Funded by the European Union and the Council of Europe





Implemented by the Council of Europe

EDUCATION FOR DEMOCRACY THOUGHT DIGITAL TOOLS AND NON-FORMAL EDUCATION BY AEGEE-EUROPE



AIMS OF OUR PROJECT





CREATING A POOL OF YOUTH WORKERS AND YOUTH LEADERS WHO ARE FAMILIAR WITH DEVELOPING DEMOCRATIC COMPETENCES IN THE DIGITAL ERA



DELIVER NON-FORMAL EDUCATIONAL SESSIONS IN TURKEY, SPAIN, ITALY, POLAND AND HUNGARY
TO HIGH SCHOOL STUDENTS



DEVELOPMENT AND DISSEMINATION OF AN ONLINE GAME FOR LEARNING DEMOCRATIC COMPETENCES



IN THE MAKING





TOOLKIT ON HOW TO IMPLEMENT HUMAN RIGHTS EDUCATION THROUGH NON-FORMAL METHODS IN FORMAL EDUCATION WITH A DATABASE OF ICT TOOLS AND RESOURCES



ANIMATION VIDEO ON THE CONTENT OF THE TOOLKIT



POLICY PAPER ON THE APPLICATION OF DIGITAL TOOLS TO THE DEVELOPMENT OF COMPETENCES FOR DEMOCRATIC CULTURE



ONLINE GAME TO BE USED BY THE CIVIC EDUCATION WORKING GROUP OF AEGEE-EUROPE AND EUROPE
ON TRACK PROJECT



FINAL CONFERENCE WITH STAKEHOLDERS IN BRUSSELS ON 31 OCTOBER

CHALLENGES AND LEARNING POINTS





TIME IS PRECIOUS WHEN ORGANISING HIGH SCHOOL ACTIONS AS NOT EVERY SCHOOL IS OPEN FOR EXTERNAL VISITS



NO APPLICATIONS FROM ITALY AND POLAND FOR THE TRAINING FOR MULTIPLIERS BUT WE USED OUR EXPERIENCED MEMBERS IN ORDER TO STILL REACH OUT TO THOSE 2 COUNTRIES



DEVELOPING AN ONLINE GAME IS CHALLENGING IF YOU DON'T TARGET PARTICULAR PEOPLE AS

PARTICIPANTS WITH THE SKILLS TO DEVELOP IT



IN YOUTH WORK PLANS CHANGE IN ORDER TO MAKE EVERYTHING HAPPEN IN THE BEST POSSIBLE WAY

THANK YOU!

