EllE- Empower learn lead Expand
Template for Peer to Peer Education Activities

This template under the Empower learn lead Expand project has the aim to serve as a guide for peer to peer education activities to be developed by organization who aim to educate more about the sustainable development goals. Giving them access to new tools and methods related to Sustainable Development and raising awareness on the SDGs and the 2030 Agenda for Sustainable Development.

The template was produced under the Erasmus+ Project "EllE".

DISCLAMER:

The EllE – Empower learn lead Expand Template for Peer to Peer Education Activities reflects the views only of the authors, and the Education, Audiovisual and Culture Executive Agency and the European Commission cannot be held responsible for any use which may be made of the information contained therein.

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Presentation

Introduce the Team/Association/Project.

It is important to introduce the Team, therefore the people who are going to present the activities and communicate directly with the group. This presentation should be done in a dynamic and easy way for all the participants to remember the names and roles of the Team to present the Activities.

The Organization/Association should be presented in a dynamic way, thus it should be presented in less than 5 minutes, it can be used a PowerPoint to Support the team, leaflets or other image the organization has to share with the audience. The Vision and Mission of the organization should be said, and this can be linked to the Sustainable Development Goals and the project.

Introduction
Introduce the project and SDGs (talk about all SDGs but then focus on some specific chosen SDGs)

The Project EllE should be presented while stressing the project is part of the Erasmus+ Programme and talk about the partners the project has, the aims and goals of the project. See the information below for further help.

EllE project:

EllE is resulting from the current global challenges and local young needs. Advances in terms of human development has been uneven and deep challenges remain. Young people are at the frontline of the impacts of unsustainable models due to their marginalisation and higher vulnerability. They need to improve knowledge, skills, competencies and experience on SDGs, to empower themselves and to spread knowledge to the society to build a better world. EllE is based on young: as the main actor of the effective development and their full participation.
The "bottom-up" approach from local to global, it is able to extend the results and network worldwide.

EllE aims to foster participation and cooperation of youth for Sustainable Development in the three peninsulas of South Europe through: youth empowerment, fostering inclusive development and building resilient communities and nations.
Objectives are to
- Enhance Youth Skills to Help Advance SDGs
- Motivate the youngsters to get active and empower them to turn their ideas into real social activities
- Build capacity through exchange of ideas, information, experiences and good practices
- Construct of EllE Network in a macro-region for young cooperation and joint actions
- Raise awareness, promote an active dialogue and strengthen cross-sectorial cooperation among youth & stakeholders allowing for greater synergies across all fields on SDGs
- Develop a new holistic (participative, collaborative, inclusive and accessible) youth empowerment model of implementing SDGs and strengthen young people's sense of initiative
- Increase and exploit European cooperation in promoting & implementing SDGs through empowered youth.

Participants are young people aged 18-24, including youth with fewer opportunities. There will be 900 young people directly involved and through the Platform this number will reach 3000.
The project duration will be of 28 months due to the results and time necessary for their implementation.

Activities

Project management, monitor the progress and achievements of goals, dissemination and exploitation results. Data collection and research of good practice for empowering youth and raising awareness about SDGs. Creation and management of EllE Platform and social networks. Network Enlargement. Organization of online meetings, conferences, peer education events, local workshops, Participation Days, Final Conference, EllE campaign & management of interim, reports.

Most of the activities will be carried out by the work online.
For the purpose of strengthening cooperation, exchange of experiences and good practices,Transnational Meetings will be organized in: Italy, Portugal, and Greece.
The methodological assumptions are
- if we improve the skills and competences of young people with enhanced capacities and support then empowered young people take advantage of opportunities for their development and can act effectively as citizens, leaders, innovators and agents of change in their communities and abroad in partnership
- if better youth will be engaged to influence decision-making then they will be the agents of change.
For this reason, youth empowerment is both a means and an end of EllE.
EllE methodology requires:
- inclusive and full youth participation and leadership in all phase
- an attitudinal, structural and cultural process whereby young people gain the ability, authority and agency to make decisions and implement change in their lives and in societies
- Partnership capacities and skills to enable enhanced environment for young empowerment.

The main result will be knowledge, experience and good practices about young empowerment on SDGs.

Youth will gain:
- cognitive, social, relational, ethical, pragmatic, strategic, transversal, healthy and political skills.
- empowerment, self-esteem; critical thinking and building attitudes with an understanding of social trends, enhanced employability, improved career prospects.

The tangible EllE results:
Report of Good Practices on Young Empowerment on SDGs (level: local, national, European and global)
Network to foster European young empowerment and cooperation
Model EllE: Empower–learn–led–Expand
Electronic platform on SDGs with OER material
#YOUth4SDGs campaign
Final Conference

The 17 SDGs have a deep and multidimensional impact on all aspects of society. EllE which puts at the center of youth empowerment on SDGs can produce a long lasting multiplier impact in many dimensions.

The participants: to be included as a proactive force in the participation of community development.

Partnership: EllE educational empowerment methodology.

Longer term benefits: youth protagonist of own future and contributing to community appreciation and wellbeing. EllE schemes into daily youth work and contribute to changes in social economical environmental and youth policies.

This project will permit to all partners to gain experience in international cooperation, new good practices, strengthen own capacities and networking.

Leading Organization: Gramigna OdV - Italy

Partner Organizations:

INSTITUTE OF ENTREPRENEURSHIP DEVELOPMENT - Greece

ASOCIATIA GEYC - Romania

EDUFONS - Centar za celozivotno obrazovanje - Serbia

ASSOCIACAO CHECK-IN - COOPERAÇÃO E DESENVOLVIMENTO - Portugal

In Summary:

This project aims to foster participation of youngsters for the sustainable development → Bottom up approach.

It is focused in almost all the SDG's, just not on the 9th and the 17th.

Micro-region: South of Europe.

It aims to raise awareness to Young People for them to know more about the SDG's. (18 to 24 year old).

Include relevant stakeholders such as: youth organizations, schools, local governments, NGO's, professionals, experts, media, etc.

There is the objective of developing:

- ✓ Action Plan
- ✓ Strategic document
- ✓ Ability to access to further grant funding
- ✓ 5 workshops with the local community by each partner
- ✓ Booklet of good practices.

Website of the project: https://youth4sdgs-project.eu/

Presenting the SDGs, some tips:

- In 2015 Leaders of 193 countries created a plan called the Sustainable

Development Goals (SDGs).

- This set of 17 goals imagines a future just 15 years off that would be rid of poverty and hunger, and safe from the worst effects of climate change.
- The SDGs are part of the 2030 Agenda and have 169 targets, to be achieved by the year 2030. A list of 232 indicators, developed in 2017 and refined annually, constitute a mechanism for monitoring and assessing progress towards the Goals and related targets.

List of all Sustainable Development Goals:

GOAL 1: No Poverty;

GOAL 2: Zero Hunger;

GOAL 3: Good Health and Well-being;

GOAL 4: Quality Education;

GOAL 5: Gender Equality;

GOAL 6: Clean Water and Sanitation;

GOAL 7: Affordable and Clean Energy;

GOAL 8: Decent Work and Economic Growth;

GOAL 9: Industry, Innovation and Infrastructure;

GOAL 10: Reduced Inequality;

GOAL 11: Sustainable Cities and Communities;

GOAL 12: Responsible Consumption and Production;

GOAL 13: Climate Action;

GOAL 14: Life Below Water;

GOAL 15: Life on Land;

GOAL 16: Peace and Justice Strong Institutions;

GOAL 17: Partnerships to achieve the Goal.

Tools about the SDGs

The Tools, that are Youth Campaigns and Resources that can be used by us and the youngsters, should be presented with details. All the websites are available also in each description and they are all easy to use and environmental friendly since most of them use technology as a method. These tools should also be used during the peer to peer activity, so the presentation of them to the youngsters is extremely important.

The tools:

- The Be the Change Initiative provides an opportunity for all of us to better "walk the talk" when it comes to the SDGs. This Initiative guides and encourages us to live more sustainable at work and at home by changing our consumption patterns, using active transport such as cycling, and buying local foods.

- LittlexLittle started with a simple fact: right now, there are 2 billion 15-24 year olds on the planet. That is the largest generation in human history. Which means if they all did one thing, it would be the largest collection of positive acts ever assembled. All you have to do is record a single action, tag it #LittlexLittle, and watch it join 2 billion just like it.
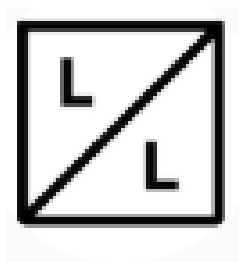
- [Not too Young to Run](#) was created because today's generation of young people is the largest the world has ever known. Half of the global population is under 30, and yet 73% of countries restrict young people from running for office, even though they can vote. Around the world, campaigns are underway to promote the rights of young people running for public office by seeking to lower the legal age of candidacy, and bring it into line with the age at which you can vote.

- [Lazy Person's Guide to Saving the World](#) focuses on the impact the average person can make. The change starts with you. Every human on earth, even the most lazy ones are part of the solution. Fortunately, there are some super easy things we can adopt into our routines that, if we all do it, will make a big difference.

- [SDGs in Action App](#) has been developed to highlight the SDGs - the world's to-do list to end poverty, reduce inequalities and tackle climate change. It is brought to you by the GSMA, which represents the interests of nearly 800 mobile operators worldwide, and Project Everyone, a non-profit global campaign to spread the messaging of the SDGs.
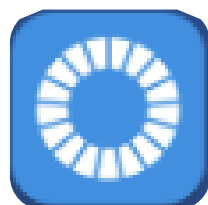
- [The World's Largest Lesson](#) brings the Global Goals to children all over the world, reaching over 130 countries and millions of children since its launch in September 2015. Free and creative resources for educators are produced to teach lessons, run projects and stimulate action in support of the Goals.

The **World Youth Report** focuses on youth education and employment, and explores the complex challenges facing the largest generation of youth the world has ever seen.

- The World Youth Report: Youth and the 2030 Agenda for Sustainable Development examines the mutually supportive roles of the new Agenda and youth development efforts. The Report is intended to offer Member States and other stakeholders information and analysis that can help them gauge the progress made in addressing youth issues, assess policy gaps, and develop policy responses.
- The Report also provides insight into the role of young people in sustainable development in the context of the implementation of the 2030 Agenda and related frameworks

Activity

After the whole presentation about the SDGs and the EllE project it is finally possible
to start the activity by involving the youngsters.
All the activity can be done with digital material by replacing papers and flipcharts
with computers, laptops and phones.

First, start with an energizer for the group.
Example of an energizer:

Energizer 1 – Dragon, Princess and Knight.

1. Two groups stand in lines in front of each other.
2. Three movements exist in the game: Dragon, Princess and Knight.
3. Every turn the groups meet and decide secretly which character they want be. When I say
   2Start" you do the movement.
4. They are attacking each other. The knight defeats the dragon. The dragon defeats the
   princess. The princess defeats the knight.
5. One group wins.

Secondly, do an attention game.

Example of an attention game:

Attention Game 1 - Count until 17, the 17 SDGs Game.

- This game is important to focus the group so that they can do the activity after it.

1. Please make the group close your eyes.
2. Make the group to try to count to 17. Only one person can speak at the same time.
3. If several people say something at the same time they will have to start again from zero.

After this, it is time to start the activity.

Divide the group of youngsters into 4 or 6 groups depending on the size of the whole
group, each group should have the same number of youngsters. Each group will be
given two SDGs (chosen randomly with the use of small papers).
Each team will have 5 minutes to thing about a creative name linked with the SDGs
the group has. Then, each group will discuss about the two SDGs chosen, they can
use laptops, computers and smartphones to research in detail about their SDGs and
create a presentation to explain these SDGs and what can be done with the tools
given in the beginning by the implementors team.
The implementors team finished with a debriefing about the SDGs and gives them
further information about the SDGs.

More Information

Further information about implementation, targets and more information about the Specific SDGs can be found below:

<u>The 17 sustainable development goals (SDGs) to transform our world:</u>

GOAL 1: No Poverty

GOAL 2: Zero Hunger

GOAL 3: Good Health and Well-being

GOAL 4: Quality Education

GOAL 5: Gender Equality

GOAL 6: Clean Water and Sanitation

GOAL 7: Affordable and Clean Energy

GOAL 8: Decent Work and Economic Growth

GOAL 9: Industry, Innovation and Infrastructure

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GOAL 16: Peace and Justice Strong Institutions

GOAL 17: Partnerships to achieve the Goal

Source: https://www.un.org/development/desa/disabilities/envision2030.html

Goals

At the end of the session, we will young people who have more information about the Sustainable Development Goals, how to act, who will be empowered with tools and knowledge.

They will also have the contact of the implementors team so that if they wish to cooperate more with the EllE project they can directly communicate with them and contribute to our amazing project and to raise awareness of the SDGs.