



Youthpass

YOUTH EXCHANGES

Tatiana Vitelo ISPGAYA

BORN ON **07/11/1999**

PARTICIPATED IN

Citizen Games,

A YOUTH EXCHANGE WITH YOUNG PEOPLE
FROM BELGIUM, FRANCE, GERMANY, IRELAND, NETHERLANDS, POLAND, AND PORTUGAL.

THE PROJECT TOOK PLACE FROM **02/03/2021**
TO **20/03/2021** IN **Virtual event hosted on Mozilla Hub and Discord.**

YOUTH EXCHANGES

In Youth Exchanges supported by Erasmus+, groups of young people from different countries jointly design, prepare and carry out a work programme. It is usually a mix of workshops, debates, role-plays, simulations, outdoor activities. The young people are supported by experienced youth workers and leaders in this. Youth Exchanges allow them to develop competences, become aware of socially relevant topics, discover new cultures, and strengthen values like solidarity, democracy, etc.

Erasmus+ is the European Union's programme for boosting skills and employability through activities organised in the field of education, training, youth, and sport. Youth activities under Erasmus+ aim to improve the key competences, skills and employability of young people, promote young people's active participation in the society, their social inclusion and well-being, and foster improvements in youth work and youth policy at local, national and international level.



Representative of the organisation

The ID of this certificate is E6EU-DRJ8-CVSK-VKGC.
If you want to verify the ID, please go to the web site of Youthpass:
<https://www.youthpass.eu/verify>

Youthpass is a Europe-wide validation system for non-formal learning within the Erasmus+: Youth in Action Programme. For further information, please have a look at <http://www.youthpass.eu>.



Youthpass

This document certifies that **Tatiana Vitelo ISPGAYA** took part in the Youth Exchange **Citizen Games** organised by **Le Partenariat**.

The exchange project was developed and implemented in cooperation with the following partners:

DKiT, University of Lodz, University of Norhausen, ISPGaya, AP, Kurioz and Citilink

The aim and the specific objectives of the project were:

Contribute to the creation of a more inclusive and respectful European society by raising the awareness and empowerment of youth and their teachers to European citizenship, gender equality and environmental protection.

Main activities:

Design and provide 2 serious games to middle and high school pupils in 7 European countries.

The Youth Exchange was co-funded by:

Erasmus+



Person in charge of the project