

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



PROJECT SUMMARIES

THE EUROPEAN
**CHARLEMAGNE
 YOUTH PRIZE**
 2021



AUSTRIA - Global Youth Biodiversity Network	3
BELGIUM - Understanding Europe Belgium	5
BULGARIA - Model European Union Sofia 2021	7
CROATIA - Intercultural Theatre (InTheatre)	8
CYPRUS - Active Youth During the Pandemic	9
CZECH REPUBLIC - Fakescape	11
DENMARK - A Unified Europe - Vejle 2020 - 4th National Session of EYP Denmark	13
ESTONIA - Don't avoid what is easy	15
FINLAND - My Digital Europe	16
FRANCE - Fight Covid	18
GERMANY - treffpunkteuropa.de - Overcoming borders in times of social distancing	19
GREECE - SOS4Love	21
HUNGARY - Volunteering 4 All	23
IRELAND - Onus magazine	25
ITALY - EU&U	26
LATVIA - Young Citizen	28
LITHUANIA - Developing a More European Oriented and International Education System in Lithuania	29
MALTA - Buy a Meal	31
POLAND - Warsaw Athens Model European Union 2020	32
PORTUGAL - 1st Digital Session of EYP Portugal	34
ROMANIA - Generation Z	35
SLOVAKIA - Create & Govern	37
SLOVENIA - Ljubljana 2020 - 6th National Selection Conference of EYP Slovenia	38
SPAIN - EuroInclusion	40
SWEDEN - Europeans: stories from a union of volunteers	41
THE NETHERLANDS - Lockdown Economy	42



AUSTRIA - Global Youth Biodiversity Network

Organization: Global Youth Biodiversity Network

Website: <https://gybnweb.wixsite.com/europe>

Facebook: <https://www.facebook.com/GYBNEurope>

Twitter: <https://twitter.com/GYBNEurope>

Other social media: <https://www.instagram.com/gybneurope/>

The Global Youth Biodiversity Network (GYBN) started its European chapter in April 2020. Its aim is to bring together youth in Europe to mobilise and advocate for life in harmony with nature, the 2050 vision of the United Nations Convention on Biological Diversity (UN CBD). Biodiversity is such an important component for human existence, and our future depends on it, yet it is in crisis and rapidly decreasing!

We need more European youth to be aware of what is happening to combat the biodiversity crisis and to get involved in discussions with youth and decision-makers, and that is exactly what we have been working on. GYBN Europe has been able to mobilise youth from more than 20 countries in Europe and to achieve many concrete results, all without funding and with all organisers and participants working on a voluntary basis.

Campaigning: We started our own campaign in May 2020 for the International Biodiversity Day. We created a social media campaign to raise awareness about biodiversity and ecosystem services. We also supported other organisations in different campaigns to preserve our planet, such as #together4forests, #votethisCAPdown, #ForNature youth Manifesto between different youth constituencies, and much more.

Organising events: Our first event was a dialogue on environmental issues between European youth and Green Steps China. We also organised 2 events during the EU Green Week, to raise awareness, and to showcase youth engagement on biodiversity. We were invited by the EU Commission DG ENV to organise a session on youth engagement in biodiversity for the JRC Democracy Festival

Policy: The EU released its new biodiversity strategy, to define the objectives to achieve by 2030 to halt the ecological crisis. We wanted to provide a response reflecting the views of the youth involved in GYBN Europe. We also got to write an article about our response for Umwelt Magazine Austria. Furthermore, we responded to the EU roadmap consultation on ecosystem restoration. Later, we started writing 10 policy briefs (6 are finished and 4 are ongoing) to be published in 2021

Gathering youth perspectives: First, during EU Green Week, we organised a campaign to gather youth perspectives from across Europe about how to live in harmony with nature, called "Postcards of Hope". We also supported the GYBN international global consultation about the Post-2020 biodiversity framework of the UN CBD. In late-2020, we also started a new sub-project that aims to gather youth voices on biodiversity. We contacted over 300 European youth organisations to send us their views on biodiversity. We received over 40 answers which we summarised in a paper.

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



Youth participation: We participated in different events, such as the ecosystem restoration session, organised by UNEP and WWF. We are also working on guidelines and a toolkit to include youth in official country delegations at the biodiversity negotiations of the UN CBD.



BELGIUM - Understanding Europe Belgium

Organization: European Youth Parliament Belgium

Website: <https://eyp.be/understanding-europe>

Facebook: <https://www.facebook.com/uebelgium>

Other social media: <https://www.instagram.com/understandingeurope.be>

Why is active citizenship not usually taught at school? Is it because there is no time? No room in the curricula? Because teachers do not want **to teach it to their pupils? Or that they wouldn't know how** to do it? The answer we found is that active citizenship is not learnt at school, because it can not truly be taught, only experienced.

Following the very low participation of young voters during the 2009 and 2014 European elections, the European Youth Parliament Belgium, together with Schwarzkopf Foundation Young Europe, initiated a project called Understanding Europe Belgium. The project has been founded in October 2014 and has since organised over 70 educational workshops for more than 1500 participants.

The key focus of the project is on sparking the interest of high school students in Belgium in current issues and encouraging them to take an active role in shaping our society. This is achieved with a series of Crash Courses which aim at imparting basic knowledge about European politics to pupils and raising awareness about the influence the EU has on their lives and about how they can influence the decisions made in the EU.

The mission is thus to provide a basic understanding of European politics to pupils and strengthen their political participation in Europe. It is especially important in Belgium where participation in elections is mandatory, yet at the same time, proper civic education is relatively absent from the high school curriculum.

The three-hour EU Crash Course is meant for pupils of secondary schools across Belgium. It offers a space where students can question what they have heard in the news and debate with their classmates in an open, unbiased, safe and welcoming environment during interactive activities. It includes a quiz, Q&A-round, presentations, workshops, debates and a workgroup.

The course focuses on these topics:

- Why does the EU exist?
- Milestones of European History
- Who is the EU?
- Actors of the EU
- How do I have a say in Europe?
- Participation of the Youth in European decision-making

After one UE Crash Course, high school pupils will not have become experts in EU affairs. But if they leave the classroom with one question in mind they want to research, one new idea they will discuss

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



with their friends or one piece of knowledge they will explain to their parents, our goal has been achieved.

The project is built upon a peer-to-peer approach and voluntary youth participation. Young seminar trainers are volunteers trained to conduct the EU Crash Course directly in schools. They collaborate with pupils of similar age based on a spirit of partnership and mutual understanding. The peer-to-peer-relationship provides the floor to express fears and criticism openly. The peer trainers support the independent work of the young participants in small groups and they can tend to different needs in the classroom through an interactive mix of methods in the course material.



BULGARIA - Model European Union Sofia 2021

Model European Union Sofia 2021 is an educational simulation of the legislative process of the EU. The Organising Team of the simulation has set 3 main goals, which guides the process of the initiative: promoting European values among young people in Bulgaria and the European Union, being a platform for international youth exchange and promoting Bulgaria and the region, in order to foster intercultural understanding.

The project is divided into three stages, in which these goals are pursued.

The first stage entails work on our international team of young individuals from all over Europe and beyond. Together, our team members represent 10 nationalities, and speak a total of 20 different languages. We have created a diverse and intercultural community of young individuals, who strive to promote European values and active citizenship. Through different online activities on the team we engage in intercultural dialogue, learn more about our backgrounds and thus create a positive experience, fostering a shared sense of an European identity. What makes us different from other **simulations of the EU is the integration of the European Citizens' Initiative as a vital part of our project.**

During the second stage our young volunteers will work together with high-school students from **three Bulgarian schools. They will develop ideas for European Citizens' Initiatives. The next step is voting on the three ideas, whereby the real life rules for the Initiative will be scaled down, in order to create a realistic simulation of the ECI corresponding to the scope of our project. After the voting is concluded one winning idea will be transformed by our team members into a legislative proposal of the European Commission.**

In the final stage of our project high-schoolers, team members and young participants from all over Europe will come together for a four-day-long simulation of the decision making process of the EU. Participants will take on the roles of Ministers of the Council of the EU and Members of the European Parliament, while high-school students will be invited to represent their ideas. Over the course of the conference one existing proposal of the European Commission will be debated, amended and voted on by the two chambers, together with the proposal based on the winning idea from the simulation of the ECI. Besides the debates, our participants will be invited to join social activities, panels and skill-developing workshops, which will take place online leading up to the conference and physically during the simulation.

Through social events like an intercultural evening we aim to promote European diversity and understanding, while a city tour in Sofia will emphasize the importance of history and promote Bulgaria. We are deeply convinced that our passion for this project will inspire more young people to get involved as active European citizens who strongly advocate for their beliefs and strive to build a more open and democratic European society of tomorrow!

<https://www.facebook.com/MEUSofia>

<https://www.instagram.com/meusofia>



CROATIA - Intercultural Theatre (InTheatre)

Organization: The Rijeka Youth theatre (TRY theatre)

Website: <https://trytheatre.org/>

Facebook: <https://www.facebook.com/trytheatre/>

<https://www.facebook.com/trytheatrerijeka/>

LinkedIn: <https://www.linkedin.com/company/20480434/admin>

Instagram: <https://www.instagram.com/trytheatre>

YouTube: https://www.youtube.com/channel/UCpRD_3OIV6igfjVeCHhnGfA

Intercultural Theatre is the project implemented in cooperation with three organizations from Croatia, Slovenia and Austria. The need for the project arose from the practices of partner organizations as all of them work with children and youth on an everyday basis primarily focusing on drama education and other forms of cultural activities. Creating a creative and intercultural environment, through the InTheatre project, we wanted to enhance international cultural relations and encourage the development of individual awareness of shared values and respect for diversity, understanding and solidarity, as well as improve knowledge about our own literary cultural heritage and the literary-cultural heritage of partner countries. The entire InTheatre project, therefore, consists of several workshops with young people, an APV and the youth exchange. The project was open to all interested between the ages of 14 and 18 who are members of partner organizations. During the period before the APV, two workshops were held with selected participants. On the mentioned workshops youth participants already started to intensively work on their literary cultural heritage so they were able to choose the works, authors and characters before the APV (on which they needed to present chosen literary works). The youth exchange, as the central activity of the project, will take place at the end of June. Through a weeklong stay in a multicultural and creative environment, young people will have the opportunity to learn about their literary cultural heritage and shared European values. Considering that the final product of the exchange is the play, participants will gradually develop both the characters, the scenes, and ultimately the entire show, which will include the literary-cultural heritage of all partner countries and common European values. Those young people will therefore come up with creative scenarios, relationships and scenes to ultimately design a complete play that they will perform at the very end of their mobility. This will require a great deal of cooperation, creativity, and active involvement of each individual. Given the objectives of the project, the expected result is improved knowledge of young participants regarding the literary-cultural heritage of both their country and other partner countries, and the acquisition of common European values such as respect, understanding, solidarity and tolerance. The long-term impact of the InTheatre project is that young participants, after the completion of the project, continue to use and implement the acquired knowledge and values into their everyday life and relations. Additionally, that the project inspires them to be more self-aware, more responsible and more active members of society, who are also interested in learning about other cultures and their heritages. That gained friendships became the foundation for continuing to socialize and motivation to join new Erasmus+ and other projects.



CYPRUS - Active Youth During the Pandemic

Organization: European Youth Parliament Cyprus

The “Active Youth During the Pandemic” project provided an interactive opportunity for young Cypriots and Europeans to voice their ideas on current issues including how to deal with the impacts of the pandemic while understanding EU decision-making.

The project commenced in March and experienced great evolution until August - just as the situation with the pandemic was changing. With many elements of the project acting as a simulation of the European Parliament, the project promoted a deep understanding of both the European Union and its institutions, but also of current issues.

The project took advantage of its mostly digital nature to encourage the interaction of participants from different geographical and cultural backgrounds, including members of the European Youth Parliament international network.

It brought together more than 300 young people mainly from Cyprus but also from all over Europe and allowed them to connect with each other during a time of isolation and exchange opinions on how we can deal with current challenges.

The project also connected young participants with more than 20 experts and decision makers through digital means.

The project’s aim was threefold: firstly, to support emotionally and mentally the youth of Cyprus in a time of crisis by giving them the opportunity to communicate and express their concerns as well as gain a better understanding of the situation; secondly, to provide a space for participants to develop various skills - especially ones that are increasingly valuable in the digital realm; and thirdly, to provide a platform for the participants to brainstorm, discuss and analyse current issues and propose their own solutions to them.

Commencing the events with a series of webinars during the first lockdown in March, when not only extra-curricular activities but also social interaction outside the household bubble were limited, helped the participants utilise their time productively, keep their mind in vigilance and remain active citizens. Following this, an Online Discussion Forum and the pinnacle event of the project - a five-day hybrid conference - provided a space for the analysis, formulation and debate of opinions on current European issues, strengthened the voice of the isolated youth and encouraged them to make their sentiments heard.

This initiative, and in particular its digital nature, allowed for the safe involvement of experts in the field who prepared presentations and engaged in discussions with the participants. In addition, the project included workshops aimed at informing the participants on how the EU works in order to deepen their knowledge on the issue.

Overall, the project was welcomed with great excitement by the participants who needed to channel their energy and time into something essential and productive. It gave participants the

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



chance to be active citizens, expand their knowledge and take an active stance on current issues during a time of isolation.

Website: www.eypcyprus.com

Facebook: European Youth Parliament Cyprus - EYP Cyprus

Other social media: Instagram: @eypcyprus



CZECH REPUBLIC - Fakescape

Organization: Fakescape

Website: <https://www.fakescape.cz>

Facebook: <https://www.facebook.com/fakescape>

Twitter: https://twitter.com/fakescape_cz

Fakescape is a student association that creates the World's unique games. Our games are teaching students how to verify information, think critically and read carefully. Through the combination of board and escape game, young people will learn how fake news, disinformation or manipulation work. We believe that the interactive way of teaching is the best technique and the future of teaching.

Did you know, that students remember only 10 percent of what they read? 30 percent, if they see visuals related to what they are hearing; but almost 90 percent, if they do the job themselves, even if only as a simulation.

During our first game, players become journalists in the year 2028 just before the presidential election. Players have 4 tasks and each one of them helps students to move one step closer to expose the evil candidate which is trying to cancel the summer holidays. In this way, the game teaches players different skills for analyzing information. In the end, we amplify the game to reality for them, so they understand how each part is connected to their everyday life. This version was translated to English and it was modified so it can be used anywhere in Europe.

The English version is situated in an imaginary European country called Fakeland whose laws are based on the democratic principles of the European Union and the Czech constitution. This version was already transformed to online mode, so students can play it even if they are in lockdown.

Our second game is focused on a younger audience, therefore we chose a topic of a zombie apocalypse. Students are trying to help their professor to save the world from a disastrous virus which is turning people to creatures-disinfombies that are not able to think on their own and believe everything anyone says to them.

By solving tasks they obtain the location of vaccines which can cure the virus. After the game, we have a presentation and discussion where we are trying to target other topics important for this generation - lies on social media, influencers or digital security.

We had amazing success with our project. Most importantly for us, we got to visit more than 195 schools and educate over 15 thousand students in more than 11 countries. Our lecturers played our game with students not only in European countries like Sweden, Spain, Ukraine or Germany but also in India.

We cooperated with organizations like Amnesty International, Transparency International, Czech National Muzeum, Fulbright, Transitions and many more.

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



Our project also during its short period of existence was nominated for a number of awards. Our biggest success is 2nd place in the international competition P2P Global Digital Challenge 2018. We were also chosen as one of the three best projects in Gratias Tibi Awards 2018, in 2019 as one of the 5 best projects in the UN's SDGs Awards in the category of Public Administration. Our project also got recognized by many influential people (Luděk Niedermayer, Tony Sgro, Ch. Triebert).



DENMARK - A Unified Europe - Vejle 2020 - 4th National Session of EYP Denmark

Website: <https://eypdk.org>

Facebook: <https://www.facebook.com/eypdenmark>

Other social media: <https://www.instagram.com/eypdenmark>

Vejle 2020 – 4th National Session of EYP Denmark took place from 11th-15th of February 2020. The session gathered around 100 young people from all around Europe to discuss politics, explore the Danish culture, and get an insight in how the political agenda of EU works. Through the concept of peer-to-peer-education and experienced based learning, we allow the young participants to acquire long-term competences that will enhance their future career chances. Our young members and volunteers are coming from all regions of Denmark, and we are cooperating closely with schools in four different regions. The day-to-day activities of EYP Denmark are coordinated by a central board of volunteers of seven people aging 17-24, all in high school or university.

The Vejle National Session of the European Youth Parliament Denmark (EYPDK) was held in Vejle, Southern Denmark.

OUR AIMS:

- Raise awareness of National and European issues,
- encourage active European citizenship, and motivate young people to get involved in society and politics.
- Promote international understanding, intercultural dialogue and diversity of ideas and practices.
- Contribute to the personal skills development of young people.

SESSION THEME

The theme is "A Unified Europe." Keeping in mind the recent rise in Euroscepticism and partition between citizens and states, Vejle 2020 will facilitate creative and innovative thinking amongst the young, aiming to achieve social cohesion; a society that works towards creating a sense of belonging within its citizens.

THE SESSION IS OFFERING STUDENTS

A platform where young people can become aware of political and social issues Europe is facing right now, and how the EU plays a role in the bigger picture. We create a spark of intercultural dialogue and let the young develop it into a wider understanding of international ideas and practices. Young people get to acquire skills they can use in their everyday life.

THE EUROPEAN CHARLEMAGNE YOUTH PRIZE 2021



PARTICIPANT ROLES The entire project is youth-driven, and young people are involved in all stages of the project. There are four groups of participants taking part in the project. Three teams of volunteers taking care of the different organisational aspects and the participants – delegates.

TEAMBUILDING During Teambuilding, the participants, in their respective committees, get to know each other through a series of activities and games. The experience-based pedagogy is used to build international teams and establish principles of cooperation.

COMMITTEE WORK

Throughout Committee Work, the delegates analyse the topic of their committee, identify the problems surrounding it, and discuss solutions to these issues. The output of Committee Work is a written resolution.

GENERAL ASSEMBLY

The last part of every session is a General Assembly (GA). In GA, the committees come together to present and debate the resolutions they wrote. In the end, the resolutions are put to a vote.



ESTONIA - Don't avoid what is easy

<https://leberglvova.com/dawie>

Facebook: <https://www.facebook.com/dontavoidwhatiseasy>

'Don't Avoid What is Easy - Diplomacy Meets Art' was an art exhibition that gave a platform to young people from 24 countries of the European continent to express their wishes for improving their home.

Here is the curatorial statement by Tiiu Meinor for the most recent exhibition that took place in Tallinn:

'Don't Avoid What is Easy - Diplomacy Meets Art' is an exhibition that is the result of 2 years of research for artist Anastasia Lemberg-Lvova. Based on the notion that we should feel more confident to voice our opinions about our public surroundings, she works with contributions from over 100 participants from 24 European countries.

She uses elements of social design, vibrant colour, and participatory activities to engage the public in a reflection on the potentiality and value of a person. Her main pieces on show are seven striking oil portraits of a select few interviewees who responded to her 'Oblique Strategies' deck of card prompts.

By painting her interviewees, Lemberg-Lvova works with the concept of giving a voice to those she meets along the way, through art and representations. These paintings are also paired with an interactive wall piece and Harbour for Cutlures Yerevan cards, designed to incite further conversation amongst gallery visitors.

There is a strong message of criticality behind Lemberg-Lvova's work. Her persistence to initiate discussion and to give it a platform within the context of a gallery means her art is inherently social and public. These qualities make for an intriguing meeting space for the artist as well as her audience amongst each other. What prevails are small changes that resemble a glimpse of the ignition of confidence and curiosity.



FINLAND - My Digital Europe

Organization: European Youth Parliament Finland - EYP Finland

Website: <https://eypfinland.org/en>

Facebook: <https://www.facebook.com/eypfinland>

Twitter: @eypfinland

Instagram: @eypfinland,

LinkedIn: European Youth Parliament Finland - EYP Finland ry

EYP Finland's **My Digital Europe**-project encourages young people to participate in public discussion about pan-European themes and create connections across the continent online during the ongoing pandemic.

The project consisted of three separate yet interconnected parts:

- five digital parliament simulations, gathering around 500 young participants to debate and learn more about European issues;
- a large-scale digital school tour organised during the Autumn 2020, reaching almost 1,000 Finnish students; and
- versatile trainings and webinars which encouraged young people to cultivate various skills and facilitated knowledge-exchange between youth and decision makers.

The digital format of the project not only enabled young people to come together safely despite the social distancing regulations, but also allowed youth with physical disabilities, living in rural areas, and from various socioeconomic backgrounds to practice their debating, group work, and English language skills for free and in an accessible manner.

EYP Finland's digital parliament simulations are three-day events that follow the format of the European Parliament and are organised completely in English. The objective is to encourage young people to learn more about current European topics and develop their argumentation and communication skills, as well as promote international understanding and language learning.

Prior to the event, the participants are divided into committees that each focus on one European topic and provided with a preparation kit that contains information about their topic as well as guidance for independent research. During the event, young participants from all over Finland and Europe discuss and debate their topics with the intention of eventually providing solutions to the posed problems in the form of resolutions. In addition to the official programme, young people get to network and form friendships that transcend borders and may last for a lifetime.

By helping the participants learn more about current European themes, the digital parliament simulations foster a sense of European citizenship and bring Europe closer to the everyday life of young people during a time of limited international travel.

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



The school tour reached almost 1,000 secondary school students in Finland. EYP Finland's volunteers held tours digitally at 33 different schools with the aim of encouraging the students to participate in the parliament simulations as well as sparking an interest in European affairs. As the presentations were held by young people to young people, the European topics are presented in a relatable way. The online trainings and webinars provided young people with a platform to develop various skills ranging from group management to content creation and discuss current Finnish and European themes with decision makers themselves in a low-threshold manner.



FRANCE - Fight Covid

Organisation: Collège Jean Vigo

Website: <http://www.vialemonde93.net/spip.php?article4829>

Facebook: <https://www.facebook.com/younous.omarjee/videos/10211975842537364>

https://www.youtube.com/watch?v=E3idm6vKRI4&feature=emb_title

<https://www.youtube.com/watch?v=JnboihtO5G8&feature=youtu.be>

'FIGHT COVID, The Scholar Electronic European Parliament Simulation ' is an innovative and voluntary digital project spearheaded by Jean Vigo Secondary School, which is part of REP+, an equal-opportunities network for schools in socially disadvantaged parts of France, and a young teacher at the school. The project took place when Europe first went into lockdown between March and June 2020. Designed while in lockdown by 100 young European volunteers from disadvantaged areas spanning five Member States and one EEA country (Norway, Sweden, France, Denmark, Germany and Belgium), FIGHT COVID was co-led by a volunteer team of young teachers from six schools and was backed by Seine-Saint-Denis Departmental Council, the French Delegation of UNESCO (an official patron of the project), one institute and three youth organisations.

FIGHT COVID is a large-scale digital simulation of the European Parliament. All from very different suburban areas of Europe, the 16-year-old volunteers become members of the European Parliament (MEPs) for the day, voting for the right decisions to make to save the EU and its people from COVID-19. Using electronic MEP cards with the names and surnames of actual MEPs and their political groups, the young people worked on four motions for resolutions on the right to health, solidarity, European and international understanding and the shared sense of European identity during the COVID-19 crisis, between March and July 2020. In the morning they drafted their amendments in parliamentary committees via an online discussion/negotiation platform, then they defended, debated and voted on the final resolutions in a plenary session using EUVote and EUkklesia, software developed especially for the project that simulates Parliament 's plenary sittings. The young 'MEPs' then have the chance to engage in discussions with an actual MEP. The project, which has now been up and running in person for over four years, has been a great success. Now heading into its fifth year, it has been set up in more than half a dozen partner schools and reached over 500 students.

The project promotes European and international understanding by fostering discussions organised by and involving young Europeans. It also promotes international understanding by incorporating into the simulation European Parliament motions for resolutions, against the backdrop of the COVID-19 pandemic and in the light of the Charter of Fundamental Rights. The project serves as a model for young people living in Europe because – despite the differences between them and their various origins, and despite their socially and professionally disadvantaged backgrounds – the project's young European participants were able to demonstrate a high level of integration. They were also deeply committed to a shared sense of European identity, as well as to the standards, values and symbols associated with that identity. The project promotes the development of a shared sense of European identity and integration by encouraging young people to study the role of the EU during the COVID-19 pandemic.



GERMANY - treffpunkteuropa.de - Overcoming borders in times of social distancing

Organisation: treffpunkteuropa.de

Website: <https://www.treffpunkteuropa.de>
<https://www.facebook.com/treffpunkteuropa.de>
@TPEuropa (<https://twitter.com/tpeuropa?lang=de>)
<https://www.instagram.com/treffpunkteuropa/?hl=de>

At treffpunkteuropa.de, we look at European developments through the critical eyes of young people, foster mutual understanding throughout Europe and shape the European media space of the future. By producing our collaborative, multimedia-based online magazine made by and for young people, we overcome national borders, something which is even more important during the coronavirus pandemic.

We are part of a family which includes six other editorially independent language versions: in addition to German, we encourage exchanges of ideas and transcend language barriers in English, French, Polish, Spanish, Romanian and Italian.

The pandemic has not changed the way we, the editors of treffpunkteuropa.de, work. For years now, our 12 volunteer editors, all in their early to mid-20s, have been teleworking from their desks throughout Germany, Europe and beyond. treffpunkteuropa.de is part of a multilingual, transnational media project.

By relocating all our projects and events online, we have stepped up cooperation with our six European language versions and external partners, a process further boosted by the German EU Council Presidency. We thus emerged from 2020 stronger than ever, even while borders are still closed.

Our online magazine draws on a network of 100 translators, 250 freelance authors and a core team of 10 regular authors we have built up over the years. Any young people who are interested are welcome to join us at treffpunkteuropa.de, where they can gain their first taste of journalism.

In addition to our website, we have a strong social media presence on Instagram, Facebook and Twitter, where we reach out to our young audience and experiment with multimedia-, image- and video-based formats. In our work, we feel it is important to encourage a variety of viewpoints, awareness of the privileges that many of us Europeans enjoy, and sensitivity towards language and the potential for perpetuating discrimination. Workshops are held as part of (digital) editorial meetings organised by and for editors to improve knowledge of editorial processes and journalistic writing.

In doing this, we work closely with the editors of the other language versions. We set our own agenda by running thematic projects such as the series of articles entitled *EuroKlima: Europa macht Klimakrise* (Europe's Climate Crisis), a *Europapolitisches Lexikon* (European Political Dictionary) on

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



Instagram and *Europäische Perspektiven* (European Perspectives), in which we examine various subjects from the viewpoint of young Europeans in various countries. Our aim is that treffpunkteuropa.de should continue to be an educational media project that connect and unites people across physical, political and cultural borders and helps to overcome those borders.

THE EUROPEAN CHARLEMAGNE YOUTH PRIZE 2021



GREECE - SOS4Love

Organization: 3Dlexia Cosmos NGO

Website: <http://3dlexiacosmos.com>

Facebook: <https://www.facebook.com/3DlexiaCosmos>

Other social media: <https://www.sos4loveproject.com/>

<https://www.youtube.com/channel/UCcjNLX10KZdY6Jemq0CtCIA>

<https://www.facebook.com/sos4loveproject>

<https://www.facebook.com/groups/1625156007537580>

SOS4Love Project on SDGs www.sos4loveproject.org

SOS4Love-Project is an ongoing, global, humanitarian educational initiative by 3Dlexia Cosmos NPO (www.3dlexiacosmos.com) launched by Youth of Greece in the UN. Their vision is to unite young people from Europe and globally on Actions on the Sustainable Development Goals of the UN, cultivating crucial Life Skills, Ethos, Compassion, Empathy and a shared Global Citizenship Identity utilized for a new earth of Peace.

In SOS 'S' stands for Students, 'O' for Organize and 'S' for Solutions for LOVE in the World through Actions on All SDGs, highlighting the Urgency for Inclusive, Transformative 'Pedagogy for Love' as defined by Aristotle: 'Educating the Mind without Educating the Heart is no Education at All', leaving no one behind.

SOS4Love Project was launched by 16-year-old-students with dyslexia in the United-Nations through 3Dlexia Cosmos Events in Geneva-Peace-Week, who were told by their teachers that they **wouldn't be able to learn English as a foreign language due to their dyslexia. Against all odds, they managed to acquire the crucial skill of the global EFL language and for years they have been acting for a fair education for marginalized students and Quality Education for all through SOS4loveProject, recognizing that Education is the HEART for ALL SDGs.**

YOUTH and teachers sign up, find info about benefits and step-step-instructions in www.sos4loveproject.org platform. By competing and e-mailing their 4Week Action of SDGs, they become certified SOS4LoveProject Ambassadors.

Youth and all citizens can also participate in all year long SDGs Events of SOS4love Project.

About 1Million students, 70.000 teachers, 130 countries from all continents have participated and reacted by SOS4love Project so far, among them all 900 schools in Cyprus & 4374 schools in Argentina through the Collaborative #WETheONE4SGDs Action, under official protocol of agreement with the Ministries of Education of Cyprus & Tucuman, Argentina.

It has been presented 3 times in the UN, in the biggest Newspapers in Greece like 'Kathimerini', Global Forums like Microsoft E2 Singapore & ERT-TV-Channel through the Honorary Movie presenting the YOUTH of SOS4love: 'The Gift of Dyslexia'.

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



SOS4love Project is the 1st Project on SDGs globally landed to Mars with NASA Rover, has been endorsed by ROSCOSMOS Active-Cosmonauts and collaborated with NASA Astronaut Dorothy Metcalf Lindenburger for the Video 'More Space & Love for SDGs', uploaded in the UN Platform.

SOS4love has its own application 'SOSlove-Goes-to-Space for SDGs' with Augmented Reality technology, download by Youth of 130 countries!

The Students-YOUTH who initiated the SOS4LoveProject received The Diana Award by the foundation of Princess Diana UK, celebrating the power of Youth that Change the World, transforming the SOS4Love Project into a Phenomenal Global MOVEMENT of THE COLLECTIVE POWER OF THE UNCONDITIONAL, HIGHER LOVE FOR A NEW LUMINUS EARTH.



HUNGARY - Volunteering 4 All

Organization: KÖZ-Pont Ifjúsági Egyesület

Website: <http://www.kozpontegyesulet.hu>

Facebook: <https://www.facebook.com/kozpontegyesulet>

<https://www.youtube.com/user/kozpontmunka>

The Centre Youth Association is celebrating its 20th anniversary this year, which is a good occasion for us to submit this application.

Within Hungary, our non-governmental organization has four community spaces (in 4 settlements) in the three counties of the Northern Great Plain region. Our target group is the youths, between the ages of 10 and 30, whom we support at the regional level through sustainable projects. We provide space and opportunity for young people in a variety of projects to develop themselves and their communities through them, along the values of collaboration, trust and responsibility. Our most important goal is to help them to gain experiences which can affect on their attitude about being part of a community, and also affect on their entire lives even in long-term.

We are currently involved in two ERASMUS KA2 projects and are members of the Anna Lindh Foundation network, and the EURODESK network.

The reception of international, European volunteers first took place in 2011. Over the years, not only the reception of volunteers, but also the sending of Hungarian youth has played an important role in our organization.

Over the past 10 years, we have received nearly 100 young people and sent 25 young people to an international volunteer project.

Writing the application affects me on a personal level. I participated in the project as an ESC volunteer in Nyíregyháza. On my own, as a young Hungarian from Romania, who came from Transylvania, I experienced the cultural shock of the project, in a positive sense.

A "little Europe" opened up for me in joint project work with other foreign volunteers. I felt how much development and experience I could gain during my year of service, not incidentally, a lot of friends and new acquaintances. I had personal experience with the project about the value and experience of European mobility, volunteering, cultural diversity. That is why I asked the Association for help to write and submit this project application.

In my opinion, the most important values of the Volunteering 4 All project are: It's unique because it won support in Hungary as a voluntary project based on a single strategic partnership there were partners in it, they have been cooperating for several years and they still have joint projects 21 young people from 8 nations took part in the project, which really gave it a "small European" dimension and a cultural diversity.

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



The project implemented nearly 30 types of offline and online volunteer activities, even in the midst of the crown virus epidemic, the project was able to take place in real space, with international youth mobility. In response to the coronavirus epidemic, digital volunteering and e-volunteering also played a major role in the project. The project started on 1 August 2019 and is still an ongoing project. The project was originally planned for 18 months, which was extended by 5 months due to the epidemic situation. The grant was € 135 675.

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



IRELAND - Onus magazine

Organization: Onus magazine

Website: <https://onusmagazine.ie>

Facebook: <https://m.facebook.com/Onus-Magazine-106759087818473>

Twitter: <https://twitter.com/onusmagdublin?lang=en>

Other social media: <https://www.instagram.com/onusmagdublin/?hl=en>

The Onus magazine project focuses on the cooperation of young people from different cultural backgrounds to promote European and international citizens' integration and diversity in the Irish community. Our content follows Dublin's current events and young people's everyday lives, celebrating this creative city's diversity and multiculturalism.

This way, we demonstrate that it is essential to celebrate cultural differences for European and international citizens' harmonious coexistence and find common aspects that make our European identity. Every month a group of young European and international citizens gather together to work on a magazine that gives voice to young artists, designers and other notable people from all walks of life who make our society diverse and therefore beautiful.

In this way, we are branding Europe as a cornerstone of a free and prosperous community.

THE EUROPEAN CHARLEMAGNE YOUTH PRIZE 2021



ITALY - EU&U

<https://www.euandyou.eu>

<https://www.facebook.com/europeanunionandu>

https://twitter.com/eu_and_u

https://www.instagram.com/eu_and_u/

<https://medium.com/eu-u>,

<https://www.linkedin.com/company/eu-and-u>

EU&U is a student-led volunteer group comprising over 30 members from 15 different EU Member States. Our objective is to close the gap between European institutions and citizens through the effective communication of EU news and insights.

To achieve this, we work on various social media platforms such as Instagram, LinkedIn, and Medium.

We also aim to promote a sense of European identity and embody the spirit of "United in Diversity" by shining a light on national cultures and languages as can be seen in our various cultural columns.

We are constantly growing and adding more members from across the EU in hope to, eventually, have at least one representative from each Member State to decrease national bias as well as ensure a well-rounded coverage of European affairs.

Our social media channels are quickly growing at a 4% monthly rate and help us reach over 30,000 Europeans every month (50% of which are in the 18-24 age range). In addition to reaching EU enthusiasts, we have been trying to extend our coverage to other types of audiences in order to foster dialogue between different – and at times opposing – sides. To this end, we are also launching parallel initiatives to empower active citizenship outside of social media.

For instance, our events portfolio allows us to be directly involved with our more engaged followers by giving them **a space to discuss European issues and values in our "Friendly Debate" formats**. These have been successful in helping motivated young Europeans find a real European community that goes beyond national borders.

EU&U has, thus, become a space for dialogue and comparison between different realities. Indeed, thanks to the diversity of our team, we have been able to address issues such as the phenomenon of democratic backsliding in Poland and Hungary through a more comprehensive European perspective, which is often overlooked by our national media outlets. This enables us to add more nuance to topics that are too often portrayed as black or white.

Up to this point, EU&U has mainly been an informal student-led community, self-financed through individual donations averaging 10 euros per member. However, as our platforms and following grow, we aim to turn EU&U into an official association as well as work on new projects, including better marketing strategies, a podcast, social activism efforts, and supporting EU institutions.

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



As our team is getting larger we are undertaking increasingly ambitious projects, creating a network of European activists and fostering a safe space where we can use our personal interests and skills to lend a hand to the EU project.

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



LATVIA - Young Citizen

Organization: Civic Alliance - Latvia

Website: www.nvo.lv

Facebook: <https://www.facebook.com/CivicAllianceLatvia>

Twitter: <https://twitter.com/alianse>

Other social media: https://www.instagram.com/civicalliance_latvia/

The project Young Citizen aim was to involve, informs and integrate children in civic activism and social involvement. The participation in the project is creating feeling of belonging, patriotic feelings, sharing positive emotions and consuming information interactively.

Often children are excluded of the **informative space and the “know how” of the civic activism and social involvement**. That does not mean that these children are not willing to be involved in civic activism such as voluntary work, helping their communities or participate in other social projects, **but the knowledge and the lack of “know how” can be too big of a hazard for these youngsters.**

That was the main goal of the project, to inform and educate, therefore giving these youngsters an opportunity to be active citizens.



LITHUANIA - Developing a More European Oriented and International Education System in Lithuania

Organization: EruditoMUN

Website: <https://eruditomun.wixsite.com/eruditolicejusmun>

Facebook: Erudito Licejus Model United Nations Club

Instagram: @eruditolicejusmun

This project aims at introducing European awareness and international mindedness into Lithuanian schools and the education system (from 5th grade to 12th grade), which at present primarily focuses on national awareness. As one of the possible means to implement the above, it is suggested to employ Model United Nations (MUN) as an extracurricular activity in schools.

The research that has been done on Lithuania's national education system revealed gaps in students' knowledge of EU civic rights and a narrow approach to the teaching of various subjects, such as history, which mainly concentrates on the history of Lithuania, while the history of other European countries serves as the background.

Similarly, research showed that MUN is almost nonexistent in Lithuania and few schools have been involved with MUN in the past. Furthermore, it was found that Lithuanian schools practically do not participate in international competitions meaning that students miss out on the opportunity to take part in EU competitions and other such international competitions.

The project resulted in the founding of MUN club in Erudito Licejus with the prospect of the creation of many more of such clubs. Another outcome is the raised awareness of the necessity to implement a better understanding of EU laws and issues, which was done with the formation of the 'Seimas plan' (as part of one of the suggested reforms in Lithuania's education system). This 'Seimas plan' is to be presented to Lithuania's parliament when the COVID-19 restrictions ease in the country, with the intention of making these reforms a reality.

The plan is a list of educational reforms divided into different aspects of education, which aims to address the weaknesses of Lithuania's education system. This project signifies a positive change in the general outlook on education in Lithuania as more students and parents (on their children's behalf) express their wish to get involved in MUN. The benefits of introducing MUN more in Lithuania are numerous thus far. Students have got a better understanding of global issues as well as politics, have improved their EU language skills (in writing, listening and speaking) and learned useful skills such as debating and diplomacy. MUN in Lithuania has been conducive in the getting together of students from various EU countries, through the attendance of MUN conferences organized by EU member states.

One such country was Ireland, where students had the opportunity to attend a conference hosted in the EU language of English online and consequently offered a practical example of Europeans (Lithuanian and Irish citizens in this case) working together as one community to try and solve global

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



and European issues. Students took part in an international MUN competition, the London International Model United Nations High School (LIMUN HS) Policy Project Competition, in which they made it to the third and final round of judging.

THE EUROPEAN CHARLEMAGNE YOUTH PRIZE 2021



MALTA - Buy a Meal

Organization: JCI Malta

Website: www.jci.org.mt

Facebook: <https://www.facebook.com/jcimalta>

Twitter: <https://twitter.com/JCIMalta>

Other social media: <https://www.linkedin.com/company/junior-chamber-international-malta/>,
https://www.instagram.com/jci_malta

As soon as the pandemic hit Malta, the members of Junior Chamber International Malta (JCI Malta) wanted to find a way in which they could help the hardest hit businesses at the time. In March, the government had just declared the closing down of restaurants and bars except for take-away/delivery. A lot of restaurants were letting go staff and/or closing down completely. Seeing this, JCI Malta members, that are described as young enterprising leaders between the ages of 18 and 40 stood up and found a way to raise funds which would be invested in the hospitality industry (restaurants) while also assisting the most vulnerable people in society.

That's how Buy A Meal was born. Effectively, the project saw a donations page being launched whereby the general public could donate a minimum of €10 to buy a meal for a vulnerable person. JCI Malta would then use the money to order meals from struggling restaurants and deliver this food to vulnerable people.

When 'Buy a Meal' was launched on 24 March 2020, no one could have imagined the enormous impact that it would have on the community; however, in just seven days JCI Malta raised over €10,000 in donations for this worthy cause. In total, the money collection both from public donations as well as corporate donations reached close to €20,000. JCI Malta engaged several businesses, both struggling ones as well as ones that have not been affected by the pandemic so that they help each other survive. JCI Malta also collaborated with several NGOs that helped different vulnerable people in society, with the project reaching 150 vulnerable people who may have otherwise gone hungry due to loss of jobs or other reasons related to coronavirus.

Through this project, JCI Malta also managed to get an additional €5,000 credit donation from one of Malta's leading supermarkets for the local Foodbank in order to reach another portion of people that the project couldn't reach nor help due to fund restrictions. The project has attracted a lot of media attention, and inspired other JCI countries to run similar projects.



POLAND - Warsaw Athens Model European Union 2020

Organization: Bringing Europeans Together Association Greece and Stowarzyszenie BETA Polska

facebook.com/meuwarsaw

facebook.com/meuathen

Other social media: [@betagreece](https://twitter.com/betagreece), [@beta_polska](https://twitter.com/beta_polska)

Warsaw Athens Model European Union 2020 (WAMEU 2020) is the first ever collaboration of the Model European Union (MEU) simulation which was organised by Bringing Europeans Together Association Greece (BETA Greece) and Stowarzyszenie BETA Polska.

BETA Greece is a non-profit organization which was founded in 2018 by youths coming from a multidisciplinary background with the aim of bringing the first international and entirely English simulation of decision-making in the European Union to Greece. The first Model European Union Athens was subsequently organised in 2019, attracting a total of 120 participants from over 29 countries across Europe and beyond.

Stowarzyszenie BETA Polska is a non-profit organization, which was incorporated at the beginning of 2014, yet its de facto existence can be said to go back to mid-2013, beginning at the MEU Strasbourg 2013 conference, when its founders-to-be originally conceived the idea of organizing the very first simulation of European Politics in Poland. Having organised annual simulations in Poland, Model European Union Warsaw is a well-known conference.

Both BETA Greece and Stowarzyszenie BETA Polska aim for their Model European Union conferences to promote youth engagement, engagement in decision-making, highlight European integration and also bring youth together in order to make a positive impact on their understanding of the European society they live in.

WAMEU took place simultaneously in two European cities Warsaw and Athens using the online format due to the unstable situation with the borders of the European states caused by the COVID-19 pandemic. The simultaneous and innovative element of conducting such conferences in 2 different cities at the same time for the same project, is the first of its kind across all existing Model European Union conferences that operate under the umbrella organisation based in Brussels, Bringing Europeans Together Association Europe.

The Warsaw Team had been dedicated to organizing the Council of the European Union while the Athens Team - to the European Parliament. The simulation of decision-making in the European Union was opened to all young Europeans (18-26 years old) from all academic fields, featuring a day of workshops, 3 simulation days as well as 2 online social events in the evenings, celebrating the cultures of both Poland and Greece.

Approximately 60 participants from all over Europe participated in the Warsaw Athens Model European Union which was organised fully free of charge. A team of over 20 youth made the event possible, overseeing the content, logistics and social elements. The simulation presented

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



participants with the roles of being a Member of the European Parliament or a Minister in the Council of the European Union. Also, 2 working legislative proposals of the European Commission, Regulation on the Clinical Trial and Regulation on The European Defence Fund were debated over the course of the conference.



PORTUGAL - 1st Digital Session of EYP Portugal

Organization: European Youth Parliament Portugal - PEJ Portugal

Website: www.eypp.pt

Facebook: <https://www.facebook.com/EYPPortugal>

Twitter: <https://twitter.com/EYPPortugal>

Other social media: <https://www.instagram.com/eypportugal/>

In late July and early August 2020, EYP Portugal held its first Digital Session. This event aimed to adapt the organization's usual event structure into an online format, therefore allowing for its holding during the on-going pandemic. With the indispensable collaboration of numerous European volunteers, this event counted with the participation of around 61 youngsters, in total. Under the theme "Digital Discoveries: Exploring the Links Between Climate Change and Global Health Crises", this Online Session aimed to give its participants the unique opportunity to contribute to the position of youth in the discussion of concrete measures to be implemented in the most varied European and global issues.

In addition, it created an opportunity for participants to get to know other cultures and create bonds with people from all participating countries. During these days, participants were invited to enjoy a program full of debate and space for a constant exchange of ideas, as well as moments of cultural sharing and exchange.

In the end, everyone showed a marked improvement in their ability to work under pressure, manage deadlines, mediate conflicts and achieve goals as members of multicultural teams, develop logical reasoning and defend them eloquently. As with all events promoted by the European Youth Parliament Portugal, the session had English as its working language and featured moments of Team Building, Committee Work and General Assembly.

The European Youth Parliament Portugal (EYP Portugal) is one of 40 organisations that exist across Europe and that, together, form the European Youth Parliament (EYP). EYP Portugal is an independent, non-partisan and non-profit organisation, managed by young people on a voluntary basis. With objectives in the area of education, its mission is to develop young people's interest in political and social discussion, as well as in the democratic decision-making process.



ROMANIA - Generation Z

Organization: "Mihai Viteazul" National College

Website: <https://generationzcnmv.com>

Other social media: https://www.instagram.com/generation_z_cnmv/

Generation Z is a non-funded, non-sponsored project, conducted by a team of 6 high school students of "Mihai Viteazul" National College, 8 recruits and 3 volunteers from Luxembourg, Germany and Belgium, aiming to shape the next generation of responsible and aware EU citizens through educational events. Scholars from 5 European countries (Romania, Belgium, Luxembourg, Italy, Albany) and 4 foreign countries (India, Canada, Singapore, Mexico) took part in our events, having a total audience of more than 300 people. From them we have received feedback such as: "After this event, I feel like I am one step closer to discovering who I am."

By interacting with personalities of the 21st century, scholars get a better understanding of the world surrounding them, as well as of themselves. Through the debate between our speakers and participants we encourage curiosity, critical thinking and free speech, but also dialogue across different generations. The skillset acquired by participants-speaking in a foreign language, respect towards other cultures, collaboration, civic duty-is crucial when pursuing sustainable development. We consider that as a union of culturally rich countries, it is our duty to offer equal opportunities of non-formal learning and real life experiences.

Our opening event had Romanian actor Adrian Titieni as speaker, with the topic of personal development through culture. While drawing a parallel between traditional and modern values of European cultures, he inspired young people to find their own path, without being restrained by stereotypes. We then invited Nisreen Rubaian, Special Representative of UNHCR, who talked about **the refugee's challenges. She emphasised ways in which we can act in solidarity: How we can improve the situation and raise awareness. As she explained the European Union's policy on refugees, pupils were offered insights on international relations and human rights.**

Our team and more than 100 students welcomed Dumitru Prunariu, Romanian's only cosmonaut. As he emphasised on the importance of collaboration between nations, he mentioned sustainable ways in which space exploration can be conducted while protecting the environment. Bogdan Hrib, joined us on Zoom from The Netherlands.

While comparing English, American and Romanian book markets, he taught us how to distinguish media misinformation from quality facts. He also encouraged teens to use their voices and write (about their experiences). During our fifth event, university presidents from the USA-Betsy Boze, Mirta Martin and Dan Hurley compared the two educational systems, thus strengthening transatlantic relations. Shortly after, our project was covered by more than 10 major news sources.

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



For our latest event, we invited Vlad Drăgușin to talk about his New York-based toy car business-Candylab.

As an architect who worked in the European, Asian and American markets, he helped us understand that no matter where you are, dreams are reality with hard work and patience.



SLOVAKIA - Create & Govern

Organization: Institute for Sustainable Democracy

Website: www.sd.institute

Facebook: <https://www.facebook.com/createandgovern>

Other social media: <https://www.instagram.com/createandgovern.eu/>

Create & Govern is a competition for high-school students that aims to empower young people. The project sustainably supports the formation of the active community during the pandemic, provides a space for learning and gaining valuable skills, promotes the dialogue between young people and decision-makers and empowers young people to participate on the Conference on the Future of Europe. The project is organised during December 2020 – June 2021 and gathers 70 active high-school students, Slovak experts in sociology and political science, multiple Slovak and European decision-makers, and government representatives. The patronage of the project is Ivan Stefanec MEP, and it is organised by Institute for Sustainable Democracy. The Institute consists of 26 volunteers – young professionals, university and high-school students.

Due to the current pandemic policies, the project is organised online. The participants of the project are active high-school students interested in the fields of social sciences that form 10 teams that compete to win. At the beginning, teams form the political parties in the fictitious state. These teams compete in the elections and based on the results, parties negotiate to form coalition and opposition. Parties in the following three months govern the fictitious country – face social, economic and political problems and crises. To resolve these social problems, they form and adopt sustainable solutions via the policy-making process.

Since the students were not expected to have sufficient knowledge in the fields, we decided to include mentoring. The mentors are the specialists in the field of sociology or political science who picked the team. Mentoring serves to support teams to succeed in governing their country and promoting their own values and policies. This high-quality mentoring enhances the teams' chances for success, forms friendships and brings academic perspective to political party competition. Apart from the formation and governing the political party, young participants gain various skills and knowledge via the discussions and workshops. These formats provide the students with academic knowledge of the political systems and party competition and help students gain soft skills such as public speaking, negotiations, and teamwork.

Since the project is a competition, the quality of the teams' work is assessed. We evaluate to what extent teams stick to their agenda, whether they promoted their own interests, and came up with effective policies to resolve the social problems. To use the skills and knowledge gained, the three winning teams will form of the Vision of young people to the Future of Europe. They will form concrete European policies and define their values that should be promoted on the European level. As a result, the final documents will be discussed with the policy-makers on the national and EU level to contribute to the discourse of the Conference on the Future of Europe.



SLOVENIA - Ljubljana 2020 - 6th National Selection Conference of EYP Slovenia

Organization: European Youth Parliament Slovenia

Website: <https://eypslovenia.org>

Facebook: <https://www.facebook.com/eypslovenia>

Other social media: Instagram: @eypslovenia

The European Youth Parliament is a non-governmental and non-profitable organisation. It is a peer-to-peer educational programme that inspires and empowers young people to be open-minded, tolerant active citizens. Our mission is to foster intercultural understanding, promote political engagement and equip our participants with the tools needed for positive change such as leadership, teamwork, English language and public speaking skills. The organisation hosts a variety of events, but the main ones are regional, national and international sessions. Ljubljana 2020 was the 6th National Selection Conference of European Youth Parliament Slovenia.

It took place online between 26th and 29th of November. The conference hosted approximately 100 participants from more than 8 countries. Since it was appropriate for the current situation, the theme of the session was "Crisis as a moment of reinvention". The whole event revolved around using crises to reevaluate and reinvent our practices, organisations, society, as best comprised in the concept of "falling forward".

At first glance at the theme, it invites us to find resilient and creative ways to build meaningful opportunities out of challenging situations. EYP sessions are composed of different parts: CMOJ day (chairs, media, organisers, jury day), teambuilding, committee work, and general assembly. Over the course of four days, participants engaged in several parts of the session. 26th of November was reserved for CMOJ day and the officials of the session: organisers, committee chairs, journalists, and members of the jury team. Each team received various training from their team leaders in order to better prepare for the session ahead.

On the 27th, the session was joined by delegates. This day was dedicated to team building and a bit of committee work and wrapped up by the official opening ceremony of the session. Committee topics which the delegates worked on revolved around public health, the future of energy, the EU's role in international politics, the transformation of the labour market, the environmental crisis, and tourism and international mobility. The 28th was fully dedicated to committee work.

On the last day, the 29th, the delegates had the chance to present their work in the general assembly. The session ended with a closing ceremony and speeches by all team leaders - the head organisers, the editor, the head of jury, and the presidents. Besides all the official activities, the organising team also offered voluntary informal events every morning and every evening. To make sure session participants took breaks and did not sit in their chairs all day, they offered morning yoga each day of the session. In the evenings, they hosted a game night where the delegates could join

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



in for a game of song association, just dance, riddle solving or pictionary, and also encouraged committees to have an online committee dinner which ended with playing online games.

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



SPAIN - EuroInclusion

Organization: EuroInclusion

Website: <http://euroinclusion.com>

Facebook: <https://www.facebook.com/Euroinclusion-104695898336133>

"Euroinclusion" is an organization of young Europeans with disabilities to achieve full social, cultural and political integration of citizens with disabilities in a free, diverse and united Europe.

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



SWEDEN - Europeans: stories from a union of volunteers

Organization: European Solidarity Network

<https://www.facebook.com/EuropeanSolidarityNetwork/>

The Europeans: stories from a union of volunteers podcast brings Europeans closer to each other by connecting young Europeans through a common sense of solidarity.

The podcast allows for meaningful conversations between former European Solidarity Corps volunteers who share their experiences and inform others on the process, creating a sense of community with each other and the listeners.

The 13 episodes of the first season of the podcast culminated with 10 different participants and were played around 800 times all over Europe, namely in Germany, Sweden and Poland.



THE NETHERLANDS - Lockdown Economy

Organization: Think Tank AlterContacts

Website: <https://lockdowneconomy.org>

Facebook: <https://www.facebook.com/altercontacts>

Twitter: <https://twitter.com/AlterContacts>

Other social media: <https://www.linkedin.com/company/altercontacts/> ,

<https://www.youtube.com/c/AlterContacts/> ,

<https://sustainabledevelopment.un.org/partnership/?p=36773>

Lockdown Economy is the grassroots interview series launched in June 2020 as a response to COVID-19 pandemic. It gives voice to micro- and small- businesses and self-employed professionals in Europe, especially run by youth and women. It provides them with a forum to share how the pandemic affected their lives, businesses and future. It enables the exchange of knowledge, best practices and examples of immediate response to the crisis, adapting to the 'new normal', lessons learned, and business models that foster resilience, inclusiveness and sustainability and that ride the digital wave. It follows the European Commission call to foster entrepreneurial education and training that enhances business knowledge and skills to overcome the pandemic.

The initiative is run on citizen journalism where students and young professionals find guests and conduct interviews independently in their countries in their own languages. The content gathered is published on the united channel. The volunteer team covers Albania, Belgium, Cyprus, France, Germany, Hungary, Italy, Malta, the Netherlands, Spain, the United Kingdom and Ireland. Since June 2020 over 100 small business owners in Europe in 8 different languages have courageously shared their stories. To date, these video-interviews reached over 35 thousand people and helped many of them get ideas on how to save their businesses.

The United Nations recognized the Lockdown Economy as Acceleration Action towards Sustainable Development Goals. In Sep '20 the United Nations featured Lockdown Economy in an information brief to all member-states as a successful example of COVID-19 response targeting the underrepresented group of society. In Oct '20 we were awarded Gold as "Hero of the Year: Helping Others During COVID-19" for giving 8000 entrepreneurs ideas on how to save their business.

All of this started with an idea and a laptop in a simple apartment in Amsterdam, with no funding, no governmental or other support. And a person who believed it was important. Over several months our team grew to 70 volunteers. People from 11 different European countries were passionate and enthusiastic to help us: students, entrepreneurs, teachers, full-time moms, professionals in-between jobs; women and men; majority are younger than 30. We all came together remotely on our joint mission. We are still completely grassroots and have no funding.

The leader and main coordinator of Lockdown Economy is Julia Skupchenko, a 30-years old Dutch entrepreneur. My key areas of expertise are business development, communications and stakeholder engagement. I have worked on various community projects both as a leader and as a

THE EUROPEAN
**CHARLEMAGNE
YOUTH PRIZE**
2021



volunteer, incl. Red Cross Youth Norway. Since 2015 I provided business advice to 100+ small business owners worldwide. It gave me an intimate understanding of their challenges and experience in solving them. In 2020 I won Silver as Female Innovator of the Year and as Mentor of the Year.