



BRIEF DESCRIPTION OF 'EYE Opener' TRAINING COURSE

TARGET GROUP

The training course is designed for voluntary and professional youth workers working directly with young people and the young people themselves. Both Youth Workers and Young People should be motivated to collaborate in setting up international youth exchange projects.

The course is mainly aimed at those who have no experience of organising an international Youth Exchange under the ERASMUS+ (Youth) Programme. However, it doesn't matter whether you are initially interested in organising a Youth Exchange or if you are definitely planning to do one. If you represent an organisation or group with lots of experience in Youth Exchanges but you see that you could still benefit from the input of an **EYE Opener** training course, you can still participate, remembering that the course is essentially designed for beginners.

AIM AND OBJECTIVES

The aim of **EYE Opener** is to offer an international learning experience to young people and practitioners active in the youth work field, enabling them to develop their competences in setting up quality Youth Exchange projects under the ERASMUS+ (Youth) Programme.

The objectives of **EYE Opener** are:

- ☐ to provide an informed introduction to the ERASMUS+ (Youth) Programme, focusing on Youth Exchanges and their capacity to enhance active (European) citizenship, especially (though not exclusively) for newcomers to the programme;
- ☐ to offer an individual and group learning experience through a simulated process on setting up a Youth Exchange project;
- ☐ to develop the necessary knowledge, skills, and attitudes to organise a Youth Exchange, based on non-formal learning practice, principles, and the quality standards of the ERASMUS+ (Youth) Programme;
- ☐ to enable participants to reflect on their learning and to familiarise themselves with Youthpass – the strategy on the recognition of non-formal learning in the youth field, its technical tool to produce Youthpass Certificates, and its application in Youth Exchanges in particular and the ERASMUS+ (Youth) Programme in general;
- ☐ to offer the opportunity to meet possible partner groups and to make contacts in other countries.

Other things, like getting to know other youth realities, or to offer the opportunity for participants to find partners, are not an aim, but a (nice) side effect.

THE PROGRAMME

The **EYE Opener** programme is built around a simulation game, which is interspersed with information sessions as well as activities to develop the group dynamics. On the last page you will find the programme of the course.

THE ERASMUS+ (YOUTH) PROGRAMME

The European Union's **Erasmus+** programme is a funding scheme to **support activities in the fields of Education, Training, Youth and Sport**. The Programme is made up of three "Key Actions" and two additional actions. They are managed partly at the national level by National Agencies and partly at the European level by the EACEA. The European Commission is responsible for Erasmus+ policies and oversees the overall programme implementation.

KEY ACTION 1 - YOUTH EXCHANGES

1. WHY YOUTH EXCHANGES?

Youth Exchanges are intended to contribute to the personal development of the young participants. The exchanges are open to all young people (mainly residing in Europe), regardless of their background, education, or socio-economic situation.

2. DEFINITION

A Youth Exchange brings together groups of young people from two or more countries, providing them with an opportunity to meet, discuss, and confront various themes, while learning about each other's countries and cultures. The main aim is to encourage and promote the personal and social education of young people, reinforcing their feeling of being European citizens. The young people involved in the Youth Exchange, are an essential 'active' part from the very beginning till the very end of such a project.

3. TYPES OF ACTIVITIES

- ☑ Bilateral (one-to-one) exchanges; i.e. one sending & one host organisation;
- ☑ Trilateral exchanges (involving partners from THREE Programme/Partner countries);
- ☑ Multilateral exchanges (involving FOUR OR MORE Programme/Partner countries).

4. WHO ARE THE PARTNERS IN A YOUTH EXCHANGE?

Each Youth Exchange has a host group and one or a number of sending groups. The first step is to form a group, which will develop the project idea. The second step is to identify partners for the future exchange.

5. WHERE CAN THESE YOUTH EXCHANGES TAKE PLACE?

Youth Exchanges may take place in countries which are eligible to participate in the Erasmus+ (Youth) Programme but must involve at least 1 'EU MEMBER STATES AND THIRD COUNTRIES ASSOCIATED TO THE PROGRAMME' (= previously named 'Programme countries'). In the 'Programme Guide' you will find a list of all the these countries and THIRD COUNTRIES NOT ASSOCIATED TO THE PROGRAMME (= previously named as 'Partner Countries'). To repeat, at least ONE of the groups involved in the Youth Exchange project must come from the first group of countries.

6. WHO CAN PARTICIPATE?

Groups of young people between 13 and 30 years old who reside in a country eligible to participate in the Erasmus+ programme, giving priority to young people with fewer opportunities in terms of cultural, geographical, or socio-economic backgrounds, and young people with disabilities. The total number of participants eligible to take part in one Youth Exchange project is a minimum of 16 and a maximum of 60 (not including group leaders). There are exceptions, but more on that during the training course.

7. DURATION

The duration of the exchange activity itself is from 5 to 21 days, excluding travel days.

8. AN EXCHANGE IS NOT ABOUT...

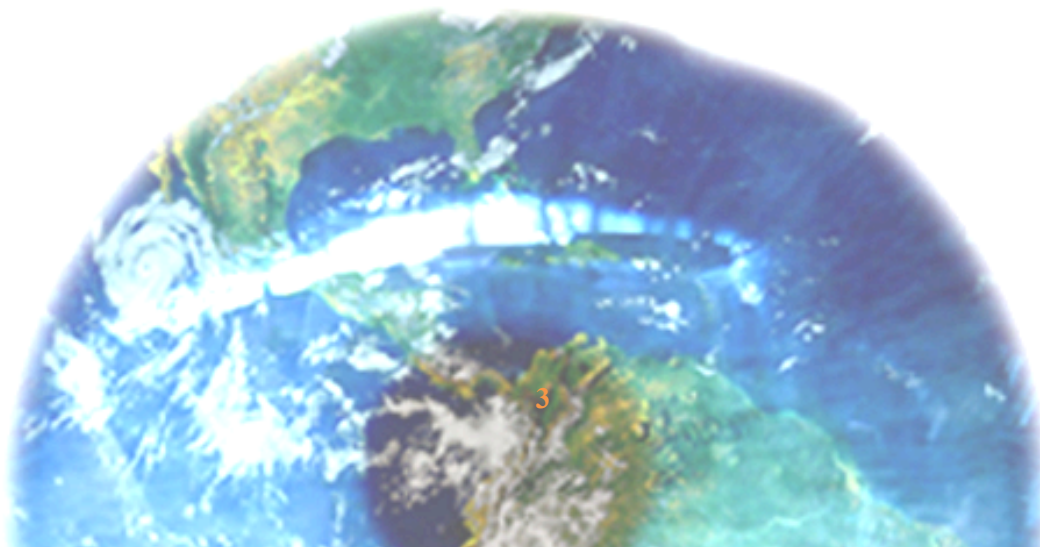
- Business meetings of a youth organisation
- Holiday travel or tourist tour
- Language courses
- School exchanges (i.e. exchanges based on formal curricula)
- Study visits
- Performance tours
- Participation in a festival
- An activity which aims to make financial profit

9. HOW IS A YOUTH EXCHANGE PROJECT FINANCED?

The ERASMUS+ (Youth) Programme grants are based on the principle of co-funding, with other public and/or private contributions (in cash, in kind, or both) and/or through fundraising activities undertaken by the young people. The total costs of a project cannot be covered by the Erasmus+ Programme alone, which covers part of the costs. The grant is calculated on the basis of an online distance calculator for travel and fixed rates for all related activity related costs. The exact amounts are detailed in the Programme Guide. You can get information about 'How is the grant calculated?', 'How to apply?', or 'When to apply?' from your National Agency or from the 'Programme Guide' of the Programme. Yet, also this is covered during the training course.

10. YOUTHPASS

Every participant is individually entitled to receive a Youthpass Certificate, which confirms participation and validates the non-formal learning experience. Validating the learning experience of participants is important in itself and the document can be of benefit in terms of the educational or employment future of the participant. Through Youthpass the European Commission ensures the Youth Exchange activity is recognised as a non-formal learning experience



GENERAL PROGRAMME OVERVIEW

Day 1	Day 2	Day 3	Day 4	Day 5
Trainers' team arrives 1 day before Arrival participants	Entry to the Training Course	Intro to the day SG1: Project Idea	Intro to the day Project & programme building	Intro to the day SG7: Feedback on application forms
	BREAK	BREAK	BREAK	BREAK
	Intro to ICL	SG2: Partner-finding SG3: Prep for Partner-meeting	SG5: Partner-meeting Two	Partner groups meet and evaluate together Future perspectives
	LUNCH	LUNCH	LUNCH	LUNCH
	E+ (Youth): Youth Exchanges	SG4: Partner-meeting One	SG6: Application Writing	Info Market & Youth Activity
	BREAK		BREAK	BREAK
	Participation of young people	Cultural Visit / Free time	Self-assessment & Youthpass	Final evaluation
	Self-assessment			
DINNER	DINNER	DINNER	DINNER	DINNER
Welcome evening: getting to know each other and the programme Welcome drinks	Culto-Retro Evening	Dinner Out / Free time evening	Free evening with optional activities (board games)	Goodbye evening

Please note that:

- This is a 'rough' overview of the programme, each session has more sub divisions. The programme will also be adapted according to the needs of the group (both young people and youth workers) during the training course.
- Energizers and short games are a constant factor in this TC, allowing a transferability of these elements to future projects.
- Some sessions are given separately: group youth workers / group young people.
- SG= Simulation Game (Exercise)