



Erasmus+ and European Solidarity Corps at EACEA

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2021-2027

About EACEA

Since 2006, the European Education and Culture Executive Agency (EACEA) brings some of the most visible of the Commission's policies to life.

We are privileged to implement projects in the fields of education, culture, media, solidarity, sport, youth, citizens and values.

Programmes we manage:

- Erasmus+ direct management actions and European Solidarity Corps
- Creative Europe programme
- CERV programme – EU values, citizens participation
- Other

Erasmus+ 2021-2027: overview

General objective

- Supporting educational, professional and personal development of people of all ages in education, training, youth and sport, in Europe and beyond

Participating countries

- 33 Programme Countries + international activities open to the rest of the World

3 Key Actions

- Mobility – Cooperation – Policy Development

Implementing mode

- Direct (EAC/EACEA) and Indirect (National Agencies)

The implementation

The Erasmus+ programme is implemented:

- European Commission (budget, setting priorities, identifies targets and criteria, steering and monitoring implementation at programme level)
- **EACEA** – direct management
- **National Agencies** in Programme countries, and a series of National Offices in some Partner countries – indirect management. [National Agencies - Erasmus+](#)

Key Action 1: Mobility of individuals

Learning mobility opportunities aim to encourage the mobility of **students, staff, trainees, apprentices, youth workers** and **young people**.

EACEA manages the following KA1 actions:

- [Online Linguistic Support](#)
- [Erasmus Charter for Higher Education](#)
- [Virtual Exchanges in Higher Education and Youth](#)

Virtual exchanges in higher education and youth

Online people-to-people activities that promote intercultural dialogue and soft skills development.

They make it possible for every young person (in the 13-30 age range) to access high-quality international and cross-cultural education (both formal and non-formal) without physical mobility.

They take place in **small groups, moderated by a trained facilitator** and should be **easily integrated into youth (non-formal education) projects or higher education courses.**

Project example – Virtual exchanges in higher education and youth

DigiUp is a 36-months Virtual Exchange project which aimed to connect higher education students, academic staff and young people from Europe and Sub-Saharan Africa countries:

- *through well-established virtual activities for development, acquisition and application of both digital and soft skills,*
- *to increase career opportunities and moving forward in 21st century skills needed among young people.*



Development and integration of digital skills specific disciplines and subject areas in higher education.



Fostering the use of ICT tools in order to bridge communication gaps and enhancement of foreign language learning.



Engagement in raising awareness Virtual Exchanges at the institutional and policy-making level.



Upskilling of the learning and teaching experience through the wide use of Learning Management Systems (LMS) and introduction of the micro-credentials to the learners.



[DigiUp \(digi-up.org\)](https://digi-up.org)

Key Action 2: Cooperation among organisations and institutions (1)

The cooperation among organisations and institutions is expected to result in the development, transfer and/or implementation of innovative practices.

- [Cooperation Partnerships](#) (EACEA manages actions in Sport, ENGOS)
- [Small-scale Partnerships](#) (EACEA manages actions in Sport)
- [European Universities](#)
- [Centres of Vocational Excellence](#)
- [Erasmus+ Teacher Academies](#)
- [Erasmus Mundus Joint Masters](#)

Key Action 2: Cooperation among organisations and institutions (2)

- Erasmus Mundus Design Measures
- Alliances for Innovation
- Forward-looking Projects
- Capacity Building in Higher Education
- Capacity Building in the field of Vocational Education and Training
- Capacity Building in the field of Sport
- Capacity Building projects in the field of youth
- Not-for-profit European sport events



Cooperation Partnerships in the fields of education, training and youth submitted by European NGOs (ENGOS)

Objectives:

- **Increasing quality in the work, activities and practices of organisations and institutions involved**, opening up to new actors, not naturally included within one sector;
- **Building capacity of organisations** to work transnationally and across sectors;
- **Addressing common needs and priorities** in the fields of education, training, youth and sport;
- **Enabling transformation and change** (at individual, organisational or sectoral level), leading to improvements and new approaches, in proportion to the context of each organisation.

Cooperation Partnerships submitted by ENGOs

What is a Cooperation Partnership?

A transnational project involving **min. 3** organisations from 3 different EU Member States or third countries associated to the Programme.

Who can apply?

Coordinator: a European NGO (ENGO) established in an EU Member State or third country associated to the Programme.

Partners: any type of organisation active in any field of education, training, youth, sport or other socio-economic sectors established in an EU Member State or third country associated to the Programme, or in any third country not associated to the Programme.

Definition of ENGO

NGOs that operate through a formally **recognised structure** composed of a **European body/secretariat** legally established for **at least one year** in an *EU Member State or third country associated to the Programme*, and of **national organisations/branches**, in at least **nine** *EU Member States and third countries associated to the Programme*. These national organisations/branches must:

- have a proven statutory link with the European body/secretariat;
- be active in the field of education, training or youth.

Cooperation Partnerships

Depending on the **applicant coordinator**, there are **two types** of Cooperation Partnerships in the **field of education and training, and youth**:

1.
Submitted
by
**European
NGOs**

Managed by
EACEA

2.
Submitted by
**other
organisations**

Managed by
the Erasmus+
**National
Agencies**

Project example

(ADA) All Digital Academy: Upskilling adult educators on key digital emerging technologies

[ADA project](#) supports adult educators and trainers by offering up-skilling training activities on digital technologies. Educators and trainers will benefit from the educational outputs:

- Online training (MOOCs);
- DigComp-based resources and tools (self-assessment tools);
- Learning and teaching methodologies and contents, best practices etc.;
- Community of Practice (CoP) of practitioners and stakeholders to share practices and experiences in adult education and training.

Expected results: at least 500 educators from at least 10 European countries registered in the MOOC, at least 100 educators completing it and at least 300 practitioners, educators, experts joining the CoP and at least 50 resources, including reports, self-assessment tools, best practices on the platform.





Sport actions Erasmus+ and PPPA

Specific priorities

- Encouraging **healthy lifestyles for all**
- Promoting **integrity and values in sport**
- Promoting education in and through sport
- Promoting **equality and European values in and through sport**
- **Volunteering in sport** (not-for-profit events)

Sport actions – Erasmus+ and PPPAs



Key Actions 2

Cooperation partnerships, Small-scale partnerships, Not-for-profit events
Capacity building



Key Action 3

European Week of Sport (for policy development and cooperation)
Participation of Western Balkans countries



Prizes

#Beactive EU Sport awards
(associated with the priorities, including awards in **volunteering sport projects.**)



Pilot Projects and Preparatory Actions

(e.g. *Emergency youth*)

Erasmus+ Key Actions 2

Cooperation partnerships
in the field of Sport



Not-for profit European
sport events



Small-scale
partnerships



Capacity building projects
in the field of Sport



Sport Project example



FACTS AND FIGURES



- The first-ever **Mixed Ability Week** (MAW20) in Cork (Ireland) took place on 7-12 June 2020.
- Mixed Ability sport promotes social inclusion by integrating disabled and non-disabled players in the same mainstream game.
- Mixed Ability sessions and competitions in rowing, boxing, kin ball and running were held, with the opportunity for the wider population to take part in many sporting and social activities to **raise awareness and celebrate diversity and promote social inclusion through sport**.
- Find out more on [Erasmus+ \(europa.eu\)](https://europa.eu)



Centres of Vocational Excellence

- Promote **VET excellence** with innovative and responsive **VET institutions**
- Involve **a wide range of local partners**, such as **VET providers**, enterprises, research centres, development agencies, employment services.
- Capable of **rapidly adapting skills offer** to evolving economic and social needs, incl. the digital and green transitions
- Involve organisations in **Europe & around the world**

Examples of activities

Teaching and learning

- Innovative curricula focusing on technical and key competences
- Guidance and validation of prior learning
- Professional development of teachers

Cooperation and partnerships

- Establish business-education partnerships
- Fostering entrepreneurial skills and initiatives
- Raising VET attractiveness (communication campaigns, skills competitions)

Governance and funding

- Developing sustainable financial models
- Attracting foreign investment to regions
- Effective use of EU and national funds

Project example: European Platform for Urban Greening



- Aims to increase the **knowledge and skills** needed to address biodiversity, expertise and wellbeing in **green urban environments**.
- Includes schools, companies and research organisations in the area of **urban green landscape** from 6 EU countries
- **Results** – establishment of **centres of vocational excellence**, attractive curricula and training for VET teachers and green professionals, experience centre on vertical green landscape, and much more!



[European platform for Urban Greening](#)

(620456-EPP-1-2020-1-NL-EPPKA3-VET-COVE)

TEACHER ACADEMIES

ERASMUS+



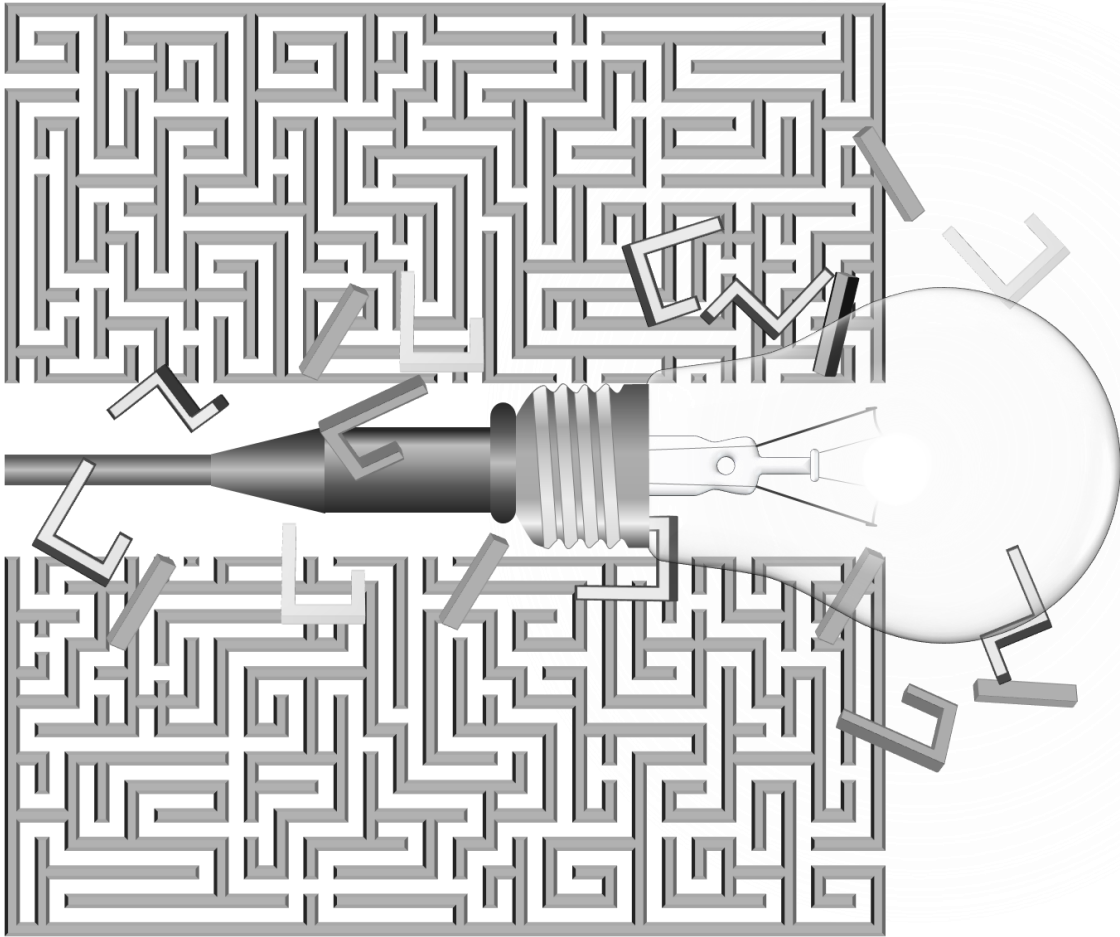
Erasmus+ Teacher Academies

- Supports teachers and trainers in their careers by fostering deeper cooperation in initial and continuing teacher education
- Helping establishment of the European Education Area

[Erasmus+ Teacher Academies | European Education Area \(europa.eu\)](https://eua.ec.europa.eu/erasmus-plus/teacher-academies/index_en)

Project Example

- Project title: CLIMAtE change teachers' acaDEMY (CLIMADEMY)
- [Basic information](#) about the project on the *Funding & tender opportunities portal*
- **Aims:** CLIMADEMY project built a European network offering a comprehensive program where teachers can learn ***how to educate the next generation of European citizens on climate change issues.***
- Educational material is ***tailored for initial education and professional development*** and made openly available to all education institutions across Europe.



Alliances for Innovation

Objectives:

- To strengthen Europe's **innovation capacity** by boosting innovation through **cooperation and flow of knowledge** among **higher education, VET** (both initial and continuous), and the **broader socio-economic environment**, including research
- To boost the **provision of new skills and address skills mismatches** by designing and creating new curricula for higher education (HE) and **VET**, supporting the development of a sense of initiative and entrepreneurial mind-sets in the EU.

Lot 1: Alliances for Education and Enterprises (1)

aims at addressing:

- **New approaches to teaching** and learning
- Corporate Social responsibility
- Building **inclusive and connected HE, VET systems and enterprises**
- Apprenticeships and study field related activities in enterprises
- **Fostering innovation, new skills (deep-tech)** and entrepreneurial mindsets through cooperation between HEIs, VET and enterprises;
- Helping HEIs to integrate into their local innovation ecosystems, foster human capital and work towards creating skills for emerging professions, solving societal challenges – «the third mission » - green and digital transitions;
- Fostering the **setting up of incubators within education and training institutions**

Lot 2: Alliances for Sectoral Cooperation on Skills (implementing the “Blueprint”)

- Embedded in the [Pact for Skills](#)
- Gather [skills intelligence](#): where are the skills gaps, skills shortages, which are emerging occupational profiles?
- Develop a [sector skills strategy](#)
- Concept of [industrial ecosystems](#)
- Rapid response to urgent skills needs: develop continuing vocational training programmes for the labour force within the first year
- Focus on emerging occupational profiles

Lot 2: Industrial Ecosystems in Europe

- Social enterprises, associations and cooperatives aiming at generating a social impact, often proximity based

- Retail sales
- Wholesale connected to consumers

- Building of residential and non-residential estates
- Building of roads and railways,
- Building of utilities and civil engineering
- Associated activities

- Telecommunications
- Software publishing, computer programming and consultancy
- Data processing, hosting, web portals
- Manufacturing of computers, communication equipment and consumer electronics

- Pharmaceuticals and other medical products
- Personal protective equipment
- Medical services, hospitals, nursing homes, residential care

- Plant and animal production
- Processing of food

- Passenger transport and travel
- Hotels, short term accommodation
- Restaurants and catering
- Events, theme parks

- Newspapers, books and periodicals
- Motion picture, video and television
- Radio and music

- Aircraft production
- Space manufacturing and services
- Defense products and technologies

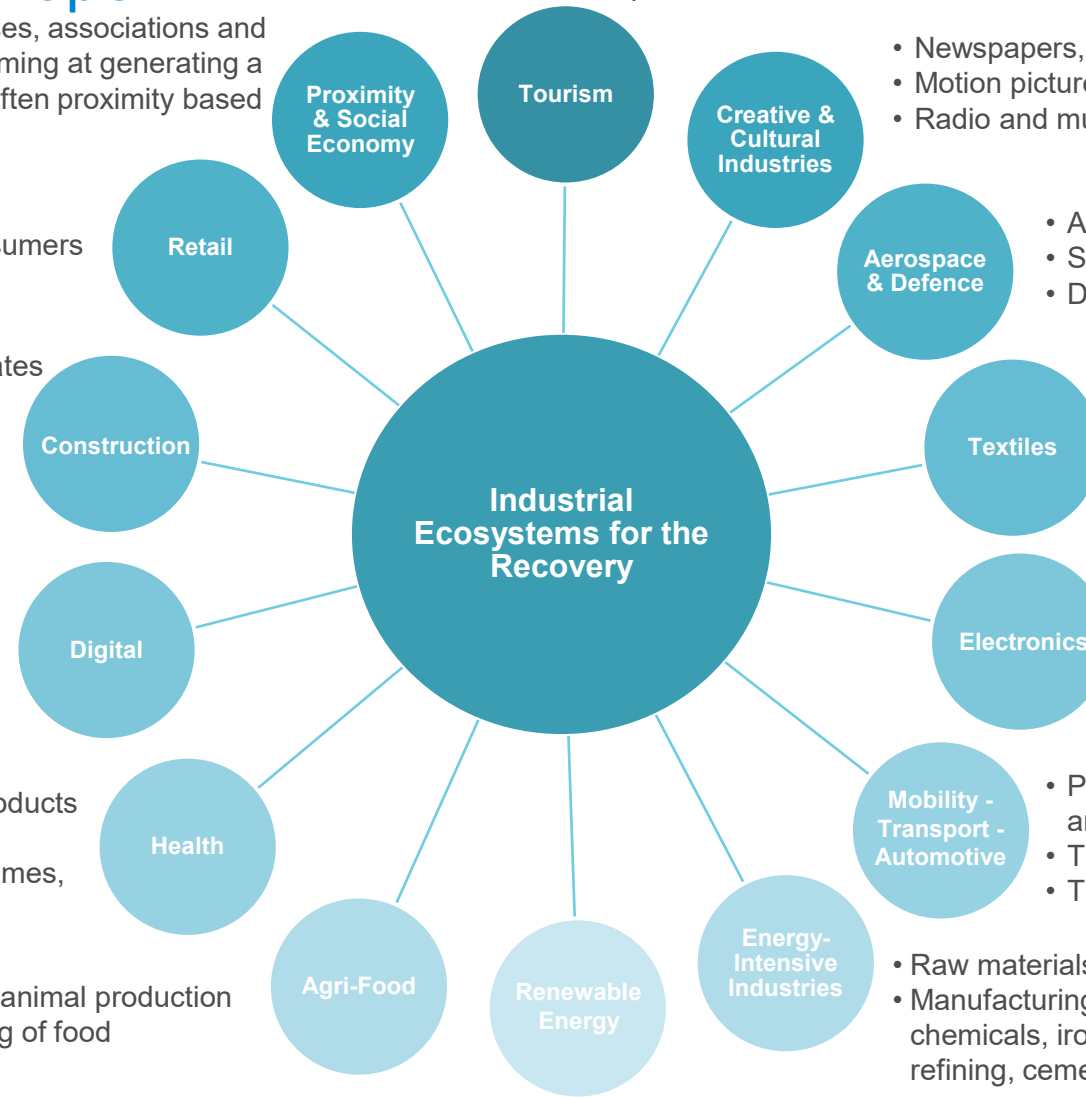
- Production of textiles, wearing apparel, footwear, leather and, jewellery

- Raw starting materials (semiconductor wafers)
- Semiconductor manufacturing tools
- Design and manufacturing of semiconductor components

- Production of motor vehicles, ships and trains, and accessories
- Their repair and maintenance
- Transport

- Raw materials
- Manufacturing of products with high environmental impact: chemicals, iron and steel, forest-based products, plastics, refining, cement, rubber, non-ferrous metals, fertilisers, etc.

- Electric motors, engines and turbines
- Electric power generation
- Manufacturing and distribution of gas



Project example - Blueprint

- **Project title:** *Skills4Smart Textile, Clothing, Leather and Footwear (TCLF) Industries 2030*
- **Basic information** on the project is in Erasmus+ project results platform
- **Project web page:** <http://www.s4tclfbblueprint.eu/>
- **Main idea:**
 - ✓ Develop a sustainable upskilling and reskilling strategy for the European Textile, Clothing, Leather and Footwear sectors;
 - ✓ 22 partner organisations from 9 EU countries have cooperated to bridge the skills mismatch in the TCLF industries and increase the attractiveness of the sectors as a career choice while creating an international network of stakeholders across Europe.
- **Duration:** 1 January 2018 – 30 June 2022
- **EU grant:** 3 980 790 €

Forward-Looking Projects

Innovative large-scale projects that aim to identify, develop, test and/or assess innovative (policy) approaches that have the potential of becoming mainstreamed, thus improving education and training systems.

Aim: to foster **innovation and creativity** in terms of methods and practices to all types of learning in different fields of education.

Key features of Forward-Looking Projects

- General eligibility criteria: 3 to 6 organisations from 3 EU Member States or third countries associated to the Programme
- Duration: 2-4 years
- Budget per project: depending on the selection year (in the past between EUR 700,000 - EUR 1.5 M)
- Level of co-funding: 80%
- Action divided several lots with multiple priorities

Project example



- **Project title: SuperCyberKids**
- **Main topic tackled: Cybersecurity for children**
- ✓ It has become a rapidly growing topic due to the increased availability of the internet to children and their consequent exposure to various online risks
- **Main aim:**
- ✓ Equipping children aged 8 to 13 and their teachers with an educational ecosystem providing learning content on cybersecurity, using a game-based approach to increase motivation and engagement
- **Website of the Project:** [SuperCyberKids – Erasmus+ Programme](#)
- **Duration:** 1 January 2023 – 31 December 2025
- **EU grant:** 799 430 €

Capacity Building in the field of VET



International cooperation projects based on multilateral partnerships between organisations active in the field of **VET** in:

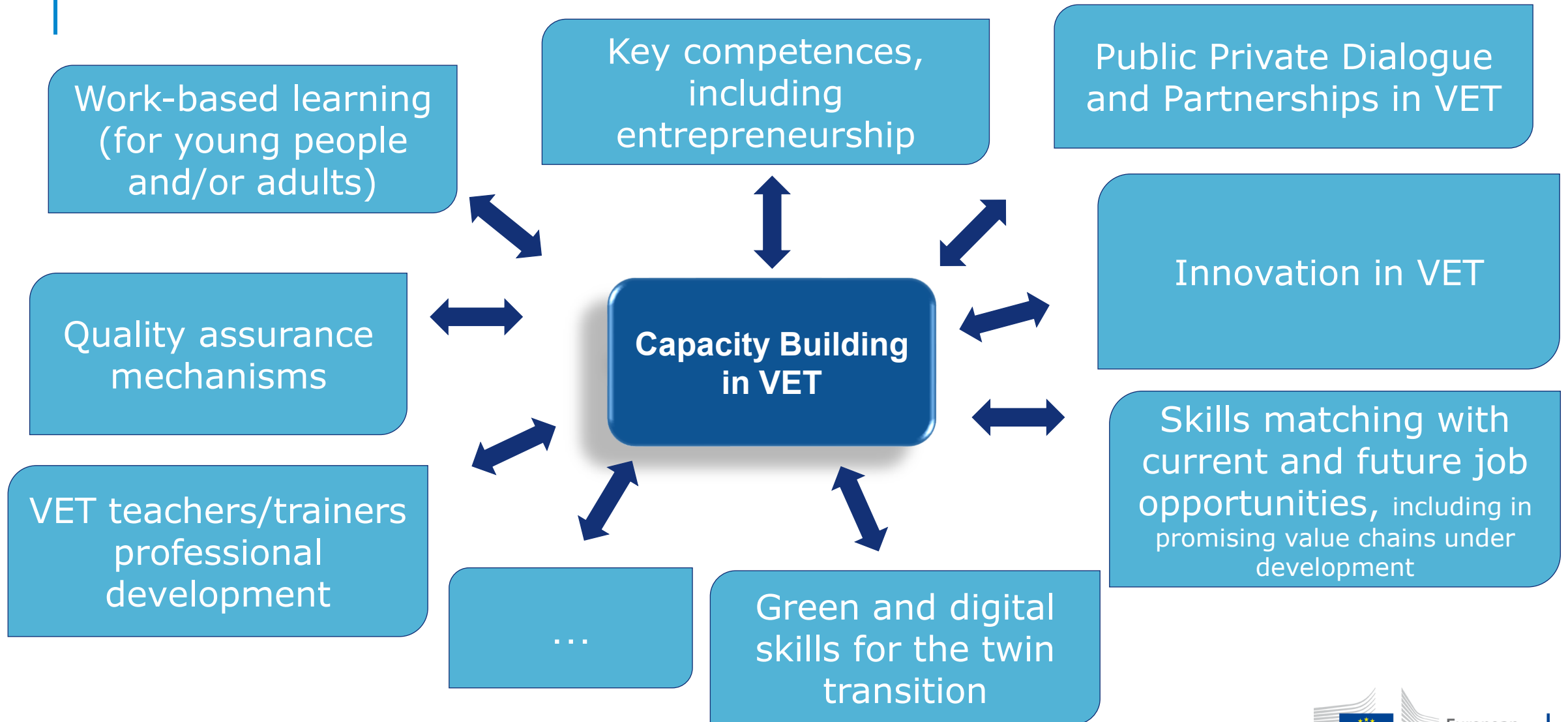
- EU Member States
- Third countries associated to the Programme
- Third countries not associated to the Programme

They aim to support the

- **Relevance**
- **Accessibility**
- **Responsiveness**

of VET institutions and systems **in third countries not associated to the Programme**

THEMATIC AREAS – Focus on one or more



REGIONS

- Western Balkans (Region 1)
- Neighborhood East (Region 2, except Belarus)
- South-Mediterranean countries (Region 3)
- Sub-Saharan Africa (Region 9)
- Latin America (Region 10)
- Caribbean (Region 11)



Civil Society Cooperation in Education and Training, and Youth

The Action provides funding, in the form of annual operating grants, to **civil society organisations active in the field of education & training, and youth.**

Operating grants do not support a specific project (like action grants), but the annual operating budget of beneficiaries which is used to carry out a series of activities directly linked to the objectives and priorities of the Call.

Objectives, Beneficiaries

Objectives:

- Boost stakeholder participation in the fields of education and training, and youth;
- Raise awareness of EU policy agendas in education and training, and youth, in particular for the EEA, the EU Youth Strategy and EU Youth Goals;
- Increase stakeholder commitment and cooperation with public authorities for the implementation of policies and reforms in the fields of education and training, and youth
- Boost stakeholder and civil society involvement in dissemination of policy and programme actions, good practices.

Beneficiaries:

- **European non-governmental organisations (ENGOS)** in the fields of education and training, and youth
- **EU-wide networks** in the fields of education and training, and youth

Implementation mode

Framework Partnership Agreement (FPA)

Specific Grant Agreement (SGA)

Capacity Building in the field of youth

Objectives:

- Raise the capacity of organisations working with young people outside formal learning and promote non-formal learning activities in third countries not associated to the Programme;
- Support the development of youth work in third countries not associated to the Programme;
- Foster the development, testing and launching of schemes and programmes of non-formal learning mobility in third countries not associated to the Programme;
- Contribute to the implementation of the EU Youth Strategy (2019-2027) including the 11 European Youth goals`, and the Youth Action Plan in the EU External Action;
- Foster cooperation across different regions of the world through joint initiatives; enhance synergies with formal education systems and/or the labour market;



Capacity-building youth: project example

Leadership is for Everyone (LEO) aims to enhance **women's leadership**, strengthen men's involvement in women's empowerment and the synergies between youth work and labour market:

- Identify young women's challenges in becoming leaders in partner countries;
- Identify 20 positive masculinity figures to support the project and challenge traditional sexist stereotypes;
- Train 5 youth workers in each partner country;
- Support the transition to the labour market for 20 women in each partner country

Outputs: research and methodology for youth workers; e-courses; a sustainable internship programme for young women with fewer opportunities.



European Youth Together

- Aim to create **networks promoting regional partnerships**, to be **run in close cooperation with young people from across Europe** (EU Member States and third countries associated to the programme).
- The networks should organise **exchanges**, promote **trainings** (for instance for youth leaders) and allow for young people themselves to set up **joint projects**, all of which can be done through both physical and online activities.
- Targeting **NGOs** (not for profit) and **public bodies to mobilise young people in transnational partnerships** involving both youth organisations **at grass root level & larger organisations**, aiming to reinforce the European dimension of their activities

Youth @cting for climate justice: building a paradigm of online and offline engagement in the covid era

- Civic and democratic engagement of youth at EU level, through a pilot-tested methodology, using digital means for youth online activism based on non-formal methods adapted to youth needs and contemporary reality.
- **Youth Agenda & Policy Brief** recommendations
 - From youth experiences and learnings through trainings, digital and physical mobility to [multi stakeholder policy hackathons](#) and action-led initiatives
 - Policy dialogue about the applicability and transferability of the recommendations involving 40 public authorities
 - Engagement with policy makers at the [international ActJust policy hackathon organised at the United Nations in Vienna](#): 15 teams of young people from the project pitched their policy recommendations to the policy makers jury on the topics of food, energy, mobility, migration, and education.



DiscoverEU

- DiscoverEU is a rail initiative for 18 year old young people to explore Europe. Part of the Erasmus+ Programme.
- Since the launch of the action in 2018, more than 1 million candidates have applied.
- The application involves a multiple-choice quiz on general knowledge about the European Union and other EU initiatives targeting young people, as well as a subsidiary question.
- Every year, the application round opens in Spring and Autumn – more info on the [European Youth Portal](#).

**Being at home anywhere
starts here**

**EXPAND
YOUR
COMFORT
ZONE**

#DiscoverEU

Higher education
Vocational education and training
School education
Adult education
Sport
Jean Monnet

Youth

Erasmus+
Enriching lives, opening minds.

- Young people are free to choose to travel along one of the DiscoverEU Routes
- Culture Route to connect with the rich culture and history of Europe.
- Green Route to see the best of Europe in a sustainable way.
- Digital Route to explore the digitally-savvy, European cities of tomorrow.
- New European Bauhaus Route to explore forward-thinking cities that combine sustainability, inclusion and aesthetics.





European Solidarity Corps



2021-2027

European Solidarity Corps: Volunteering Teams in High Priority Areas (VTHPA)

- Large scale, high impact solidarity projects, supporting short-term volunteering by young people (18-30 years old) to express solidarity.
- Addressing common European challenges defined each year at EU level.
- For organisations legally established in a programme or partner country neighbouring the EU with a volunteering [Quality Label](#)



"WINTERTIDE"
ITALY
#EUSolidarityCorps

European Solidarity Corps: Humanitarian Aid Volunteering

- The action allows young people between 18 and 35 years old to participate in volunteering activities in the field of **humanitarian aid in third countries** - as **individual** (2 to 12 months) or as a **team** (2 weeks to 2 months)
- Grant in form of unit costs
- Min. 3 organisations with Quality Label for Humanitarian Aid volunteering (2 from EU Member States or third countries associated to the programme; 1 third country), with Quality Label for Humanitarian Aid Volunteering



Quality Label for Humanitarian Aid Volunteering

- Certification for organisations willing to participate in volunteering activities in support of humanitarian aid operations.
- The **Quality Label for Humanitarian Aid Volunteering** certifies that an organisation is able to carry out high quality solidarity activities in compliance with the principles, objectives and requirements of the action 'European Voluntary Humanitarian Aid Corps'.
- **2 types of Quality Label:**
 - ✓ **Support Role** (in EU MSs or third countries associated to the programme)
 - ✓ **Host Role** (in third countries not associated to the programme)
- The applications for the Quality Label for Humanitarian Aid Volunteering can be submitted on a continuous basis (i.e. at any time) during the programming period. The applications will be evaluated at set intervals, according to an annual timetable, which is aligned to the timetable of the Humanitarian Aid Volunteering call for projects.

Funding opportunities

Resources to find and apply for calls:

- [Funding and Tenders Opportunities Portal](#)
- [Funding and Tenders Opportunities Portal online manual](#)
- [Erasmus+ Programme Guide - Erasmus+](#)
- [EACEA guides: how to get & manage your grant](#)