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YAMNFL2

Youth Ambassadors of
Non Formal Learning

Booklet N°3

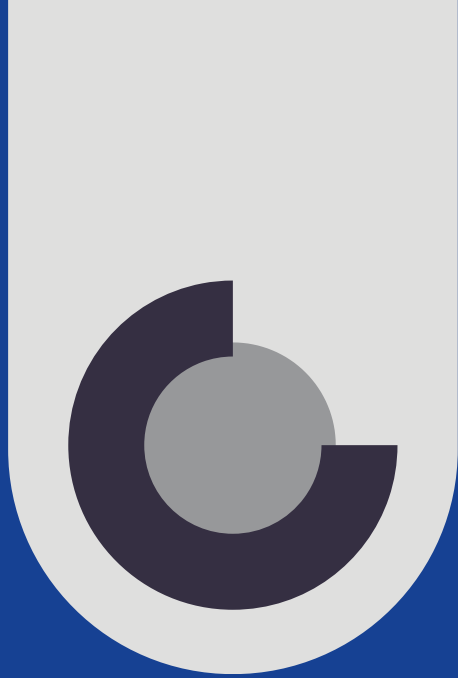


Table of Content

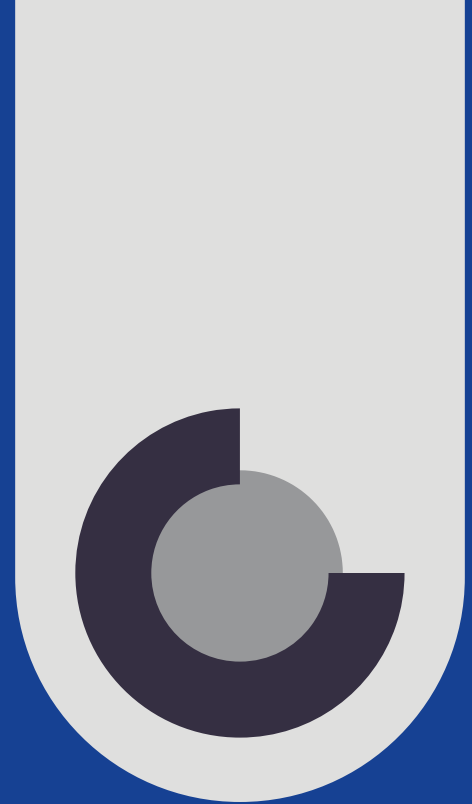
- Introduction
- Second Webinair
- International Training in Cagliari
- Training Package
- Best Practice and Sucessfull Stories
- Impact
- Conclusions
- Contacts



Project Overview

The project “Youth Ambassadors of Non Formal Learning – phase 2” / **YAMNFL2** is a continuation of the successfully implemented “Youth Ambassadors of Non-Formal Learning” project implemented in a period 11/2020-05/2022, approved by the ERASMUS-YOUTH-2019-CB program.

Phase 2 involves 6 partners and 6 associate partners from the program and WB countries, which aims to build the capacities of youth through participation in non-formal education activities and the ability to recognize competencies gained outside the formal educational environment, to enhance the employability of youth through innovative methodology.





About the **Booklet**

The Booklet of Competencies is a tool that collects good practices and useful information regarding youth employment through non-formal education.

You will find interesting insights about the situation of youth employment in the consortium countries.

You will also have the opportunity to learn from the experiences of young people, youth workers, and stakeholders about non-formal education.

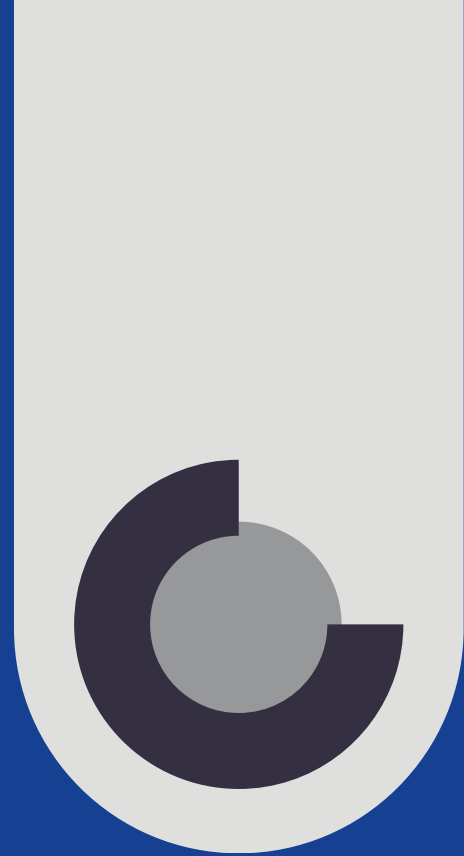
Moreover, you will be updated on the development of our project, YAMNFL2.



Introduction

This booklet presents the key highlights from the third quarter of the YAMNFL2 project, focusing on activities that took place between June and August 2024. The main events include the second webinar, the international training course held in Cagliari, Italy, and the delivery of the training package in physical form.

These activities contributed to equipping youth ambassadors with essential skills in social entrepreneurship and enhancing their ability to foster non-formal learning (NFL) within



Second International Webinar

The second webinar “ Leveraging the NFL to reduce Youth unemployment” aimed to build on the progress made during the first phase by introducing new methodologies and strategies for using NFL to tackle youth unemployment. It emphasized the following:



The role of non-formal learning (NFL)

Participants explored how NFL could be leveraged to reduce youth unemployment by developing essential skills such as communication, adaptability, and entrepreneurial thinking.



Best Practice and success example

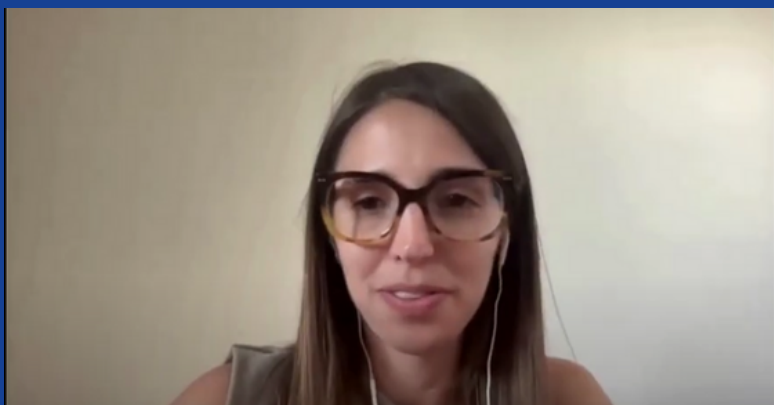
One of the guest speakers, Viola Orgiano, a designer active in graphic design, shared her journey of how NFL played a pivotal role in shaping her career, offering inspiration and real-world examples of the benefits of non-formal learning.



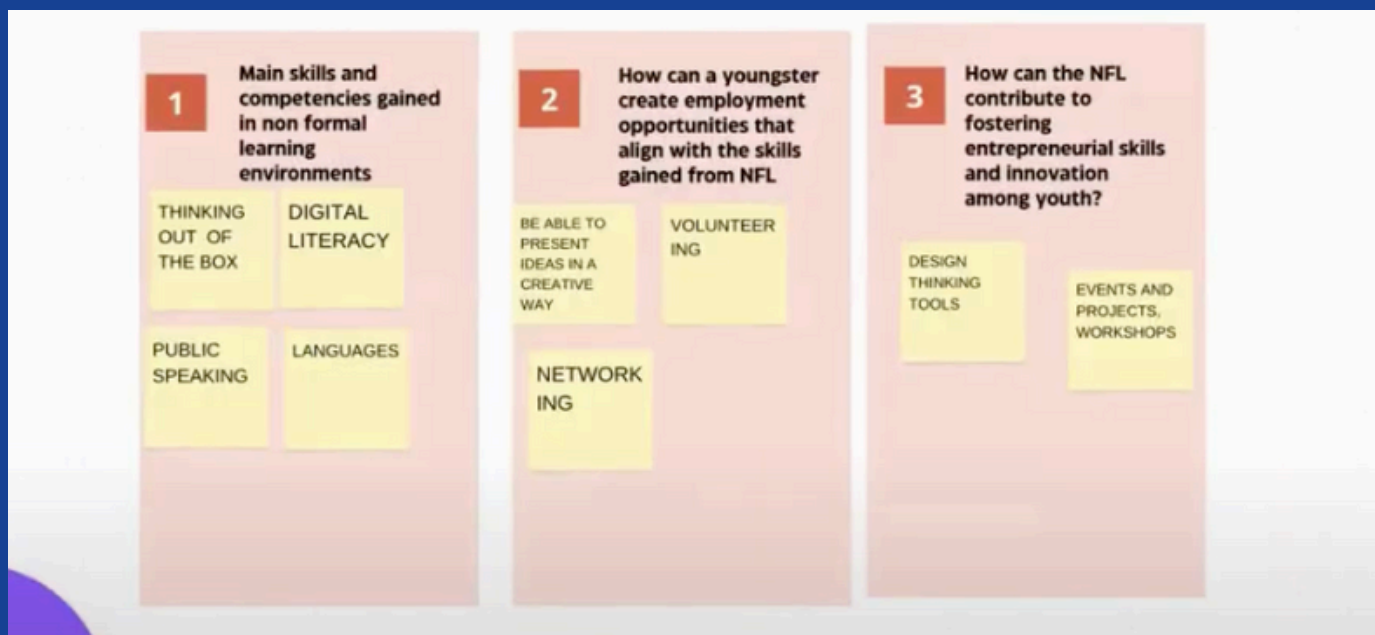
Interactive discussions

The webinar involved group activities where participants brainstormed on integrating NFL into formal education and explored ways to promote its recognition among employers and educational institutions.

Second International Webinar



Viola Orgiano



Working groups Questions

Webinar 2 Video

International Training Cagliari, 1-8/ 08/ 2024

The international training course, hosted by Associazione TDM 2000 ODV in Cagliari, Italy, aimed at strengthening the skills and capacities of youth ambassadors. This training involved 17 participants from six countries.





Entrepreneurial skills development

The training in Cagliari focused on building participants' capacity to identify opportunities, manage finances, and foster entrepreneurial thinking. Workshops helped participants enhance their opportunity recognition, guiding them to spot gaps in the market and assess business feasibility. Financial management sessions covered key concepts like budgeting and cash flow, providing participants with the practical skills to sustain their ventures. Throughout the training, entrepreneurial thinking was encouraged, promoting adaptability, resilience, and creative problem-solving to face real-world challenges.

Social entrepreneurship

Through TED Talk-style presentations, participants learned about social enterprises, which focus on creating social impact alongside financial sustainability. Speakers like Giuditta Cavallini, Roberto Copparoni, and Francesca Collu shared their personal experiences in managing successful social enterprises. These inspiring stories demonstrated how businesses can address social issues while remaining profitable, offering participants valuable insights into the unique challenges and rewards of social entrepreneurship.





Practical exercises

The hands-on exercises in Cagliari were designed to give participants direct experience in entrepreneurial activities. Workshops covered key skills like goal setting, time management, and business pitching, preparing participants to present their ideas effectively. A highlight was the hackathon, where participants worked in teams to develop solutions to community problems, pitching their ideas in a final presentation. These exercises boosted participants' confidence and honed their entrepreneurial skills, setting them up for success in their local initiatives.



[Activity Link](#)

Training package

The Training Package, which was developed and distributed in physical form, is a core output of the YAMNFL2 project. It serves as a comprehensive tool for educators, youth workers, and ambassadors of non-formal learning. The package includes:



Workshop structures and activities

Covering key topics such as entrepreneurship, goal setting, time management, and problem-solving. These workshops are designed to be adaptable, allowing facilitators to tailor them to their specific audience.

Practical exercises

The package offers interactive activities such as peer-to-peer learning, game-based learning, and hackathons to engage participants and foster innovative thinking.

Guidelines for organizing local events

The package provides a framework for youth ambassadors to organize peer-to-peer activities within their local communities, offering best practices for engaging young people in non-formal learning.

[Training Package Download](#)

Best Practices and successful stories

Throughout this quarter, several best practices emerged from the activities, contributing to the success of the project and providing valuable lessons for future implementations



Integration of Non-Formal Learning (NFL)

One of the most significant takeaways was the effective integration of NFL into strategies aimed at enhancing youth employability. The training sessions and webinars demonstrated how NFL could complement formal education by offering practical skills such as problem-solving, entrepreneurial thinking, and adaptability—skills often underdeveloped in traditional educational systems. This practice of blending NFL with formal education prepares young people to meet the demands of modern labor markets more effectively.



Social entrepreneurship as a sustainable alternative



Through engaging activities like TED Talk-style presentations during the international training, participants learned about social enterprise as a sustainable business model.

Their successful stories demonstrated how entrepreneurial ventures could address pressing social issues while remaining financially viable.

- **Giuditta Cavallini** shared insights into how her cooperative uses business as a tool to foster community development by creating job opportunities for marginalized groups.
- **Roberto Copparoni** introduced participants to his work in cultural tourism with the "Migrant Tour" initiative, which not only provides employment for migrants but also promotes intercultural understanding.
- **Francesca Collu** focused on the logistical side of social enterprises, explaining how So.de delivers social services in innovative ways, making impactful contributions to communities through accessible and sustainable business practices.



Peer-to-peer activities



A significant focus was placed on empowering participants to take the skills and knowledge they gained and apply them in peer-to-peer training sessions back in their communities. These activities that are included in the training package, are designed to multiply the project's impact by fostering local networks of young people trained in NFL methodologies

Hackathon	
Learning Objectives	To collaboratively develop innovative solutions to a specific challenge.
Duration	120 minutes
Materials needed	Projector and screen for presentations Notepads and pens for participants Flipcharts or whiteboards for workshop discussions
Preparation	<p>Prepare in advance a scenario, with a problem and identify the challenge that lays ahead of the participants. Here you find an example:</p> <p>PROBLEM Eco-Innovation for a Sustainable Future: Tackling Waste and Unemployment</p> <p>One significant challenge facing modern societies is the vast quantity of PVC-based billboards, posters, and leaflets used for promotional campaigns, advertisements, and event visibility. These materials, which take over 1500 years to decompose, often end up in illegal landfills, contributing to environmental degradation and releasing toxic particles when burned. Furthermore, heavy rainfall exacerbates the issue by carrying PVC materials into riverbeds, causing additional ecological harm.</p> <p>Simultaneously, many individuals aged 45 and older struggle to find employment due to a lack of "new" competencies demanded by the labor market, leaving them at risk of social exclusion. As the younger generation typically has more opportunities to acquire these in-demand skills, addressing the needs of the older demographic is crucial for creating a more inclusive society.</p> <p>Entrepreneur's challenge</p> <p>You are a 47-year-old woman, environmental engineer, who lost her job and is thinking of starting her own business as an entrepreneur. All your business ideas are oriented toward acting to give answers to the needs of the community where you live. Your challenge is to develop a</p>

	<p>social enterprise that tackles both the environmental problem of PVC waste and the social issue of unemployment among individuals aged 45 and above.</p> <p>Which actions would you take to propose an adequate solution to contribute to solve these issues?</p>
Description	<p><i>Exercise</i></p> <ol style="list-style-type: none"> 1. Divide the participants in groups of five people. 2. Ask the participants to brainstorm and develop the ideas to solve the proposed challenges. 3. Share with the participants with the template to follow. 4. Give participants 30-35 minutes and ask them to prepare a presentation of three minutes maximum of their idea.
Learn check/ Debriefing	<p>Ask participants to reflect on their experience throughout the process by considering the following questions:</p> <p>How did you feel about participating in this activity? What was the most interesting thing you learned during the process? Which steps did you find most challenging to develop? Did you encounter any specific difficulties along the way? Was there anything you learned or experienced that surprised you? If so, can you explain what it was and how it impacted you? In your opinion, what is the most important takeaway related to this theme that everyone should know?</p>
Tips for the Trainer	<p>Before the hackathon begins, clearly define the objectives, themes, and expected outcomes of the event. Provide participants with a structured agenda that outlines the timeline, including brainstorming sessions, coding periods, and presentation slots. This clarity will help participants stay focused and maximize their productivity throughout the event.</p>



Impact

- **Increased Confidence and Skill Application:** Participants left the training in Cagliari with heightened confidence in their ability to apply entrepreneurial concepts and engage in real-world problem-solving, evidenced by the quality of their hackathon solutions and pitches.
- **Strengthened Networks:** The training facilitated connections between youth and local entrepreneurs, creating opportunities for future mentorship and collaboration. These networks are expected to support participants as they implement NFL practices in their local communities.
- **Broader Influence on Youth Employability:** The skills learned during the training—such as financial management, time management, and goal setting—equip participants to better navigate the job market, positioning them as more competitive candidates in their respective fields.



Conclusions

- **Non-Formal Learning Empowers Youth:** The project confirmed that NFL enhances employability by fostering critical skills such as problem-solving, entrepreneurship, and adaptability, preparing participants to meet modern labor market demands.
- **Social Entrepreneurship as a Key Driver:** Introducing social enterprises inspired participants to create businesses with social impact, blending profit with purpose. This approach motivated youth to think beyond traditional business models and focus on sustainable, community-focused solutions.
- **Hands-On Learning Boosts Practical Skills:** Through exercises like the hackathon and business pitching, participants gained real-world experience in developing and presenting business ideas. This practical approach not only fostered creativity but also built confidence in their entrepreneurial abilities.
- **Collaboration and Peer Learning:** Team-based activities and peer-to-peer exchanges proved to be powerful in facilitating knowledge-sharing and collaborative problem-solving, enhancing both individual and group learning outcomes.



Contats



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