

*This survey aims to collect inspiring practices/projects of youth participation in democratic life through cross-sectoral cooperation. The following guidelines provide details about the type of practices we are looking for. If you need further clarifications or other support, do not hesitate to ask our contact person, Aleksandra Mangus - youth participation expert, at [aleksandra.mangus@gmail.com](mailto:aleksandra.mangus@gmail.com).*

The projects we are looking for include the following main elements:

#### **1. Cross-sectoral cooperation**

We specifically focus on the projects that have been done in collaboration between the non-formal Youth sector and one (or more) of the four formal education sectors: School Education, Higher Education, Adult Education, Vocational Education.

#### **2. Engage young people or professionals working with young people**

The practice/project can have as target groups either young people or professionals working with young people (eg. capacity-building opportunities for teachers/educators and youth workers to foster youth participation in democratic life).

#### **3. Stimulate and promote youth participation in democratic life**

Stimulate and promote youth participation in democratic life - addressing the way young people behave and interact with democracy. It is important to note that non-formal and formal education sectors might use different names for such activities:

Within the youth sector / non-formal education field, it is common to run 'youth participation projects'. These projects typically focus on creating opportunities for young people to directly influence democratic decision-making or to take some form of democratic action during the project. The primary goal of these projects is often to enable young people to exert some form of influence during the project.

In the formal education field, 'citizenship education' is a term used to refer to educational activities (consciously conducted by or through education institutions and actors) which enable young people to develop the competencies required for them to engage in democratic life. The primary goal of these activities is often to enable learners to have the necessary knowledge, skills, values, and attitudes to then go on to engage in democracy throughout their lives.

Citizenship education and youth participation projects are distinct but closely connected and overlapping concepts: youth participation projects may still pay attention to the competences young people develop, and citizenship education may still directly provide opportunities for young people to engage in democratic decision-making.

(Source: [Analytical Paper "Youth Participation and Citizenship Education - A Cross-sectoral Perspective"](#))

#### **4. Feature inspiring methods**

The methods implemented in the projects include experiential learning methods (these were identified as one of the more effective methods for influencing young people's democratic behaviour). These methods are also referred to as non-formal or alternative educational methods and may include different initiatives aiming to foster:

- Young people's involvement with protests and social movements - particularly single issues causes such as the environmental movement and lifestyle choices such as boycotting and buycotting.
- Volunteering, civic activism and mutual aid - where young people create projects, initiatives or take individual actions to support their communities.
- Deliberative participation initiatives - dialogue based events and programmes (often state supported), such as citizens juries/assemblies and participatory budgeting. These could be held around a single theme, aiming to enable young people to influence a specific policy or area, based on the outcomes of events.
- Co-production and co-management of public services - where young participants share decision-making responsibilities for a public policy or programme with the people running it.
- Young people's capacities to join youth organisations, youth advisory groups, or other forms of organised civil society movement.
- Alternative use of public space - such as turning disused buildings into community centres.
- Digital participation or e-participation - the use of digital tools (ICTs), online spaces and online communities to support participation. Digital participation can exist alongside or as part of other forms of participation; it can replicate other forms in digital spaces or create new approaches to participation.

(Source: [Analytical Paper "Youth Participation and Citizenship Education - A Cross-sectoral Perspective"](#))

#### 5. Be replicable

The identified practices/projects have a potential to be replicated with necessary alterations.

*The activity is part of the Strategic Partnership New Power in Youth between several Erasmus+ National Agencies in the field of youth and SALTO Resource Centres, coordinated by the Estonian National Agency for Erasmus+ & ESC.*