

Application

Programme	Erasmus+
Action Type	KA210-YOU - Small-scale partnerships in youth
Call	2021
Round	Round 1

Table of contents

Context.....	3
Priorities and Topics	4
Project description	5
Description.....	5
Participating Organisations.....	8
Malmö Ideella (E10214414).....	8
Applicant details.....	8
Profile.....	8
Background and experience.....	8
Partner Organisations.....	11
Centre for Capacity Building & Empowerment (E10046308).....	11
Dracon Rules Design Studio (E10269600).....	16
PNEVMA LLC (E10145620).....	16
Cooperation arrangements.....	19
Activities.....	21
Activity Details (Trainer LTTA 1).....	22
Activity Details (Trainer LTTA 2).....	24
Activity Details (Learner LTTA 3).....	26
Activity Details (Learner LTTA 4).....	28
Activity Details (Initial TPM 1).....	30
Activity Details (Final TPM 2).....	32
Budget Summary.....	34
Impact and Follow-up.....	35
Project Summary.....	37
Annexes.....	38
Checklist.....	39
Submission History.....	40

Context

Project Title Youth as Agents to Negate Global climate change via visual means

Project Acronym YANG.c.c.

Project Start Date (dd/mm/yyyy)	Project total Duration (Months)	Project End Date (dd/mm/yyyy)	National Agency of the Applicant Organisation	Language used to fill in the form
01/11/2021	18	01/05/2023	SE02 - Swedish Agency for Youth and Civil Society	English

For further details about the available Erasmus+ National Agencies, please consult the following page: [We are here to help](#)

Project Lump sum 60000

PROTECTION OF PERSONAL DATA

Please read our privacy statement to understand how we process and protect [your personal data](#)

Priorities and Topics

All project proposals under the Erasmus+ Programme should contribute to one or more of the programme's policy priorities.

Please select the most relevant priority according to the objectives of your project.

HORIZONTAL: Environment and fight against climate change

If relevant, please select up to two additional priorities according to the objectives of your project.

YOUTH: Increasing quality, innovation and recognition of youth work

Please select up to three topics addressed by your project.

Environment and climate change
Digital content, technologies and practices
Development of training courses

Project description

Description

What are the concrete objectives you would like to achieve and outcomes or results you would like to realise? How are these objectives linked to the priorities you have selected?

Our projects objectives would be:

- To present an easy path for youth to be active on the field of climate change, by shaping and producing animation projects of their own, in order to increase their voice and output, enabling them to pass on ideas and messages to policy-makers and the wider public.
- To orchestrate training events to directly educate the target groups, providing them a set of key knowledge and skills relevant to animation creation as a tool of giving people the power to speak up and voice their concerns.
- To disseminate the project results to a large number of relevant target groups and stakeholders, including educational institutions and environmental policy makers.

The results we plan on delivering are:

1. A set of training courses, to provide the participants with the knowledge and skills to explore sensitive issues related to global warming and climate change in a safe and creative environment, by engaging them in the short animation creation process, which in turn can be used as their tool to raise and amplify their voice throughout their community and peers.
2. Two planned training events for Youth Trainers, to train them in the use of animation software and hardware, and its integration into their teaching routine.
3. Two planned training events for Youth Learners, so that the Trainers participating in the previous two events will subsequently train them and enable them to make animation videos.
4. The project's website and social media accounts, as well as a dedicated channel to disseminate the produced animations during the events (youtube).

HORIZONTAL: Environmental and climate goals:

Our Project is fully compatible to this approach by involving younger generations in the best practices of animation techniques and methodologies as a means to strengthen youth to become engaged and affect policies and public opinion on climate change. Animation empowers people to give life to their concerns, views and ideas, and pass them on to the wider public in a creative, interesting and fun way, raising awareness on climate change topics such as resources expenditure, energy reduction, energy use and waste, carbon footprint emissions compensation, opt for sustainable food and mobility choices.

YOUTH: Promoting quality, innovation and recognition of youth work:

This project aims on strengthening the professional development of youth workers, so that they are better equipped with the tools and skill-set required to enhance youth, via the use of animation techniques and methodologies to produce short animation films that will give messages on climate change issues, their causes, consequences and solutions, as viewed by them and their community. The widely-known animation creation processes steps (research/gathering information, concept/script/design, storyboard, voice recording/music, production, final delivery) will be the bridge between youth and their trainers, allowing them to form better and stronger bonds.

Please outline the target groups of your project

This project has a number of target groups that will be affected by its implementation, either directly or indirectly. Each target group will be affected in a different manner by this project. We present the target groups, divided into EU and Local/National targets:

- Local/Regional/National Targets. The organizations and their associated partners will serve as conduits to disseminate the project to the public and target stakeholders, institutions, policy makers and groups active on climate change within their location and country. More specifically:

- a) Target groups directly affected by the dissemination are Youth workers, youth learners and Youth centres and institutions as well as training providers who choose to implement the results into their own curriculum and courses, or encourage other trainers to integrate them within their routines. This will result into an ever increasing number of youth who will know how to use animation in order to further their ideas on combating climate change.
- b) Target groups affected indirectly by this will be local Higher Education Institutions (HEIs), environment and sustainable development professionals, governmental departments, policymakers and professional Youth associations, employers of Youth organisations, trainers working with young people in the partners' countries.
- c) The partner organizations, their staff and learners are expected to be influenced by and serve as dissemination targets as well. They will gain by improving the skills of their staff and methods, as well as improve their participation at an EU level.
- d) Other relevant stakeholders and organizations that are involved in environmental and sustainable development topics, including climate change, as well as authorities and policy makers on the educational and environmental domains will be reached by the dissemination actions of this project.

- European Targets. As the partnership is international, with partners and linked organizations throughout Europe, each organization will affect their networks and associated partners. More specifically:

- a) Youth workers, youth learners and Youth centres and institutions as well as training providers at throughout Europe, as

- the project's main language will be English as a wide-spread language, to facilitate reaching as many targets as possible.
- b) EU public and private stakeholders who are involved in the development of environment and climate-change relevant curricula and innovative educational tools.
- c) Indirectly, Higher Education Institutions, professional and non-professional associations, trainers and educators working with young people and local training services will be affected by the dissemination as stakeholders of education.

Please describe the motivation for your project and explain why it should be funded

Climate change is felt throughout the world, even to the smallest of countries. Every year, temperatures are as a rule just a bit higher than the average of the last years of the past century, as multiple studies show. The hand of humanity plays a big part in that, as vehicular transportation, building heat and other civil installations, industrial byproducts and agriculture evidently causing Greenhouse Emissions, effecting the environment globally. Governments and EU policies take actions in dealing with the situation, by enforcing improvements on transportation and construction practices to comply with up-to-date protocols, but more importantly they take action towards mitigation through prevention, by educating, training as well as informing the citizens, especially youth, on environmental issues. Many are the topics addressed; Biodiversity, Waste Savings, Energy Savings are amongst the top subjects constantly being in play as intertwined with the change in our climate. Youth is especially supported via these actions worldwide, as they are the "building bricks of the future". Promoting active citizenship and empowering the next generations to be engaged in decision making regarding the environment, and especially the Climate Change issue. Article 6 on Education of the UNFCCC openly calls on the leading powers of the countries to actively pursue and maintain educational training routines towards all stakeholders. Youth yet again is targeted as a main group to engage into problem-solving regarding Climate Change. However, our current way of life and the more immediate needs of everyday life of the public do not allow for full implementation of the plans, rendering them insufficient, especially in countries in development and in need of a strong economy (Narksompong & Limjirakan, 2015). All the more research surfaces that points out the capabilities and potential of young people, towards all steps of the necessary process of preserving our climate: knowledge, awareness, prevention, preparation, adaptation (Tanner et al. 2009; Haynes, Lassa, and Towers 2010; Walker et al. 2012).

Our project wishes to address these points and contribute to increasing the awareness of young adults, in their own potential and capability of combating Climate Change. In order to do that, our project aims to provide the necessary knowledge of youth in creating short animation films to express their views. Animation is a quick and approachable means of letting people open up to each other, as well as connect them and allow them to present their views and worries or enhance their creativity and story-telling (Lunch & Lunch 2006, 10). Creating animation videos and screenplay would be an incredible incentive for social change and the final result will be utilized as a means to promote youth participation in raising the public's awareness and their active participation as citizens, providing them with the means to be involved or affect environmental governance.

How does the project address the needs and goals of the participating organisations and the identified needs of their target groups?

The partners involved are dedicated towards quality of results. It is in all project partners' goals, to establish a network of trusted partners, working together towards operational excellence, thus paying attention to details, respecting expectations, working at the appropriate pace and professionalism are expected to be at the forefront. As such, it is expected that the project partners will steer all actions towards the achievement of the project's objectives in expectation of a good evaluation for their resume. Cooperation during the practical activities as well as time spent in cooperation with the associated partners and experts will benefit the project's goals and positively affect the planned results.

The project's goal is to organize a series of training courses/workshops (2) for Youth Workers on animation techniques which will provide them with the necessary skillset in order to strengthen youth to delve into climate change related critical issues, from a safe and creative environment, enabling them to pass on their messages via animations they will produce. The same youth workers will in sequence train the participating youth during a set of training courses (2), passing on the necessary skillset in order for the youth themselves to become able to create and publish on online platforms (youtube) their animations. As a result of this action, the youth participants will effectively send their message of change, and become the conduits of it. Via the dissemination and sharing of the activity's results, the short animations will carry the message they contain to the viewers and be a spark to raise awareness to the viewer, allowing them to learn about, prevent, prepare for, cope with and adapt to climate change. Many channels will be used for the dissemination, such as the partners websites, the project's website, YouTube and social media accounts. Additionally, the associated partners involved in the project will play a pivotal role in disseminating the messages to both their own organizations as well as their networks of policy makers, media, stakeholders etc. Promotion of youth participation in raising society's awareness and active citizenship, in order to empower those affected to take action towards a better environmental governance, including climate change governance, through a creative and motivating way.

As is evident, the project's activities are directly linked with the needs of the target groups. The main drive of the project, is to provide an innovative and engaging way so that youth will become agents of change and active citizens, by promoting their ideas, concerns and solutions on climate change via publishing animation videos. Every step of this project (Concept, Trainer Activities, Learner Activities, Dissemination & Exploitation Plan) lead towards that final end-game.

What will be the benefits of cooperating with transnational partners to achieve the project objectives ?

The partnership was created in order to fully complement the project's goals, as well as the expertise and/or network/outreach they possess in order to successfully implement the activities of this project.

Each partner comes from a different country and brings a different set of expertise and skills. These include (but are not limited to): environment and sustainable development, modern educational methods, digital technology, youth education, experience in management of educational projects, educational material production, life-long learning, development of training/seminars, educational resources, web development, games in education. In addition, the partners are capable of communicating and operating in formal, informal and non-formal learning, activity planning, local and wider dissemination, key dissemination, communication between the project partners and youth institutions/groups/organizations and able to use Media to the project's advantage.

Each of the selected partners has their own network of associates in various fields throughout Europe, not just their own country. This increases the number of people reached and the spread of organizations in European countries affected. Additionally, having this reach, the project partners will contribute with viewpoints from different parts of Europe, comparing the Strengths, Weaknesses, Opportunities and Threats in different areas, as well as the concerns and everyday difficulties the target groups have or face in their daily lives.

Additionally, creating an international project has social benefits for the participants and participating organizations and in extension their close circles and the societies they live in, as international projects allow for communicating the European Ideal and promote understanding of the true meaning of the European Identity to those involved.

Besides the project partners, a number of associated partner organizations or network members will be involved in the project, covering a good part of Europe as explained above. These organizations will play a supporting role and contribute to the project's dissemination and effective impact. They will mainly assist in the spreading of information and results of the project, having as primary targets youth groups, organizations and stake holders, as well as organizations involved in the active pursuing of sustainable development and climate change. The associated partners will also play a very important role in terms of organisation of informative sessions for or by youths, staff, officials, which in turn will result in the selection of youth to be included in the trainings and the project's steps.

Participating Organisations

To complete this section, you will need your organisation's identification number (OID). Since 2019, the Organisation ID has replaced the Participant Identification Code (PIC) as unique identifier for actions managed by the Erasmus+ National Agencies.

If your organisation has previously participated in Erasmus+ with a PIC number, an OID has been assigned to it automatically. In that case, you must not register your organisation again. Follow this link to find the OID that has been assigned to your PIC: [Organisation Registration System](#)

You can also visit the same page to register a new organisation that never had a PIC or an OID, or to update existing information about your organisation.

Malmö Ideella (E10214414)

Applicant organisation OID	Legal name	Country
E10214414	Malmö Ideella	Sweden

Applicant details

Legal name	Malmö Ideella
Country	Sweden
Region	Skåne län
City	Malmö
Website	www.malmoideella.se

Profile

Is the organisation a public body?	No
Is the organisation a non-profit?	Yes
Type of Organisation	Non-governmental organisation/association
Main sector of activity	Other (specify)
Please specify the main sector	Malmö Ideella is an Umbrella organisation having more than 300 organisations registered as members. Its main sector of activity is to represent and protect the interests of Malmö's non-profit associations.

Background and experience

Please briefly present your organisation.

What are the organisation's main activities?

Malmö Ideella is an umbrella organization that utilises and represents the nonprofit associations in Malmö, and today includes 335 associations with various activities. 19 partner organizations are also members of Malmö Ideella, reaching to 1275 orgs.

MIP dates back to 1945 when the youth associations of Malmö united in order to support each other, to show their importance to the community and to speak with one voice. In 1975 Malmö's growing number of immigrant associations organised in a similar fashion and in 2002 these two organisations joined forces, making MIP the oldest and largest "trade union" for non-profit associations in Sweden. Any democratic nonprofit association active in Malmö, are welcome to become a member of MIP which is religiously and politically independent. One of MIP's main tasks is to work on strengthening the associations resources and improve their conditions. MIP's uniquely close cooperation with the municipality of Malmö is of great importance in this work.

What are the organisation's activities in the field of this application?

M.I. gathers and disseminates news and information to its members, as well as to politicians, civil servants and the general public. The organisation is active in, and frequently initiates, working groups and networks. M.I. encourages and contributes to research on the social and economic value of the non-profit sector.

M.I. works to help the associations improve and show their standard of quality. To raise the level of knowledge, MIP

develops manuals and arranges courses and seminars on how to start, manage and develop a non-profit association.

As is evident, Malmö Ideela serves the interests of a great number of associations, including youth associations and environmental associations. We guide these organizations and participate in their actions and activities, as well as select from these organizations participants for our projects.

What profiles and age groups of learners are concerned by the organisation's work?

As Malmö Ideela is an Umbrella organization, fostering a great number of other associations and non-profit organizations, our age groups and profiles of learners are unrestricted. Immigrants, youth, unemployed, trainers, minorities, and in fact any democratic non-profit association in Malmö is offered an open invite to join in and register. As is understandable, starting with Youth as the most common target group, Malmö Ideela serves any kind of profile their registered organizations and associations serve.

How many years of experience does the organisation have working in the field of this application?

76

Action Type	As Applicant		As Partner or Consortium Member	
	Number of project applications	Number of granted projects	Number of project applications	Number of granted projects
Youth mobility (KA105)	2	0	0	0
Strategic Partnerships for youth (KA205)	1	0	0	0

I understand and agree that the National Agency can use the information it has about my organisation's previous participation to assess my organisation's capacity to implement activities under this application.

Partner Organisations

Partner organisation OID	Legal name	Country
E10046308	Centre for Capacity Building & Empowerment	Sweden
E10269600	Dracon Rules Design Studio	Greece
E10145620	PNEVMA LLC	Bulgaria

Centre for Capacity Building & Empowerment (E10046308)

Partner organisation details

Legal name	Centre for Capacity Building & Empowerment
Country	Sweden
Region	Skåne län
City	Malmö
Website	

Profile

Is the organisation a public body?	No
Is the organisation a non-profit?	Yes
Type of Organisation	Youth organisation

Background and experience

Please briefly present your organisation.

What are the organisation's main activities?

Centre for Capacity Building & Empowerment is youth and civil society organization, which connects active adventurous people together. We work mainly with young people, but also with youth workers, trainers and teachers and organizations active in non-formal education field and life-long learning. Our members have participated and organized different youth exchanges, seminars and training courses concerning equality, media impact, innovation, fight against racism & xenophobia, human rights, mobility and migration, environment protection and other issues. Our volunteers gather every month to take up new ideas and think how to put them into practice. We sincerely believe that young people today can make a difference and we all work for this purpose. The organization is very keen to take part in Erasmus+ projects of European commission and have already shown keen interest.

What are the organisation's activities in the field of this application?

The activities of the organization is to activate Swedish as well as European youth on various social issues and topics. It is already involved in different youth oriented projects. The members of the organization has a lot of experience in conducting national and international projects and have taken parts in various trainings and seminars both nationally and internationally. We have managed projects on the following themes Employment, Training, Mentoring, Adult Education, Youth, Volunteering, Environment, Health, Sports, Careers, Arts and Crafts, Women's needs, Dance, engagement of females into Science and Disability. We are aiming to conduct

- Organizing courses and seminars for inclusion of disadvantaged people.
- Cooperation with authorities and organizations for employment of disadvantaged youth.
- Organizing local events for disadvantaged youth.
- Organizing international activities and projects to contribute European Citizenship.

What profiles and age groups of learners are concerned by the organisation's work?

We work mainly with young people, but also with youth workers, trainers and teachers and organizations active in non-formal education field and life-long learning. We work with immigrants, minorities, socially excluded people and others. Our topics include equality, media impact, innovation, fight against racism & xenophobia, human rights, mobility and migration, environment protection and other issues. As such, youth active or interested in any of these sectors are our primary target group of learners.

How many years of experience does the organisation have working in the field of this application?

8

Action Type	As Applicant		As Partner or Consortium Member	
	Number of project applications	Number of granted projects	Number of project applications	Number of granted projects
Youth mobility (KA105)	35	8	0	0
Strategic Partnerships for youth (KA205)	1	0	2	0

I understand and agree that the National Agency can use the information it has about my organisation's previous participation to assess my organisation's capacity to implement activities under this application.

Dracon Rules Design Studio (E10269600)

Partner organisation details

Legal name	Dracon Rules Design Studio
Country	Greece
Region	Θεσσαλία (Thessalia)
City	Karditsa
Website	

Profile

Is the organisation a public body?	No
Is the organisation a non-profit?	Yes
Type of Organisation	Non-governmental organisation/association
Main sector of activity	Other (specify)
Please specify the main sector	Promoting Games and in particular Board Games as a tool in Education, Inclusion, Equality and other areas.

Background and experience

Please briefly present your organisation.

What are the organisation's main activities?

Dracon Rules Design Studio was born after years of thought and planning. Its founding members are drawn from informal groups with long tradition of service to the society, such as the Board Game Society of Karditsa (Syllogos Filon Epitrapezion Karditsas). Our members have participated in various events throughout the years, including events for younger persons and charity activities for people in need (most recent reference: Hurricane Janus, Karditsa). As an organization, we work on the fields of education and board game design, cooperating with public bodies and private organizations to further our main objective. We aim into participating into consortia requiring the unique skill-set required to integrate gaming into education as a tool, as well as other key areas (inclusion, equity, up-skilling etc).

What are the organisation's activities in the field of this application?

Dracon Rules Design Studio is a non-profit non-government organization which is active in the field of Youth. Our primary objective is the up-taking of activities that will contribute to the creation, forming, improvement, development, analysis, critique and dissemination of games and other unconventional methodologies (such as animation) as an educational and societal innovative tool for the transformation of education and forming of a new type of social relations based on equity and common effort, as well as the positive benefits of games in all their forms. While the organization is in its infancy, the organization's staff has been active in informal groups or other organizations for over a decade.

What profiles and age groups of learners are concerned by the organisation's work?

As our main sector of activity is to promote Serious Games and other unconventional activities as tools for education, our main target groups are trainers (youth, adult, school, vet, higher education etc), and their learner target groups. As such, our organization does not have a specific age target group; rather, all age groups are affected by our work, as our activities support the learning process.

How many years of experience does the organisation have working in the field of this application?

1

Action	As Applicant		As Partner or Consortium Member	
	Number of project	Number of granted	Number of project	Number of granted

Type	applications	projects	applications	projects
------	--------------	----------	--------------	----------

No past participation has been found for Organisation ID: E10269600

PNEVMA LLC (E10145620)

Partner organisation details

Legal name	PNEVMA LLC
Country	Bulgaria
Region	София (Sofia)
City	Sofia
Website	www.pnevma.bg

Profile

Is the organisation a public body?	No
Is the organisation a non-profit?	No
Type of Organisation	Small and medium sized enterprise

Background and experience

Please briefly present your organisation.

What are the organisation's main activities?

PNEVMA LLC is a research and educational organization located in Sofia, Bulgaria working in the field of education and specialized in the field of research and development. Our enterprise is composed by a high quality team of experienced academics, researchers, practitioners and volunteers with different educational backgrounds and professional experience committed at contributing to the implementation of large scale co-funded projects. The organisation focuses on fostering social innovation that can bring positive change to local, national, regional and global levels. It works actively to address market, social, economic and cultural challenges, and collaborates with governments, local administrative agencies, NGOs, commercial entities, and educational institutions to achieve this. It has expertise in the fields of youth, adult and vocational education and training, labor market, sustainable development, education, training and e-learning, entrepreneurship, project management.

What are the organisation's activities in the field of this application?

PNEVMA LLC in order to achieve its objectives carries out services in professional training and development with the use of innovative methodologies in formal and non-formal settings. Our principle is to give people the opportunity to bring forward their development of their personal and life skills through learning-by-doing. So the golden door of our principle is to allow people experience their learning through active participation in a formal and non-formal education setting. Through these initiatives we trust that we create a framework which encourages citizens to their self-expression self-awareness to fully develop their potentials.

More specifically:

Education and training: Development of training courses and seminars.

Youth: Facilitating youth inclusion, especially unemployed young graduates in search of career.

Education for Sustainable Development: Providing education, training, consultancy, actions in areas related to the environment, society and economy.

What profiles and age groups of learners are concerned by the organisation's work?

In order to achieve its objectives PNEVMA LLC carries out formal, informal and non-formal services and trainings to different age groups, focusing on youth (15-24). Our principle is to give young people the opportunity to develop their personal and life skills, express themselves without any prejudice and open up their views to European perspectives and values. We are providing trainings, consultations and work in cooperation with other organizations and experts to provide support to youth in educational, cultural and civil activities.

How many years of experience does the organisation have working in the field of this application?

2

Action Type	As Applicant		As Partner or Consortium Member	
	Number of project applications	Number of granted projects	Number of project applications	Number of granted projects
VET learner and staff mobility (KA102)	1	0	0	0

I understand and agree that the National Agency can use the information it has about my organisation's previous participation to assess my organisation's capacity to implement activities under this application.

Cooperation arrangements

How was the partnership formed? What are the strengths that each partner will bring to the project?

The partnership was created in order to fully complement the project's goals, as well as the expertise and/or network/outreach they possess in order to successfully implement the activities of this project.

Each partner comes from a different country as well as a different set of expertise and skills. These include (but are not limited to): environment and sustainable development, modern educational methods, digital technology, youth education, experience in management of educational projects, educational material production, life-long learning, development of training/seminars, educational resources, web development, games in education. In addition, the partners are capable of communicating and operating in formal, informal and non-formal learning, activity planning, local and wider dissemination, key dissemination, communication between the project partners and youth institutions/groups/organizations and able to use Media to the project's advantage.

Malmö Ideela is an Umbrella organization, with over 300 non-profit organizations as their registered members. It gathers and disseminates news and information to its members, as well as to politicians, civil servants and the general public. The organisation is active in, and frequently initiates, working groups and networks. MIP encourages and contributes to research on the social and economic value of the non-profit sector. As such, Malmö Ideela brings immeasurable experience in the field of youth and active citizenship.

CCBE's activities are focused on activating youth on various social issues and topics. It is already involved in many different youth oriented projects. The members of the organization have great experience in conducting national and international projects and have taken parts in various trainings and seminars both nationally and internationally. As an organization primarily focused on youth, CCBE will provide a link to youth and an up-to-date insight on how to effectively pass on to them the ideas of this project.

PNEUMA is an organization focusing on the upskilling and the development of education. It carries training sessions including hands-on training on a number of topics, including sustainable development and other environmental topics, youth and equality related topics, and Information and Communication Technology topics.

DRACON is a newly found organization, aiming to use unconventional tools to enhance and empower the educational process (such as Serious Games in Education). Their staff comes from various backgrounds, including project managers, education and training managers, community managers etc, and are linked with a number of organizations in education, including universities.

How will you ensure sound management of the project and good cooperation and communication between partners during project implementation?

The project partners have decided to implement a communication and cooperation system, that will be easy to follow and keep track of.

Firstly, for the overall project coordination and bookkeeping (task management, agreements, reports, planning and monitoring, risk management, evaluation) the partners will create and utilise a communications system that will include:

- The creation and structuring of an on-line folder unique to the project.
- The appointing of users per organization and rights sharing of the folder via e-mail.
- The creation of a mailing list with all relevant personnel amongst the project partners
- The sharing of information of all relevant project partner members, following all GDPR protocols. These information should include at least the following personal information: Name, Surname, e-mail, personal phone number and skype account.

In addition, the project partners will create secondary means of communication, such as linking their phone numbers to group chat services (skype, viber, what's up, facebook), and create an appropriate group for the project members.

All project communication will be held via e-mail so that a record can be kept, and will always use a particular acronym as will be decided during the first TPM in the title to be easily distinguishable amongst every-day communications of each organization.

All project meetings will be organized via on-line means and the use of e-mails, and meeting minutes will be circulated via e-mails and uploaded to the created folder online.

Each organization will appoint a minimum of 2 people to share their personal information, so that there always is a secondary line of communication in case any issues occur with the primary appointed contact.

In order to monitor all aspects of the project (communication, progress, quality, achievement) and their adherence to the budget and timetable, the Evaluation and Quality Assurance plan will be penned with information on the methodologies to be followed on each part. The leading organization on this will be PNEUMA who will facilitate this according to the joined agreements of the partners and in accordance to the proposal.

Have you used or do you plan to use Erasmus+ platforms for preparation, implementation or follow-up of your project? If yes, please describe how.

Tools such as the Erasmus+ platforms will serve the project during our implementation and dissemination actions, in order to achieve our expected dissemination goals and maximise the foreseen impact. As our project's scope is to be viewed and understood by as many people as possible as its main means of success, using EPALÉ will provide use with one additional field to which we will reach out and approach the public, especially trainers and institutions. Increasing recognition of our project among peers, will also lead to more active use of our website, and increase naturally the people affected and choosing to follow our project's results, perhaps even apply them to their work.

In addition, EPALÉ is an excellent tool for both researching for ideas, as well as searching for partners, and this project already has benefited from it.

Please describe the tasks and responsibilities of each partner organisation in the project.

Each organization is being tasked according to their needs and special skills.

All partner organization will share the responsibility to participate in planning, organizing, implementing, evaluating and contributing during each step of the project. Each particular task is linked to the organization most suited to implement it. During the 1st TPM, many practical details will be dealt with, including finalization of all relevant Plans (such as Dissemination, Evaluation, Risk, Exploitation etc). In addition, the specific roles and sub-task allocation will be confirmed and finalized.

In order to increase the effectiveness of the tasks, we decided to allocate the following to each partner:

- The Coordinator will be in charge of Project Management and will support all partners, distribute information, pass on comments from the NA, provide instructions and guidelines in order to keep an effective communication and a quality-based implementation of the project. In addition, managerial, financial and administrative guidelines should be provided by the Coordinator, alongside all necessary templates to ensure a uniform and organized implementation of the project. The Coordinator will organize the project's meetings, especially the unofficial on-line meetings, and provide guides in the form of agendas. Finally, the Coordinator will orchestrate the actions necessary to submit all project-relevant reports to the NA.
- Each Partner has the obligation to support the coordinator in their aforementioned tasks, by supplying all reports and other files or tasks requested.
- Each Partner will be in charge of one Learning-Teaching-Training Activity, as described in the Activities section. In addition, the Coordinator and DRACON will each host a Project Meeting Activity.
- All Partners have the obligation to select, prepare, support the participants of their organization for their role in all of the above Activities, as well as contribute to the project's Plans described below.
- The Project Management Plan will be led by the Coordinator.
- The Evaluation and Quality Assurance Plan will be led by PNEUMA.
- The Sustainability and Exploitation Plan will be led by CCBE.
- The Dissemination Plan will be led by DRACON.

Activities

All the activities of a Small-scale Partnership must take place in the countries of the organisations participating in the project. In addition, if duly justified in relation to the objectives or implementation of the project, activities can also take place at the seat of an Institution of the European Union, even if in the project there are no participating organisations from the country that hosts the Institution.

In the following sections, you are asked to provide details about each project activity.

You are asked to provide information about each planned activity as a whole (e.g. its venue, duration, etc.), to define the activity's lead organisation, and optionally to list the other participating organisations. The lead organisation is typically the one organising the activity. The other participating organisations are all other project partners who will also take part in the particular activity. The estimated activity start and end dates can be changed during implementation.

Please include in the section below all planned activities and indicate the grant amount allocated to each one. Keep in mind that the total amount should be equal to the project lump sum requested.

Activity Title	af.activities.activity-estimated-start-date	af.activities.activity-estimated-end-date	Activity duration (in days)	Grant amount allocated to the activity (EUR)
Trainer LTTA 1	10/01/2022	14/01/2022	5	11 073,00 €
Trainer LTTA 2	09/05/2022	13/05/2022	5	9 275,00 €
Learner LTTA 3	05/09/2022	09/09/2022	5	12 401,00 €
Learner LTTA 4	16/01/2023	20/01/2023	5	17 001,00 €
Initial TPM 1	30/11/2021	01/12/2021	2	5 700,00 €
Final TPM 2	30/04/2023	01/05/2023	2	4 550,00 €
			24	60 000,00 €

Activity Details (Trainer LTTA 1)

Please complete the following table

Activity Title	Trainer LTTA 1
Venue	Sofia, Bulgaria - The host will determine the final venue no less than two weeks prior to the meeting.
Estimated start date	10/01/2022
Estimated end date	14/01/2022
Leading Organisation	PNEVMA LLC (Bulgaria)
Participating Organisations	Centre for Capacity Building & Empowerment (Sweden)
	Malmö Ideella (Sweden)
	Dracon Rules Design Studio (Greece)
<u>Grant amount allocated to the activity (EUR)</u>	11 073,00 €

Describe the content of the proposed activity.

The planned activity will last for 5 days and its aim is to provide the youth workers (attending as learners) a set of skills needed in order to understand and be able to train others in the use of techniques related to animation. This training activity will provide insight to Stop-motion Animation, Cut-out Animation, Flip-Book Animation, Claymation, Puppetry Animation. The activity will use the hands-on approach, where the participants will be fully active as they learn and implement at the same time.

More specifically, the schedule is planned this way:

The First day, the participants will present their organisations, learn about the host organization and any useful information, get acquainted with their peers and mainly focus on the introduction to Animation theory, history and hardware. During the Second through Fourth day, the participants will learn to use the technologies of Stop-motion Animation, Cut-out Animation, Flip-Book Animation, Claymation, Puppetry Animation, including any linked hardware and software use. During the Fifth day, the participants will prepare group projects, further practicing their newly-found skills. At the end of the course, there will be an open discussion on their experiences, and their thoughts on how to best integrate it into their training routines. Quality Evaluation will take place as per the Evaluation Plan and certificates of attendance will be granted.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The participants will be Youth workers wishing to upgrade their skillset and are sensitive towards climate change, and wish to help affect change by training youth in these technologies and methodologies. They will need to have an adequate knowledge and use of the English language, as well as an adequate knowledge of basic office and online digital competencies.

Explain how is this activity going to help to reach the project objectives.

The activity will be organized in the country of the host organization, and attended by 2 Youth workers from each participating country involved in the project + minimum 5 at local level. Experiences either gained by the partners or transferred to them by their personnel's experience or information exchange of good practices has provided the partners with the insight that training the trainers in a face-to-face manner is the best practice, and carries much further meaning and impact than online learning methods. At the end of the activity, the partners will gather feedback in accordance to the quality assurance plan. Each participant will obtain a certificate of attendance.

Describe the expected results of the activity.

After the activity, the youth workers will:

- Gain confidence in working with animation and use these techniques
- Be confident in the use of the necessary equipment and software, and be able to utilize it to the topic of climate change
- Create a short animation using the particular techniques, software and equipment, done during the last day of the course

Please explain how did you determine the grant amount allocated to this activity?

As the activity is a Learning-Teaching-Training Activity, we follow as a basis for our calculations the Project Guide on the larger projects. This activity will last for 5 days, and an additional 2 days of travel (prior and after) for the organizations being over 500 km away. As thus, we calculated that the Activity should be allocated:

Travel:

The project's activity has foreseen 2 participants from each organization, and an additional 5 at local level. These persons

will travel via different means, and the costs would need to be calculated for each individually. In order to calculate them, we addressed the programme guide's costs for travelling in the larger cooperation partnerships.

4 persons travelling less than 2000 km for 1100€

2 persons travelling less than 500 km for 360€

7 local persons for 161€

Individual Support:

Local participants will not need to be supported for the duration of the activity. However, those travelling from different countries and cities will require support from the project's funds for the duration of the Activity, and their travel days as well. 6 persons travelling abroad, for 7 days total of travel (2 of which are dedicated to travel) 4452€

Management and Activity Expenses:

In order to properly facilitate the activity, the project partners will create preparatory and dissemination items (such as website, logo etc) and will perform all actions related to the organization and dissemination of the activity. The partners will announce a call for participants and advertise the project, evaluate and select participants, create and prepare the materials needed, perform all practical actions (such as booking tickets, hotels, venue etc). In order to do so, the partners will utilise their staff and other resources for a considerable amount of time, in order to manually perform these actions as well as participate in online meetings and facilitate other forms of communication. In addition, after the activity's completion, evaluation actions will be taken by the partners' staff and dissemination actions will take place, both internal to the organizations as well as external to the target groups and stakeholders mentioned. The creation of press releases, newsletters, posts etc will also apply to this activity, and complies with the dissemination plan. For this activity's PM, we dedicated 5000€ to be divided to the partners according to the guidelines of the larger projects (4 months).

The partners took action to be informed of the mean costs for the participants' travel and stay, and verify that the amounts will suffice. Regardless, the partners will use the PM funds to compensate for any deviances in the actual costs, as the Activity will take place in the future and the costs could fluctuate.

Grant amount allocated to the activity (EUR)

11 073,00 €

Activity Details (Trainer LTTA 2)

Please complete the following table

Activity Title	Trainer LTTA 2
Venue	Malmö, Sweden - the Host will determine the final venue no less than two weeks prior to the meeting.
Estimated start date	09/05/2022
Estimated end date	13/05/2022
Leading Organisation	Centre for Capacity Building & Empowerment (Sweden)
Participating Organisations	PNEVMA LLC (Bulgaria) Malmö Ideella (Sweden) Dracon Rules Design Studio (Greece)
<u>Grant amount allocated to the activity (EUR)</u>	9 275,00 €

Describe the content of the proposed activity.

The planned activity will last for 5 days and its aim is to provide the youth workers (attending as learners) a set of skills needed in order to understand and be able to train others in the use of techniques related to animation. This training activity will provide insight to Animated Explainer Video Maker, and Augmented Reality Animation. The activity will use the hands-on approach, where the participants will be fully active as they learn and implement at the same time.

More specifically, the schedule is planned this way:

The First day, the participants will present their organisations, learn about the host organization and any useful information, get acquainted with their peers and mainly focus on the introduction to Animation theory, history and hardware. During the Second through Fourth day, the participants will learn to use the technologies of Animated Explainer Video Maker, and Augmented Reality Animation, including any linked hardware and software use. During the Fifth day, the participants will prepare group projects, further practicing their newly-found skills. At the end of the course, there will be an open discussion on their experiences, and their thoughts on how to best integrate it into their training routines. Quality Evaluation will take place as per the Evaluation Plan and certificates of attendance will be granted.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The participants will be Youth workers wishing to upgrade their skillset and are sensitive towards climate change, and wish to help affect change by training youth in these technologies and methodologies. They will need to have an adequate knowledge and use of the English language, as well as an adequate knowledge of basic office and online digital competencies.

Explain how is this activity going to help to reach the project objectives.

The activity will be organized in the country of the host organization, and attended by 2 Youth workers from each participating country involved in the project + minimum 5 at local level. Experiences either gained by the partners or transferred to them by their personnel's experience or information exchange of good practices has provided the partners with the insight that training the trainers in a face-to-face manner is the best practice, and carries much further meaning and impact than online learning methods. At the end of the activity, the partners will gather feedback in accordance to the quality assurance plan. Each participant will obtain a certificate of attendance.

Describe the expected results of the activity.

After the activity, the youth workers will:

- Gain confidence in working with animation and use these techniques
- Be confident in the use of the necessary equipment and software, and be able to utilize it to the topic of climate change
- Create a short animation using the particular techniques, software and equipment, done during the last day of the course

Please explain how did you determine the grant amount allocated to this activity?

As the activity is a Learning-Teaching-Training Activity, we follow as a basis for our calculations the Project Guide on the larger projects. This activity will last for 5 days, and an additional 2 days of travel (prior and after) for the organizations being over 500 km away. As thus, we calculated that the Activity should be allocated:

Travel:

The project's activity has foreseen 2 participants from each organization, and an additional 5 at local level. These persons

will travel via different means, and the costs would need to be calculated for each individually. In order to calculate them, we addressed the programme guide's costs for travelling in the larger cooperation partnerships.

4 persons travelling less than 2000 km for 1100€

9 local persons for 207€

Individual Support:

Local participants will not need to be supported for the duration of the activity. However, those travelling from different countries and cities will require support from the project's funds for the duration of the Activity, and their travel days as well.

4 persons travelling abroad, for 7 days total of travel (2 of which are dedicated to travel) 2968€

Management and Activity Expenses:

In order to properly facilitate the activity, the project partners will create preparatory and dissemination items (such as website, logo etc) and will perform all actions related to the organization and dissemination of the activity. The partners will announce a call for participants and advertise the project, evaluate and select participants, create and prepare the materials needed, perform all practical actions (such as booking tickets, hotels, venue etc). In order to do so, the partners will utilise their staff and other resources for a considerable amount of time, in order to manually perform these actions as well as participate in online meetings and facilitate other forms of communication. In addition, after the activity's completion, evaluation actions will be taken by the partners' staff and dissemination actions will take place, both internal to the organizations as well as external to the target groups and stakeholders mentioned. The creation of press releases, newsletters, posts etc will also apply to this activity, and complies with the dissemination plan. For this activity's PM, we dedicated 5000€ to be divided to the partners according to the guidelines of the larger projects (4 months).

The partners took action to be informed of the mean costs for the participants' travel and stay, and verify that the amounts will suffice. Regardless, the partners will use the PM funds to compensate for any deviances in the actual costs, as the Activity will take place in the future and the costs could fluctuate.

Grant amount allocated to the activity (EUR)

9 275,00 €

Activity Details (Learner LTTA 3)

Please complete the following table

Activity Title	Learner LTTA 3
Venue	Malmö, Sweden - the host will determine the final venue no less than two weeks prior to the meeting.
Estimated start date	05/09/2022
Estimated end date	09/09/2022
Leading Organisation	Malmö Ideella
Participating Organisations	Centre for Capacity Building & Empowerment (Sweden) PNEVMA LLC (Bulgaria) Dracon Rules Design Studio (Greece)
Grant amount allocated to the activity (EUR)	12 401,00 €

Describe the content of the proposed activity.

The planned activity will last for 5 days and its aim is to provide youth a set of skills needed in order to understand and be able to use techniques related to animation. This training activity will provide insight to Stop-motion Animation, Cut-out Animation, Flip-Book Animation, Claymation, Puppetry Animation.

The activity will use the hands-on approach, where the participants will be fully active as they learn and implement at the same time.

More specifically, the schedule is planned this way:

The First day, the participants will present their organisations, learn about the host organization and any useful information, get acquainted with their peers and mainly focus on the introduction to Animation theory, history and hardware.

During the Second through Fourth day, the participants will learn to use the technologies of Stop-motion Animation, Cut-out Animation, Flip-Book Animation, Claymation, Puppetry Animation, including any linked hardware and software use.

During the Fifth day, the participants will prepare group projects, further practicing their newly-found skills. At the end of the course, there will be an open discussion on their experiences, and their thoughts on how to best integrate it into their training routines. Quality Evaluation will take place as per the Evaluation Plan and certificates of attendance will be granted.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The participants will be Youth wishing to upgrade their skillset and are sensitive towards climate change, and wish to help affect change by using these technologies and methodologies to create short animations and pass on their concerns, suggestions and other ideas to the public and affect decisions making regarding climate change. They will need to have an adequate knowledge and use of the English language, as well as an adequate knowledge of basic office and online digital competencies.

Explain how is this activity going to help to reach the project objectives.

The activity will be organized in the country of the host organization, and attended by 3 Youth participants from each participating country involved in the project + minimum 5 at local level. Experiences either gained by the partners or transferred to them by their personnel's experience or information exchange of good practices has provided the partners with the insight that training in a face-to-face manner is the best practice, and carries much further meaning and impact than online learning methods. At the end of the activity, the partners will gather feedback in accordance to the quality assurance plan. Each participant will obtain a certificate of attendance.

Describe the expected results of the activity.

After the activity, the youth participants will:

- Gain confidence in working with animation and use these techniques
- Be confident in the use of the necessary equipment and software, and be able to utilize it to the topic of climate change
- Create a short animation using the particular techniques, software and equipment, done during the last day of the course

Please explain how did you determine the grant amount allocated to this activity?

As the activity is a Learning-Teaching-Training Activity, we follow as a basis for our calculations the Project Guide on the larger projects. This activity will last for 5 days, and an additional 2 days of travel (prior and after) for the organizations being over 500 km away. As thus, we calculated that the Activity should be allocated:

Travel:

The project's activity has foreseen 3 participants from each organization, and an additional 5 at local level. These persons will travel via different means, and the costs would need to be calculated for each individually. In order to calculate them, we addressed the programme guide's costs for travelling in the larger cooperation partnerships.

8 persons travelling less than 2000 km for 2200€

11 local persons for 253€

Individual Support:

Local participants will not need to be supported for the duration of the activity. However, those travelling from different countries and cities will require support from the project's funds for the duration of the Activity, and their travel days as well.

6 learners travelling abroad, for 7 days total of travel (2 of which are dedicated to travel) 2436€

2 trainers travelling abroad, for 7 days total of travel (2 of which are dedicated to travel) 1512€

Management and Activity Expenses:

In order to properly facilitate the activity, the project partners will create preparatory and dissemination items (such as website, logo etc) and will perform all actions related to the organization and dissemination of the activity. The partners will announce a call for participants and advertise the project, evaluate and select participants, create and prepare the materials needed, perform all practical actions (such as booking tickets, hotels, venue etc). In order to do so, the partners will utilise their staff and other resources for a considerable amount of time, in order to manually perform these actions as well as participate in online meetings and facilitate other forms of communication. In addition, after the activity's completion, evaluation actions will be taken by the partners' staff and dissemination actions will take place, both internal to the organizations as well as external to the target groups and stakeholders mentioned. The creation of press releases, newsletters, posts etc will also apply to this activity, and complies with the dissemination plan. For this activity's PM, we dedicated 5000€ to be divided to the partners according to the guidelines of the larger projects (4 months).

The partners took action to be informed of the mean costs for the participants' travel and stay, and verify that the amounts will suffice. Regardless, the partners will use the PM funds to compensate for any deviances in the actual costs, as the Activity will take place in the future and the costs could fluctuate.

We have calculated an additional youth participant to be involved in this activity, and have allocated 1000€ for this purpose. However, we have decided to keep it flexible, in regards to the countries to which this slot will be allocated. After the initial calls, the country in which there is a greater interest in youth participants will be allocated the slot and receive the funds to support the person.

Grant amount allocated to the activity (EUR)

12 401,00 €

Activity Details (Learner LTTA 4)

Please complete the following table

Activity Title	Learner LTTA 4
Venue	Karditsa, Greece - The host will determine the final venue of the meeting no less than two weeks prior to the meeting.
Estimated start date	16/01/2023
Estimated end date	20/01/2023
Leading Organisation	Dracon Rules Design Studio (Greece)
Participating Organisations	Centre for Capacity Building & Empowerment (Sweden) PNEVMA LLC (Bulgaria) Malmö Ideella (Sweden)
<u>Grant amount allocated to the activity (EUR)</u>	17 001,00 €

Describe the content of the proposed activity.

The planned activity will last for 5 days and its aim is to provide youth a set of skills needed in order to understand and be able to use techniques related to animation. This training activity will provide insight to Animated Explainer Video Maker, and Augmented Reality Animation.

The activity will use the hands-on approach, where the participants will be fully active as they learn and implement at the same time.

More specifically, the schedule is planned this way:

The First day, the participants will present their organisations, learn about the host organization and any useful information, get acquainted with their peers and mainly focus on the introduction to Animation theory, history and hardware.

During the Second through Fourth day, the participants will learn to use the technologies of Animated Explainer Video Maker, and Augmented Reality Animation, including any linked hardware and software use.

During the Fifth day, the participants will prepare group projects, further practicing their newly-found skills. At the end of the course, there will be an open discussion on their experiences, and their thoughts on how to best integrate it into their training routines. Quality Evaluation will take place as per the Evaluation Plan and certificates of attendance will be granted.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The participants will be Youth wishing to upgrade their skillset and are sensitive towards climate change, and wish to help affect change by using these technologies and methodologies to create short animations and pass on their concerns, suggestions and other ideas to the public and affect decisions making regarding climate change. They will need to have an adequate knowledge and use of the English language, as well as an adequate knowledge of basic office and online digital competencies.

Explain how is this activity going to help to reach the project objectives.

The activity will be organized in the country of the host organization, and attended by 3 Youth participants from each participating country involved in the project + minimum 5 at local level. Experiences either gained by the partners or transferred to them by their personnel's experience or information exchange of good practices has provided the partners with the insight that training in a face-to-face manner is the best practice, and carries much further meaning and impact than online learning methods. At the end of the activity, the partners will gather feedback in accordance to the quality assurance plan. Each participant will obtain a certificate of attendance.

Describe the expected results of the activity.

After the activity, the youth participants will:

- Gain confidence in working with animation and use these techniques
- Be confident in the use of the necessary equipment and software, and be able to utilize it to the topic of climate change
- Create a short animation using the particular techniques, software and equipment, done during the last day of the course

Please explain how did you determine the grant amount allocated to this activity?

As the activity is a Learning-Teaching-Training Activity, we follow as a basis for our calculations the Project Guide on the larger projects. This activity will last for 5 days, and an additional 2 days of travel (prior and after) for the organizations being over 500 km away. As thus, we calculated that the Activity should be allocated:

Travel:

The project's activity has foreseen 2 participants from each organization, and an additional 5 at local level. These persons will travel via different means, and the costs would need to be calculated for each individually. In order to calculate them, we addressed the programme guide's costs for travelling in the larger cooperation partnerships.

8 persons travelling less than 2000 km for 2200€

4 persons travelling less than 500 km for 720€

8 local persons for 184€

Individual Support:

Local participants will not need to be supported for the duration of the activity. However, those travelling from different countries and cities will require support from the project's funds for the duration of the Activity, and their travel days as well.

9 persons travelling abroad, for 7 days total of travel (2 of which are dedicated to travel) 3654€

3 trainers travelling abroad, for 7 days total of travel (2 of which are dedicated to travel) 2268€

Management and Activity Expenses:

In order to properly facilitate the activity, the project partners will create preparatory and dissemination items (such as website, logo etc) and will perform all actions related to the organization and dissemination of the activity. The partners will announce a call for participants and advertise the project, evaluate and select participants, create and prepare the materials needed, perform all practical actions (such as booking tickets, hotels, venue etc). In order to do so, the partners will utilise their staff and other resources for a considerable amount of time, in order to manually perform these actions as well as participate in online meetings and facilitate other forms of communication. In addition, after the activity's completion, evaluation actions will be taken by the partners' staff and dissemination actions will take place, both internal to the organizations as well as external to the target groups and stakeholders mentioned. The creation of press releases, newsletters, posts etc will also apply to this activity, and complies with the dissemination plan. For this activity's PM, we dedicated 5000€ to be divided to the partners according to the guidelines of the larger projects (4 months).

The partners took action to be informed of the mean costs for the participants' travel and stay, and due to the the airports being further away from the venue, the participants will need an additional support, as this distance implies both more travel time and additional costs. We have allocated an additional 2000€ to compensate for this. Regardless, the partners will use the PM funds to compensate for any deviances in the actual costs, as the Activity will take place in the future and the costs could fluctuate.

We have calculated an additional youth participant to be involved in this activity, and have allocated 975€ for this purpose. However, we have decided to keep it flexible, in regards to the country to which this slot will be allocated. After the initial calls, the country in which there is a greater interest in youth participants will be allocated the slot and receive the funds to support the person.

Grant amount allocated to the activity (EUR)

17 001,00 €

Activity Details (Initial TPM 1)

Please complete the following table

Activity Title	Initial TPM 1
Venue	Karditsa, Greece - the host organization will determine the final venue no less than 15 days prior to the meeting.
Estimated start date	30/11/2021
Estimated end date	01/12/2021
Leading Organisation	Dracon Rules Design Studio (Greece)
Participating Organisations	Centre for Capacity Building & Empowerment (Sweden)
	PNEVMA LLC (Bulgaria)
	Malmö Ideella (Sweden)
<u>Grant amount allocated to the activity (EUR)</u>	5 700,00 €

Describe the content of the proposed activity.

This project contains two planned TPMs, and a minimum of 8 additional on-line meetings between the project partners to discuss and evaluate the project's tasks. In addition, a verbal report of the processes, problems, difficulties, solutions, results, recommendations on any details encountered and resolved by the partners, to ensure good practice exchange. Partners will have the opportunity to discuss and plan on future actions and predict issues to be encountered and solutions to be applied in the next periods. Each meeting will be divided in two main topics: the first will contain all activity relevant issues (courses, LTTAs etc) while the second will contain all more ordinary and day-to-day issues (finance, dissemination, management etc).

M1: A kick-off meeting

Each partner will introduce themselves and the organization as it has evolved to all other organization's members. More importantly, the members of each organization will be informed on the details of each task of the project, including the scope, plan, results, risks, budget, deadlines and critical junctions etc. Each partner's role, responsibilities and expectations will be laid out, and quality procedures, PM Plan and every-day processes, agreements, contracts will be arranged in detail and agreed upon. This will ensure a shared understanding and commitment of all partners. The methodology to prepare all steps of the trainings to take place will be discussed and finalized, alongside the Quality Plan and the Evaluation Plan. Lastly, the partners will formulate the details of the dissemination plan and will prepare the initial Sustainability and Exploitation Plan.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The official TPMs will be attended by two representatives of each partner, to ensure that each partner is informed correctly and in league with the project's goals. The TPM's agenda will be prepared and sent well ahead of the TPM.

The participants of this meeting will be staff members actively participating in the project and its management. As this is a management meeting in person, it will benefit all participants, the partner organizations and the overall project management and quality as it will help the managers ensure a good cooperation and convene to discuss, identify, resolve issues and plan the next steps in accordance to the proposal and their joined wishes.

Finally, as the project itself benefits from this activity as it ensures a smooth project operation, all target groups and stakeholders will benefit indirectly.

Explain how is this activity going to help to reach the project objectives.

As these are management meetings, their own existence benefits the project as explained above. All project issues will be discussed and the plans to move forward with the next activities will be set in stone. Each activity leader is responsible to present their relevant activity during each meeting. The Coordinator is responsible for the delivery of the meeting agenda at least two weeks prior to the meeting as well as for chairing the meetings. Moreover, the coordinator will produce event reports and minutes following each partner meeting (within two weeks of each meeting). Online meetings will be held bimonthly, in order to allow for a smooth progress of the project, and provide ample time for course corrections should any be required. Online Meetings will be attended by at least 1 member of each organization. Qualitative indicators will be discussed, and quantitative indicators measured.

Describe the expected results of the activity.

The participants will meet in person, in order to facilitate the smooth operation of the project. Issues will be discussed and resolved, the project's progress will be measured and its future course will be decided. The immediate results of the meeting will be an increase to the project's control and stability factor, including its quality as these meetings are in fact quality control mechanisms.

Additionally, several lesser results are expected. The personnel will increase their skills at communicating at an international level, at crisis management (by resolving issues), at conversing in a foreign language and other relevant skills. The organizations will benefit greatly via their personnel's actions, as an increase to staff skills also benefits the organizations, as will their successful cooperation with other organizations internationally.

Please explain how did you determine the grant amount allocated to this activity?

As the activity is a Transnational Project Meeting, we follow as a basis for our calculations the Project Guide on the larger projects. This activity will last for 1 and a half days, and will require two additional days of travel (prior and after) for the organizations being over 500 km away. As thus, we calculated that the Activity should be allocated:

Travel and Individual Support:

As a Transnational Project Meeting, the partners were allocated funds according the the Project Guide on TPMs. Thus, we would allocate the following sum:
6 Participants abroad, 3450€

Management and Activity Expenses:

In order to properly facilitate the activity, the project partners will create preparatory and dissemination items (such as website, logo etc) and will perform all actions related to the organization and dissemination of the activity. The partners will create the reports, agendas, create and prepare the materials needed, perform all practical actions (such as booking tickets, hotels, venue etc). In order to do so, the partners will utilise their staff and other resources for a considerable amount of time, in order to manually perform these actions as well as participate in online meetings and facilitate other forms of communication. In addition, after the activity's completion, evaluation actions will be taken by the partners' staff and dissemination actions will take place, both internal to the organizations as well as external to the target groups and stakeholders mentioned. The creation of press releases, newsletters, posts etc will also apply to this activity, and complies with the dissemination plan. For this activity's PM, we dedicated 1250€ to be divided to the partners according to the guidelines of the larger projects (1 month).

The partners took action to be informed of the mean costs for the participants' travel and stay, and due to the the airports being further away from the venue, the participants will need an additional support, as this distance implies both more travel time and additional costs. We have allocated an additional 1000€ to compensate for this. Regardless, the partners will use the PM funds to compensate for any deviances in the actual costs, as the Activity will take place in the future and the costs could fluctuate.

Grant amount allocated to the activity (EUR)

5 700,00 €

Activity Details (Final TPM 2)

Please complete the following table

Activity Title	Final TPM 2
Venue	Malmö, Sweden - The host will determine the final venue no less than two weeks prior to the meeting.
Estimated start date	30/04/2023
Estimated end date	01/05/2023
Leading Organisation	Malmö Ideella
Participating Organisations	Centre for Capacity Building & Empowerment (Sweden) PNEVMA LLC (Bulgaria) Dracon Rules Design Studio (Greece)
<u>Grant amount allocated to the activity (EUR)</u>	4 550,00 €

Describe the content of the proposed activity.

This project contains two planned TPMs, and a minimum of 8 additional on-line meetings between the project partners to discuss and evaluate the project's tasks. In addition, a verbal report of the processes, problems, difficulties, solutions, results, recommendations on any details encountered and resolved by the partners, to ensure good practice exchange. Partners will have the opportunity to discuss and plan on future actions and predict issues to be encountered and solutions to be applied in the next periods. Each meeting will be divided in two main topics: the first will contain all activity relevant issues (courses, LTTAs etc) while the second will contain all more ordinary and day-to-day issues (finance, dissemination, management etc).

M2:
Each partner will participate in this meeting, to discuss the project progress, management, financial aspects, difficulties, obstacles, strengths, impact, sustainability as well as which elements of innovation have been brought in the project. In addition, the following will be assessed:

- Project Results. The results of the project will be evaluated, and action to increase their quality/relevance or other issues will be agreed and taken to ensure adherence to the plan.
- Task evaluation and report.
- Project Objectives. The degree to which they have been achieved will be discussed and actions will be agreed and taken to ensure adherence to the plan.
- Final Outcome. The general evaluation of the project will be discussed and planned. Each topic of Dissemination, Monitoring, Evaluation will be discussed, including Qualitative, and Quantitative indicators. Sustainability will also be discussed separately, and each partner will present their future contribution for project sustainability. The monitoring reports made during this meeting will be collected by the Coordinator, responsible for the final report.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The official TPMs will be attended by two representatives of each partner, to ensure that each partner is informed correctly and in league with the project's goals. The TPM's agenda will be prepared and sent well ahead of the TPM.

The participants of this meeting will be staff members actively participating in the project and its management. As this is a management meeting in person, it will benefit all participants, the partner organizations and the overall project management and quality as it will help the managers ensure a good cooperation and convene to discuss, identify, resolve issues and plan the next steps in accordance to the proposal and their joined wishes.

Finally, as the project itself benefits from this activity as it ensures a smooth project operation, all target groups and stakeholders will benefit indirectly.

Explain how is this activity going to help to reach the project objectives.

As these are management meetings, their own existence benefits the project as explained above. All project issues will be discussed and the plans to move forward with the next activities will be set in stone. Each activity leader is responsible to present their relevant activity during each meeting. The Coordinator is responsible for the delivery of the meeting agenda at least two weeks prior to the meeting as well as for chairing the meetings. Moreover, the coordinator will produce event reports and minutes following each partner meeting (within two weeks of each meeting). Online meetings will be held bimonthly, in order to allow for a smooth progress of the project, and provide ample time for course corrections should any be required. Online Meetings will be attended by at least 1 member of each organization.

Qualitative indicators will be discussed, and quantitative indicators measured.

Describe the expected results of the activity.

The participants will meet in person, in order to facilitate the smooth operation of the project. Issues will be discussed and resolved, the project's progress will be measured and its future course will be decided.

The immediate results of the meeting will be an increase to the project's control and stability factor, including its quality as these meetings are in fact quality control mechanisms.

Additionally, several lesser results are expected. The personnel will increase their skills at communicating at an international level, at crisis management (by resolving issues), at conversing in a foreign language and other relevant skills. The organizations will benefit greatly via their personnel's actions, as an increase to staff skills also benefits the organizations, as will their successful cooperation with other organizations internationally.

Please explain how did you determine the grant amount allocated to this activity?

As the activity is a Transnational Project Meeting, we follow as a basis for our calculations the Project Guide on the larger projects. This activity will last for 1 and a half days, and will require two additional days of travel (prior and after) for the organizations being over 500 km away. As thus, we calculated that the Activity should be allocated:

Travel and Individual Support:

As a Transnational Project Meeting, the partners were allocated funds according to the Project Guide on TPMs. Thus, we would allocate the following sum:

4 Participants abroad, 2300€

Management and Activity Expenses:

In order to properly facilitate the activity, the project partners will create preparatory and dissemination items (such as website, logo etc) and will perform all actions related to the organization and dissemination of the activity. The partners will create the reports, agendas, create and prepare the materials needed, perform all practical actions (such as booking tickets, hotels, venue etc). In order to do so, the partners will utilise their staff and other resources for a considerable amount of time, in order to manually perform these actions as well as participate in online meetings and facilitate other forms of communication. In addition, after the activity's completion, evaluation actions will be taken by the partners' staff and dissemination actions will take place, both internal to the organizations as well as external to the target groups and stakeholders mentioned. The creation of press releases, newsletters, posts etc will also apply to this activity, and complies with the dissemination plan. For this activity's PM, we dedicated 1250€ to be divided to the partners according to the guidelines of the larger projects (1 month).

The partners took action to be informed of the mean costs for the participants' travel and stay, and due to the airports being further away from the venue, the participants will need an additional support, as this distance implies both more travel time and additional costs. We have allocated an additional 1000€ to compensate for this. Regardless, the partners will use the PM funds to compensate for any deviances in the actual costs, as the Activity will take place in the future and the costs could fluctuate.

Grant amount allocated to the activity (EUR)

4 550,00 €

Budget Summary

This section provides a summary of the estimated project budget. The table is automatically completed taking into account the described project activities and their estimated cost.

Activities	Grant amount allocated to the activity (EUR)
Trainer LTTA 1	11073
Trainer LTTA 2	9275
Learner LTTA 3	12401
Learner LTTA 4	17001
Initial TPM 1	5700.0
Final TPM 2	4550.0
Total (EUR)	60000.0
Project Lump sum	60000

Impact and Follow-up

How will you know if the project has achieved its objectives? What tools or methods will you use?

In order to measure the degree in which the project has achieved its objectives, we plan on using a number of methodologies and indicators which will be defined in detail in the Evaluation Plan. The widely suggested tools will be used, such as questionnaires including questions using the Likert Scale, Open questions, feedback forms etc, targetted at various groups, including the consortium's project managers, the trainers, the learners, associated partners etc. At this stage, we calculate that we will be using the following known indicators (as advised through the participating organizations' and individual project managers of the organizations' experience from previous successfully completed projects), in order to assess the intermediate and final results of the project:

QUALITATIVE INDICATORS:

- Feedback from the participants and end-users (i.e. dissemination recipients, participants from training events, target groups)
- Satisfaction questionnaires, open discussions and face to face meetings for evaluation purposes on the training courses of the project
- Quality of communications and transfer of knowledge between relevant networks and general public
- Project management and partners' evaluation of the project

QUANTITATIVE INDICATORS:

- The number of partner's staff involved in the project implementation activities (directly or indirectly)
- The number of dissemination actions (including mailings, meetings with stakeholders)
- The number of participants in the events and activities of the project
- The number of website visits and social networks
- The number of press releases, articles, news, newspapers and media published
- The number of local, regional, national participants
- The number of demands for input and/or discussion from Youth organisation concerning the topic
- The volume of communications and transfer of knowledge between relevant networks and general public
- The number of European and international bodies aware of the project results
- The number of the references to the project in the internet and in papers and other publications
- The number of youth workers/ young people with relevant stakeholders using the project results developed in the context of the project over time
- The number of the stakeholders reached through Newsletters
- The number of events organised
- The number of organisations participating and contributing to the project development
- Satisfaction rate of target groups and stakeholders about the project activities (during the project and once the project is completed)

Tools to be used are:

- * Satisfaction questionnaires
- * Face to face meetings with youth workers and young people, representatives of associated institutions and other involved in project activities parties
- * Observations
- * Quality reports

All this indicators should surpass the minimum numbers allocated to them in the Evaluation Plan.

How will the participation in this project contribute to the development of the involved organisations in the long-term? Do you have plans to continue using the results of the project or continue to implement some of the activities after the project's end?

It is expected that with the successful implementation of this project, we will effectively have assisted in the growth of the skill sets of Youth workers and youth learners related to using animation technologies as a means to raise awareness on issues related to climate change in their respective countries at national level, in Europe and internationally, as the final created animations will be disseminated via our channels (websites, social media etc). In addition, it is expected to result in an increase of interest in the use of animation as a tool for education and a means to forward messages to the public in regards to climate change, as the project will be disseminated to interested parties such as stakeholders, trainers, policy makers etc. and thus the society in its entirety.

The participants will gain all skills required to be able to use animation as a means to spread the message of the climate change, and solutions to it as viewed by society. The trainers will additionally gain the knowledge on how to teach and train people in the use of animation technology, and how to link it with sensitive issues such as climate change, effectively transferring the skills acquired to their professional life.

Technology will also be promoted positively, as animation is a topic based on technological software and equipment.

The participating organizations are expected to:

- *Transfer the experience gained by their staff members in terms of project management, activities, planning,

implementation, dissemination.

*Their teaching personnel will benefit from the new skill sets and will be able to apply it into the workings of the participating organizations, integrating it within existing training sessions or creating entirely new. have increased knowledge on the themes of the project, through the training of their staff and the dissemination of the results inside the organization.

*Improve their resume by participating in an international cooperation

*Improve their network by disseminating the materials produced during the project and exchanging good practices.

*Strengthen the bonds with the partner organizations, the trainers and youth in their local communities as they will have successfully participated in a project aiming to affect society and issues that are of global importance.

Please describe your plans for sharing and use of project results.

- How will you make the results of your project known within your partnership, in your local communities and in the wider public? Who are the main target groups you would like to share your results with?
- Are there other groups or organisations that will benefit from your project? Please explain how.

The dissemination of this project is planned to occur both during its course as well as after the completion of the main activities. As the Dissemination plan is created, the partners will personalize and customize the activities they will be performing and they will also finalize the Exploitation plan in this regard.

A series of actions will take place, in short including (and not limited to) the following means or objects: Project Logo, Website, Social Media, Youtube Accounts, Press Releases, use of EPALE, Newsletters, Brochures and Posters etc. These will be used for both or either, internal and external dissemination of the project.

The project's main target groups are Youth Trainers, Youth Learners and institutions focusing on youth training, climate change and similar environmental issues. In extension, youth organisations, environmental policy makers, higher education institutions, public decision makers and other stakeholders are secondary target groups, while the final target group (the recipients of the messages to be passed on by the youth learners via animation) is the whole of society.

This project proposes a series of training courses for youth trainers, in order to learn the methodologies and technologies used to create animation, and pass them on to youth learners who will in turn create their animations, focusing on climate change issues and their potential solutions, so that they will be agents of change by passing their messages, ideas and concerns to policy makers, like-minded groups and the society as a whole. As such, all the aforementioned target groups of trainers and education institutions will benefit from the project, either by following its regime and including animation in their routine, to inspire youth to in turn be active citizens and affect policy makers.

The dissemination targets will be both International, and National/Regional/Local.

-As the partnership is international, with partners and linked organizations throughout Europe, each organization will disseminate through their own channels to their networks all activities and results of the project, raising awareness on climate change issues and the need for active citizenship to combat climate change. The networks themselves will act as conduits to further share the project and its results.

-The organizations and their associated partners will serve as conduits to disseminate the project to the public and target stakeholders, institutions, policy makers and groups active on climate change within their location and country.

Project Summary

Please provide a short summary of your project. Please be aware that this section (or part of it) may be used by the European Commission, Executive Agency or National Agencies in their publications. It will also feed the Erasmus+ Project Results Platform.

In view of further publication on the Erasmus+ Project Results Platform, please also be aware that a comprehensive public summary of project results will be requested at report stage(s). Final payment provisions in the contract will be linked to the availability of such summary.

Objectives: What do you want to achieve by implementing the project?

The project proposes the use of animation technology as a means to empower youth to actively participate in the fight against environmental issues such as climate change. It aims to create a set of training courses for youth trainers, to allow them to understand animation technology and integrate it in their training routines, in order to empower youth to imbue animation videos with their messages on climate change issues and solutions, thus becoming active citizens in combating climate change.

Implementation: What activities are you going to implement?

The project proposes four training courses. Two training courses will be targeted at youth trainers, providing them with the necessary skill set needed to understand animation technology and its functions. Two more sets of training courses will be held thereafter, where the same youth trainers will train youth learners on those topics, bringing their newly found skills to use, and guide them to create short animation films on the topic of climate change and through the video's publication.

Results: What results do you expect your project to have?

The project partners are expected to propose the curricula to be used during the training courses, implement the pilot courses on youth trainers and in turn test the effects of those courses by implementing pilot youth trainings. The youth participants will in turn create short animation videos which will be uploaded on online platforms and disseminated. The project is expected to reach out to other youth education organizations, and inspire them to use the methodologies proposed in turn.

Annexes

The maximum size of a file is 15 MB and the maximum total size is 100 MB. The maximum number of all attachments is 100. The maximum number of all attachments is 100.

Declaration on Honour

Please download the Declaration on Honour, print it, have it signed by the legal representative and attach.

File Name	File Size (kB)
DOH -YANGcc_Malmoldeela_DeclarationSigned.pdf	3102
Total Size (kB)	3102

Mandates

Please download the mandates, have them signed by the legal representatives and attach them here. You can add a maximum of 90 documents.

Please ensure that mandates are valid before submitting them to the National Agency. Mandates shall be provided at the latest before the signature of the grant agreement.

File Name	File Size (kB)
MAN -CCBE.pdf	773
MAN -DRACON.pdf	1542
MAN -PNEVMA.pdf	1046
Total Size (kB)	3362

Other Documents

If needed, please attach any other relevant documents (a maximum of 9 documents). Please use clear file names.

If you have any additional questions, please contact your National Agency. You can find their contact details here: [List of National Agencies](#).

File Name	File Size (kB)
Total Size (kB)	0
Total Size (kB)	6465

Checklist

Before submitting your application form to the National Agency, please make sure that:

- It fulfills the eligibility criteria listed in the Programme Guide.
- All relevant fields in the application form have been completed.
- You have chosen the correct National Agency of the country in which your organisation is established. Currently selected NA is: SE02 - Swedish Agency for Youth and Civil Society

Submission History

Version	Submission time (Brussels time)	Submitted by	Submission ID	Submission status
1	19/05/2021 13:33:40	Lekkas Konstantinos	1218236	Submitted