The SHARE collections of Badges, also translated in
French and Finnish;
O4: Online training course (MOOC) for organizations
about Open Badges, the SHARE method, learning
pathways and how to recognize and use them in your
organization;
O5: Online materials for users to learn about badges and
the benefits. We made an interactive infographic and an
animation.
All materials are translated into 7 languages.

ELEMENTS OF INNOVATION OF THE PRACTICE

SHARE The Badge is recognized by the European Union
as a Good Practice.

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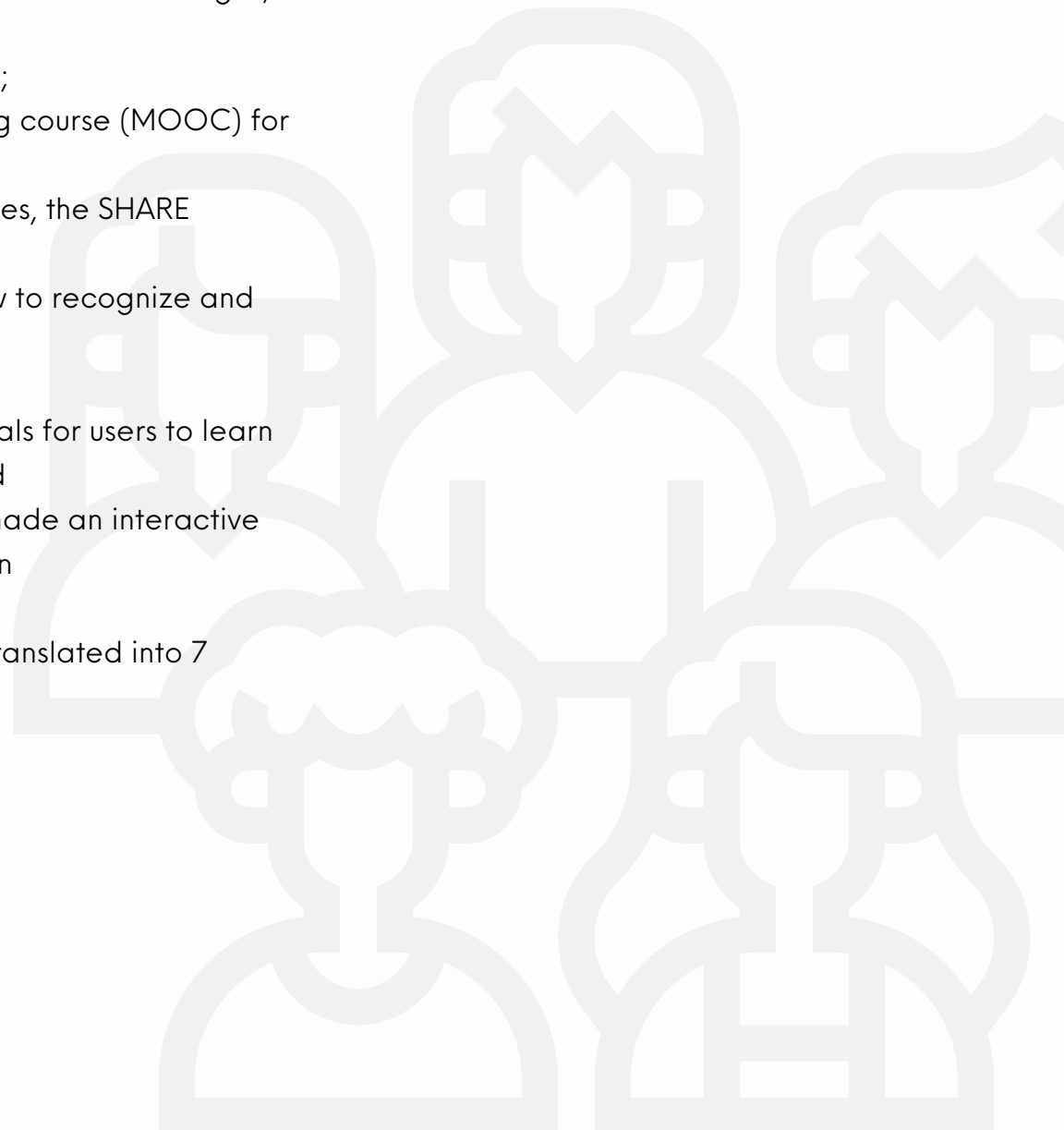
Primo Passo Nel Digitale

The overall objective of the project is to improve two of the key competences defined by the EU in the Council Recommendation: Mathematical Competence and Digital Competence.

We want to create an inclusive path to include for the first time marginalized youth groups in the European DIGITAL SKILLS FRAMEWORK 2.0 and to ensure that this framework helps their integration into society and into Working life. Digitization enables the pursuit of Objective NYouth Goals and creates inclusive companies. The most concrete result of the activities of the consortium will be a board game aimed at training young

people not digitized on the following topics:

- My ideal day: Creating a basic writing sheet (e.g. Word, libre office, open office)
- My monthly balance: Creation of a spreadsheet (e.g. Excel or spreadsheet), to use formulas and control
- Digital security (Browser security settings, e.g. Google Chrome or Brave, etc...), search engine usage and management of personal data
- Knowledge of the hardware elements of digital devices (e.g. ram, processor, etc...). The project thus leads to an increase in the basic mathematical and digital skills of young migrants and ROM.

WEBSITE

GENERAL INFORMATION ABOUT THE PRACTICE:

✓ Partner presenting the practice: **EIP**

✓ Organization who developed the practice:
EIP – AC Amics.

✓ Italy – Spain.

✓ National level of implementation

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SOCIAL PROBLEM

FOR PARTICIPATING ORGANIZATIONS:
Using good practices and innovative methods in digital capabilities will allow organizations to work at the level EU / international with greater professionalism, favoring the birth of new partnerships. Furthermore, the association will be able to use the project results to improve the skills of its working partners. He will also be able to share with his parents and stakeholders the innovative results of the project. The Spanish partner, in addition to honing their playing and playing techniques through non-formal education, will return home with more experience in the field of immigration and inclusion validation of an inclusive tool that will be used for young Roma. The offline tool (games) will be inserted between the offline tools of the aforementioned consortium SharetheBAdge / SharedResponsibility, increasing the capacity for the inclusion of the Open badges recognition system.

FOR THE PARTICIPANTS OF THE PROJECT:
The results of the project will make young migrants, NEETs, and Roma more included in both society and work and capable of taking advantage of the opportunities that the digital world offers them today. Several empirical kinds of research conducted on the subject have demonstrated how digitalization, as a process of integrating digital technologies into everyday life, is shaping our society and can support or hinder the efforts needed to achieve social inclusion.

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TARGET GROUP

Children with a migratory background; ROM boys; NEET; Children without computers or internet at home; Children who live in an overcrowded house or with structural problems, and little light.

ELEMENTS OF INNOVATION OF THE PRACTICE

Set of games and methodologies for digital inclusion.

RESOURCES

Funding: 30.000,00 €
Researchers, Technicians, and Graphics for developing four-
game: 1) Word Game; 2) Money-poly; 3) Game Goose; 4)
Understanding Computer Hardware.
Trainers for Implementation Phase;
Trainers for Pilot Phase;
Researchers and digital creators for dissemination materials.

HOW TARGET GROUPS ARE BENEFITED

– MIGRANTS: Digitisation of young migrants, increasing their employability and facilitating their integration into society;
– NEET: indigenous, support the improvement of the job sought, both when they are outside their own territory, both when aiming to improve it;
– Young Roma, restrict the digital divide that has always distinguished the Roma generations.

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