

Project application

5-day youth exchange

Project objectives

Needs and objectives

Please explain why you want to implement this project. Please describe the problems and needs that the project addresses and what the project objectives are. (analysis and justification of needs)

Name: "empowering youth for the job market"

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- young people don't know how to prepare for a job.
 - struggle ^{with} writing a good CV.
 - preparing for interviews.
 - understanding their own skills.
 - often feel lost and unmotivated.

plan
Action

teach how to write good CV.
practice job interviews together.
help understand what they are good at.
show useful tips like linkedin.
help them feel confident.
share ideas with each other from different countries.

Action plan

What activities do you want to carry out during the 7-day youth exchange? What activities, workshops, and classes do you want to conduct?

- Media Literacy. Planned activities
- workshops on: arrival and introduction, (icebreakers)
- 1) - Digital storytelling for inclusion (participants share their personal stories using photos or videos)
 - 3) - Misinformation and fact-checking (like how to identify fake news, practical tools)
 - 2) - Digital rights and privacy =
 - Accessibility and inclusive design
- also simulation games:
- 2) - A day in a life without digital access (small groups simulate different roles)
 - Role-play as
 - 4) Using digital tools for activism → e.g. TikTok, Reels, Canva.
 - Civic Engagement and Digital Activism
 - 5) presentation and Charter Building.
 - there will be groups.
- and intercultural nights obviously.

Project activities

Participants

Please describe the participants in each group and their role in the project activities, and explain how each group was formed.

The participants are young people aged 18-30. They will be people with different backgrounds starting from youth with low digital awareness, to youth who often feel excluded and unsafe online.

Impact

- How will your project benefit the young people involved in the project, both during and after the project?
- What is the expected impact of the project beyond the participants and organisations involved at local, regional, national and possibly European level?

It will benefit the youth by helping them to become more confident and responsible digital users, as they will learn how to check online information, ~~and~~ use digital tools and be more including on social media.

After project, they can use their knowledge in daily life being more active online and helping their friends and relatives become more aware of digital risks.

locally and regionally they may organize small events, workshops or online campaigns,

Other Ngos may be inspired to take more about digital awareness

Erasmus+ values and objectives

How does your project contribute to the objectives of the Erasmus+ programme and youth exchanges?

- 1) Digital skills - ^{jong people} youth learn to use technology safely and effectively
- 2) Inclusion - supports equal ^{akses} access and ^{keadilan} fights digital ^{eksklusif} exclusion
- 3) Active ^{partisipasi} citizenship - ^{meningkatkan} encourages social ^{engagement} engagement and ^{interkultural} intercultural ^{kooperasi} cooperation