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MetaCometa
NESSUNO CRESCE DA SOLO



PROGETTO FAMIGLIA
CENTRO STUDI

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Operational Guide: Artistic-Recreational Project-Work

(WP3 - Activity 3)

1. OBJECTIVES OF THE ACTIVITY The main objective is to enable minors to internalize European values and strategies through play and creative expression, creating concrete products to present to the public to raise awareness on global issues. The workshops serve as safe spaces for active civic participation.

2. ORGANIZATIONAL AND LOGISTIC DETAILS

- **Duration:** 6 months total.
- **Frequency:** Weekly meetings.
- **Time Commitment:** 2 hours per meeting, for a total of 48 laboratory hours.
- **Indicative Period:** From October 2025 to April 2026 (according to the project Gantt chart)-> NOVEMBER 2025 - MAY 2026

3. PARTICIPANTS AND SELECTION CRITERIA Each partner organization responsible for the workshops (**Centro Studi, Metacometa, Arsis, Cordoba Acoge**) must ensure the involvement of the following groups:

- **Minors in Care / Outside the Family:**
 - **Number:** 20 minors per country.
 - **Profile:** Priority to the most fragile minors already involved in previous activities, ensuring gender balance.
 - **Specific Selection Criteria:** Degree of participation shown in WP2, motivation to continue, psychological cost/benefit ratio for the minor. Collecting informed consent from guardians is mandatory.
- **"Positive" Adults:**
 - **Number:** 10 adults per country.
 - **Profile:** Adults already trained in WP3 Activity 1 (Relational Support and Citizenship).
 - **Role:** Support to operators and facilitation of relationships, not frontal teaching.



4. METHODOLOGY AND IMPLEMENTATION PHASES The activity must follow a participatory and game-based approach. These are not lectures, but co-creation workshops.

Phase A: Choice of theme (Co-design)

- The project-work theme must not be imposed from above, but chosen together with the minors.
- The theme must be a relevant European Topic (e.g., environmental sustainability, inclusion, human rights) previously discussed in the discussion groups.

Phase B: Workshop implementation

- The association's operators/educators conduct the activities, supported by adult volunteers.
- The activities must stimulate reflection through art and creativity, allowing the youths to express their vision of Europe.

Phase C: Realization of the output (Final Product) Each partner must produce at least 1 artistic-recreational product/service. The format depends on the preferences expressed by the minors. Examples include:

- Theatrical performances
- Short videos
- Podcasts or Web-radio programs
- Visual awareness campaigns (posters, exhibitions)

5. ROLES AND RESPONSIBILITIES OF PARTNERS

A. Partners

- Operationally manage the workshops in their own countries.
- Recruit and coordinate minors and adults.
- Ensure the physical production of the final output.

B. Cordoba Acoge (Leader WP3 - Activity 3)

- **Supervision:** monitors the progress of workshops in all partner countries.
- **Quality Control:** verifies that objectives are met and outputs are of quality.
- **Criticality Management:** collects feedback on any problems to systematize "lessons learned".



- **Guidelines:** provides specific guidelines for managing the workshops.

C. Technical/Training Partners (Indepcie, Cuore, HAU)

- **Technical Support:** provide technical expertise for the creation of specific products (e.g., video editing, web-radio setup) if requested by social partners.
- **Visibility:** contribute to giving visibility to the outputs produced in their respective countries.

6. MONITORING AND SUCCESS INDICATORS To consider the activity successfully completed, partners must ensure the achievement of the following indicators, to be reported to the activity leader (**Cordoba Acoge**):

- **Participation:** 20 minors and 10 adults involved for 24 meetings/48 hours.
- **Output:** actual realization of the artistic product.
- **Visibility:** number of likes, comments, shares, or participants in live presentation events.

7. EXPECTED FINAL OUTPUT (DELIVERABLE) At the end of the activity, each country must have produced tangible artistic-recreational products that serve to increase public awareness on the themes treated. These products will then be the subject of Activity 4 (promotion and presentation) which will include public events.

Example 1: Podcast Series (Web-Radio product) Title: "EURHOPE Talks: Our Planet, Our Voice" **Theme:** Environmental Sustainability and Climate Change (Topic identified as a priority for young people). **Operational Description:** A series of 3-4 podcast episodes (10-15 minutes each) in which minors discuss how climate change influences their future and how the EU protects the environment.

Implementation

1. Co-design (Weeks 1-4):

- **Minors:** choose the specific topic (e.g., "Plastic-free Cities" or "Sustainable Fashion"). They assign roles among themselves: Host, Interviewer, Scriptwriter, Sound Technician.
- **Adults:** facilitate the brainstorming session using discussion group techniques (WP3 Activity 2) to bring out ideas without imposing them.

2. Content Creation (Weeks 5-12):

- **Minors:** write the script and questions. Decide to interview a local expert or a "positive" adult volunteer regarding their ecological habits.



- **Technical Support:** training partners (**HAU** or **INDEPCIE**) provide basic guidelines on how to structure a radio script.

3. Recording (Weeks 13-18):

- **Activity:** recording episodes using smartphones or basic microphones.
- **Minors:** conduct interviews and record voice-overs.
- **Adults:** help manage the environment (ensure silence, reduce anxiety during recording).

4. Editing and Finalization (Weeks 19-24):

- **Tools:** use of free or specific software for editing (e.g., multimedia content tools cited in the project like Animoto or similar for audio).
- **Minors:** select music (royalty-free) and cut/paste audio tracks.
- **Supervision:** **Cordoba Acoge** supervises the quality of the output and ensures the content is aligned with EU values (e.g., factual accuracy).

Final Output: An MP3 series ready to be uploaded to the project website and shared during the final event.

Example 2: Graphic Awareness Campaign (Digital & Print) Title: "Europe is US: Breaking Down Stereotypes" **Theme:** Social Inclusion and Human Rights (focus on diversity and non-discrimination). **Operational Description:** Visual communication campaign composed of 5 posters (for print) and a set of "Carousel" posts for Instagram/Social Media, designed to challenge stereotypes about minors in care or promote gender equality.

Implementation:

1. Concept & Message (Weeks 1-4):

- **Minors:** brainstorming slogans. Example: "Family is where there is love, not just DNA" or "Europe means Equal Rights."
- **Adults:** help minors refine messages so they are impactful and clear for a general audience.

2. Visual Workshop (Weeks 5-12):

- **Activity:** visual storytelling workshop.
- **Minors:** draw drafts on paper or take photos representing the chosen slogans.



- **Technical Support:** introduction to graphic design tools like Canva (tool specifically cited in the project).

3. Digital Design (Weeks 13-18):

- **Minors:** digitalize their ideas using tablets or computers. Choose color palettes (e.g., using EU flag colors or project branding).
- **Adults:** support those with lower digital skills in using software, encouraging peer-to-peer learning.

4. Production (Weeks 19-24):

- **Output:** high-resolution PDF files for print and JPG/PNG files for social media.
- **Supervision: Cordoba Acoge** checks the visual output quality and ensures the correct use of EU logos and mandatory disclaimers.

Final Output: A digital folder containing the campaign assets, which will be physically printed for the Final Conference and published on the project's social channels (WP3 Activity 4).