

“DO-IT”

“Digital cOmpetence to teach youth wIth migranT background)”

PROJECT “Erasmus +” PROGRAMME

ECEPAA
Project Proposal Draft
29/10/2020

Object

Erasmus + is the **EU co-funding Programme** that aims, among else, *to support education, training, youth and sport in Europe.*

Considering the work done by your Organisation in relation to the topics addressed by this Project, we from [ECEPAA](#) would be very pleased to have your Organisation as official **Partner** in the DO-IT proposal (“Digital cOmpetence to teach youth wIth migranT background) that we are currently designing and we would like to develop with you.

Please, read through our **Project Proposal** and feel free to reach us with any doubt or suggestion and inform us if you are interested in discussing your participation in the Project as a partner.

Contents

Object	1
Contents	1
Summary	2
Project Proposal	2
1. Needs to be Addressed	2
2. General and specific objectives	2
5. Main activities	3
6. Results and impact attained	3
7. Longer-term benefits	3

Summary

Project Name: DO-IT proposal (Digital cOmpetence to teach youth wIth migranT background)

Programme: Erasmus +

Kay action/ Strand: 2

Submission Deadline: 29/10/2020

Requested Budget: Not yet defined

Funding: Co-funding

Number of Partner Organisation: 5

Types of Partner Organisations: 1 school (Greece), 1 research and advocacy Association (Belgium), 1 youth organization (Italy), 1 second generation migrant network of association (Italy). 1 training center for migrants (Spain).

Number of Countries Involved: 4

Duration of the Project: 24 months

Start of the Project: 30/06/2021

End of the Project: 29/06/2023

Project Proposal

1. Needs to be Addressed

The current European societies are experiencing an unprecedented crisis when it comes to social inclusion in general, and social inclusion of disadvantaged groups in particular. The very recent document published by the Eu Commission (European Union, 2020) “Digital Education Action Plan. Resettling education and training for the digital age” highlights, clearly, that disadvantaged group suffer mostly for not having those digital competences needed to live, work, learn and thrive in a highly digital world. Although, at this very moment, it is not clear the long-term effect of COVID-19 impact on education in general, and on education to disadvantaged group such as migrant in particular, it is understandable enough, though, that low-income family with migrant background will very likely impacted the most.

2. General and specific objectives

In line with the general policy of the Erasmus + Programme, and the Call for Proposals in response of the COVID-19, the general objective of this proposal is contribute to **develop an innovative practice in digital era** while at the same time commit to a greater **social inclusion** of students coming from a migrant background by aiming at **tackling their early school leaving**. In



order to address the above mentioned objective DO-IT will be structured into four specific objectives:

1. **identify, develop and disseminate good practices and innovative digital tools** to provide teachers and trainers with skills to address the needs of youth with migrant background posed by the COVID-19 pandemic;
2. **promote the recognition of digital competences and soft skills** acquired by youth with migrant background in informal experiences;
3. increase the capacity of 50 teachers and trainers on digital competence by providing them a training on the 5 competences framed in the “Digital Competence Framework 2.0”;
4. **increase the capacity of 50 teachers and trainers to recognize the digital** competences and soft skills acquired by youth with migrant background in informal experiences.

5. Main activities

The project **is implementing 4 main activities**, in addition to the traditional project management activities.

The **first activity will consist in the research and publication of a book on best practices** that, although still rather premature, have been put in place in order to address the impact of COVID-19 on the education and training of youth with migration background.

The **second activity will have to do with the construction of a digital platform** in which a database with digital and informal skills will be prepared that youth of foreign origin can then use as a self-assessment.

The **third activity will involve the implementation of a training for teachers and trainers in the use of digital skills**.

Finally, **the fourth and last activity will concern the training of teachers and trainers in the recognition of digital and informal competences** declared by young people of foreign origin.

The project also **intends to develop 3 different intellectual outputs**. The **first** will have to do with **the preparation of a publication of a book on the best practices** identified to mitigate the effects of COVID-19 on the education of young people of foreign origin. The **second** intellectual output will concern **the development of a digital platform** where all those digital and informal skills that will be subject to self-evaluation of young people of migrant origin will be included. The **third** and last intellectual output will concern a **toolkit aimed at teachers** and trainers on how to recognize and then in turn transmit to other teachers and trainers the digital and informal.

6. Results and impact attained

To be done

7. Longer-term benefits

1. promoting the social inclusion of people coming from a migrant and low socio-economic background;
2. reduce the early school leaving for students of migrant origin.