



Booklet

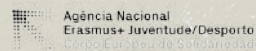




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THE PROJECT

SDG4Youth emerged from a shared need among young people and youth workers to address modern societal challenges. With the Sustainable Development Goals (SDGs) as a framework, this project focuses on fostering democratic participation, inclusivity, and sustainable action among youth.

The project involves five countries—Portugal, Croatia, Estonia, France, and Greece—bringing together diverse perspectives and experiences. It provides a platform for collaboration and innovation, enabling young people to:

-  Develop skills for active citizenship.
-  Understand and promote the SDGs in their communities.
-  Design solutions for societal challenges through non-formal education.

SDG4Youth is more than a project; it's a movement that connects youth to the global mission of creating a fairer and more sustainable world.









FINANCING

Erasmus+ is the EU Programme in the fields of education, training, youth and sport for the 2021-2027 period. Education, training, youth and sport are key areas that support citizens in their personal and professional development. High quality, inclusive education and training, as well as informal and non-formal learning, ultimately equip young people and participants of all ages with the qualifications and skills needed for their meaningful participation in democratic society, intercultural understanding, and the successful transition to the labour market. Erasmus+ strengthens its efforts to increase the number of opportunities offered to even more participants and to a wider range of organisations, focusing on the qualitative impact of the Programme and contributing to more inclusive and cohesive, greener, and digitally fit societies.

The general objective of the Programme is to support, through lifelong learning, the educational, professional and personal development of people in education, training, youth and sport, in Europe and beyond thereby contributing to sustainable growth, quality jobs and social cohesion, to driving innovation, and to strengthening European identity and active citizenship. In addition, it is key in advancing youth policy cooperation under the European Union Youth Strategy 2019-2027 and developing the European dimension in sport.

The Programme has established some priorities for 2019-2027 edition, namely:

-  Inclusion and diversity
-  Digital transformation
-  Environment and fight against climate change
-  Participation in Democratic life, common values and civic engagement.





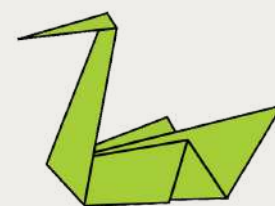
PARTNERS



Águeda Youth Center/Psientífica

Águeda Youth Center (CJA) was created by a partnership between Psientífica, an Association for Social Promotion and Development, and the Águeda City Council in 2016. The CJA aims to be a dynamic and mobilizing hub for young people, a source of qualified information, and a connecting agent with young people, mainly by giving them access to national and European opportunities.

Association Žmergo, based in Opatija, is an NGO founded in 1994 by young environmental activists. For 30 years, it has promoted sustainability and environmental protection through education, volunteering, and public initiatives like clean-ups, urban gardening, and creative contests, empowering youth and raising awareness about global challenges.



žmergo

**Association
Žmergo**



**Pikapere Selts
MTÜ**

Pikapere Selts, a youth organization in Estonia, focuses on political activism and environmentalism. It empowers young people through education, hands-on projects, and events like clean-ups and workshops, advocating for climate policy and fostering civic engagement. The organization inspires the next generation of environmental leaders while promoting sustainability and social responsibility.



INSA Rouen Normandie, a leading engineering school in Normandy, France, trains future-ready engineers under the motto "Global Scope, Human Scale." It offers diverse programs, including 10 engineering degrees, apprenticeships, and master's programs in fields like big data and energy, supported by eight research labs. With a strong international focus, students access study opportunities at over 100 partner institutions worldwide through initiatives like Erasmus+.

INSA
ROUEN NORMANDIE

**INSA Rouen
Normandie**



Schedia stin poli

Schedia stin Poli, founded in 1999 in Thessaloniki, is a dynamic NGO dedicated to inclusion, youth empowerment, and awareness of social and environmental issues. Specializing in Interactive-Creative Learning and Non-Formal Education, it offers educational programs, tailored projects for underprivileged youth, volunteer training, and teacher empowerment. Active in local and international partnerships, it promotes innovative tools and best practices to drive positive societal change.



ACTIVITIES

SDG4Youth carried out a range of activities designed to align with the project's goals and engage youth in the implementation of Sustainable Development Goals (SDGs). These activities blended non-formal education, creativity, and collaboration to empower participants and make a tangible impact. Below you can find all the activities implemented in the scope of the project, their goals, feedback and results.

Transnational meetings

In total the project held two transnational meetings, the 1st in Portugal and the 2nd and last in Estonia. These meetings were the opportunity to set the groundwork for the project, establish a shared understanding of its goals, and plan subsequent activities. These meetings also served as a platform for exchanging best practices and enhancing cooperation among the involved organizations.

Goals:

- Bring together partners to align on project objectives and implementation strategies.



Working Sessions

The project held three working sessions, in Portugal, France and Croatia with the goal to co-create innovative tools and strategies for engaging youth with the SDGs. Discussions emphasized methodologies for workshops, tools for the local sessions, resource development, and ways to maximize youth involvement in the project. The working sessions were also important moments to work on the projects result, the guideline.



Goals:

- Develop and refine project outputs collaboratively.
- Test methodologies and adapt them based on group feedback.



Local Sessions

SDG 4 Youth implemented more than 50 local workshops between all the partners that intended to work on the 17 SDGs with youngsters, tailored to address local issues and find creative and innovative ways to solve the issues and get closer to obtaining the SDG'S. Activities ranged from different topics such as green careers, fast fashion, lives of water and much more.

Goals:

- Engage local youth in understanding and acting on SDGs.
- Exploring the SDGs and ways to get closer to obtaining them.
- Address community-specific challenges through practical solutions.



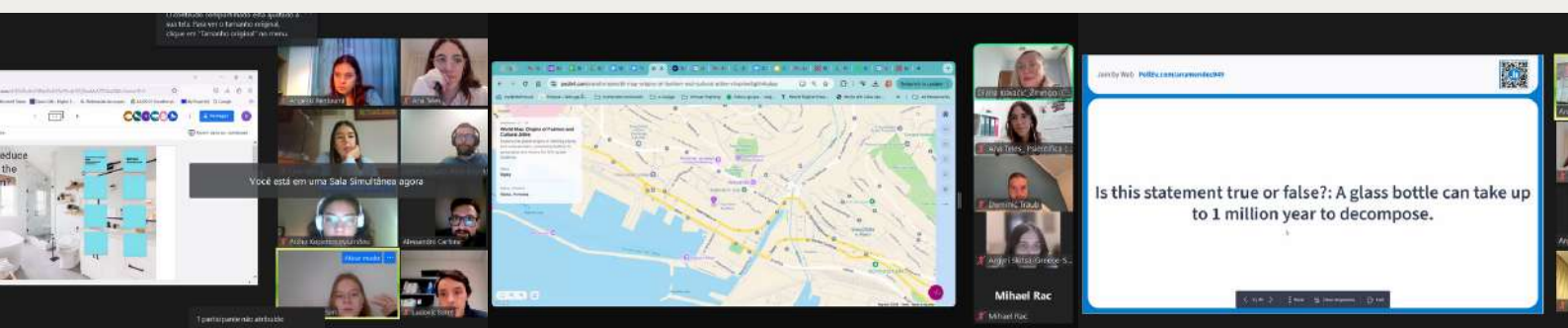


Online seminars

To join the different young people involved in the local workshops in the partner countries the project held 3 online seminars that pretended to work on the SDGs at a European level, having youngsters share their realities and how each one of them can make a difference. It allowed participants to learn about SDGs, share ideas, and discuss challenges in sustainable development. These sessions included expert presentations, group discussions, and interactive activities.

Goals:

- Provide virtual learning opportunities focused on SDGs and civic engagement.
- Maintain project momentum and reach a broader audience.



Blended Mobiliy

The blended mobility was held in Águeda and had a total of 30 young participants from the partner countries. It combined both virtual and in-person elements to foster international cooperation and learning among youth. The participants where invited to explore new ideas, exchange cultural perspectives and strengthen their knowledge of sustainability and democratic participation.

Goals:

- Combine virtual and physical interactions for a holistic learning experience.
- Strengthen cross-cultural collaboration and understanding.

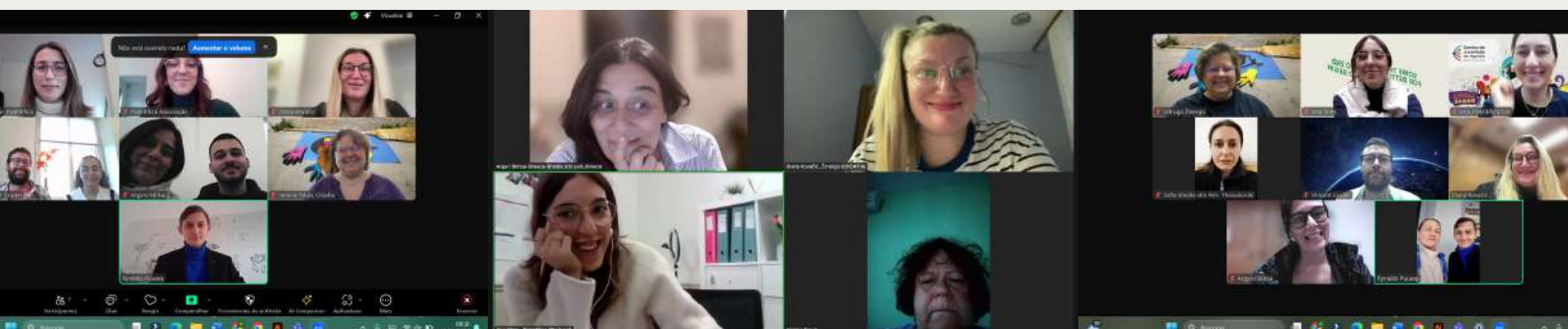


Virtual Mobilities

The virtual mobilities were done for both youth workers and youngsters and had the goal of continuing the dynamic even when the participants were in different geographical areas. These mobilities replicated the dynamics of in-person interactions, fostering teamwork and cross-cultural dialogue.

Goals:

- Ensure continuity in collaboration even while in different countries.
- Leverage digital tools to simulate international exchanges.



Dissemination events

In total the project held 5 dissemination events, one per partner, with the aim of sharing the project's results with a wider audience. These events served to disseminate the knowledge acquired and the tools developed during the project, ensuring that the benefits went beyond the immediate participants.



Goals:

- Share project results and guideline with the broader community and stakeholders.
- Inspire others to adopt the project's methodologies and best practices.





THE GUIDELINE

The SDG4Youth Guideline is a central component of the SDG4Youth project, offering a structured and practical framework to engage young people in the Sustainable Development Goals (SDGs). This comprehensive resource compiles methodologies, activities, and best practices developed throughout the project, making it an invaluable tool for youth workers, educators, and organizations looking to empower young people and promote sustainability.

The guideline is carefully organized to provide a holistic approach to youth participation in SDG-related initiatives. It begins with an Introduction to the SDGs and Youth Participation, explaining the relevance of the SDGs to young people and their communities. It emphasizes the crucial role that youth play in achieving the 2030 Agenda, highlighting how their involvement can drive meaningful change at local, national, and global levels.

One of the most valuable sections of the guideline is its detailed Methodologies and Approaches. This part outlines the non-formal educational methods used throughout the project, such as collaborative learning, role-playing, and creative workshops. It offers clear, step-by-step guides for organizing activities that connect youth to the SDGs. These methods are designed to foster active engagement, critical thinking, and practical action, ensuring that young people not only learn about sustainability but also contribute to creating sustainable solutions.

Additionally, the Good Practices Compilation section showcases successful initiatives from the project's partner countries, including urban gardening, zero-waste campaigns, and youth councils. This compilation serves as inspiration for organizations to adapt these proven practices to their local contexts, offering tangible examples of how to implement SDG-based activities effectively. It provides insights into how youth-driven initiatives can have a real-world impact and encourage others to follow suit.

The Workshop Templates section provides ready-to-use activity plans focused on key SDGs, such as food sustainability, green jobs, and inclusion. Each template includes objectives, materials, and expected outcomes, making it easy for youth workers to implement these activities in their own settings. These templates are adaptable to various group sizes and environments, ensuring accessibility for different communities.



In conclusion, the SDG4Youth Guideline is not just a tool for the duration of the SDG4Youth project but a lasting resource for organizations aiming to engage youth in the global movement for sustainability. Its structured approach, practical templates, and real-world examples ensure that youth workers and educators have the necessary tools to foster meaningful participation, inspire action, and contribute to building a more sustainable and inclusive future.





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