



# EU Engage

Promoting Civic and Democratic Engagement in Higher Education

Gdynia | 29 September - 1 October 2025



Co-funded by  
the European Union

Erasmus+ and European Solidarity Corps  
National Agency, Poland  
Education, Training, Youth





# Formal Welcome



Fundacja Rozwoju Systemu Edukacji

**Renata Decewicz**

**Deputy Director  
Erasmus+ Higher Education Unit**



# Paul - Orientra

## Meet the Facilitator

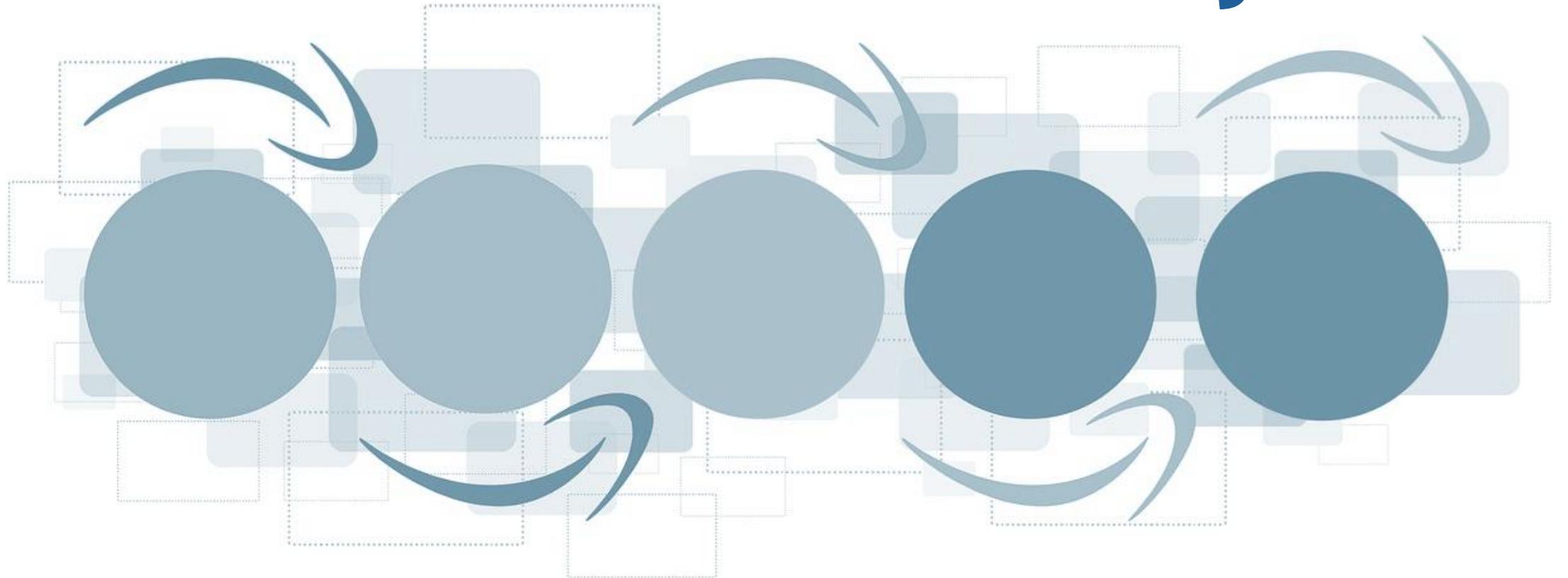


# Overall Objective

... to bring together key stakeholders from the field of higher education to consider how to more effectively promote “Participation in Democratic Life, Common Values and Civic Engagement” as a horizontal priority for Erasmus+



# Model of Delivery



**INSPIRATION**

**IDEATION**

**COLLABORATION**

**PREPARATION**

# Agenda: Monday 29 September 2025



- 15:00 WELCOME AND INTRODUCTIONS**
- 15:30 Inspiration: Keynote from Cristina Bacalso**
- 16:15 COFFEE BREAK**
- 16:45 Erasmus+ Programme Priorities**
- 17:00 Introducing the PEACE+ LTA**
- 17:20 Mapping Existing Practices, Policies and Priorities**
- 17:50 Thoughts and Conclusions**
- 18:00 Close of Day One**
- 19:00 COMMON DINNER: HOTEL MERCURE GDYNIA CENTRUM**

# Agenda: Tuesday 30 September 2025



- 09:00** WELCOME BACK, ENERGISER AND GOALS FOR THE DAY
- 09:30** Inspiration: Expert-Practitioner Input and Panel Discussion
- 10:15** Ideation and Open Space
- 10:45** COFFEE BREAK
- 11:15** Institutional Development Goals and Innovation
- 12:15** Plenary Review
- 12:45** LUNCH BREAK
- 14:15** Collaboration and Individual/Shared Responsibilities
- 15:30** COFFEE BREAK
- 16:30** Visit to Museum of Emigration
- 19:15** COMMON DINNER

# Agenda: Wednesday 1 October 2025



- 09:00** WELCOME BACK, ENERGISER AND GOALS
- 09:30** Preparation: Reflections on Relevance in Erasmus+
- 10:00** Preparation: Erasmus+ Project Design
- 10:45** COFFEE BREAK
- 11:15** Panel Reflections and Readiness Check
- 12:15** Conclusions and Close
- 12:30** LUNCH-OPTIONAL

# Expected Results

... by the end of this event, you will be better able to

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**RECOGNISE** Erasmus+ programme ambitions for promoting “Participation in Democratic Life, Common Values and Civic Engagement.

**COMPARE** existing institutional practices with higher-level development priorities for higher education, with a specific focus on active citizenship and democratic participation.

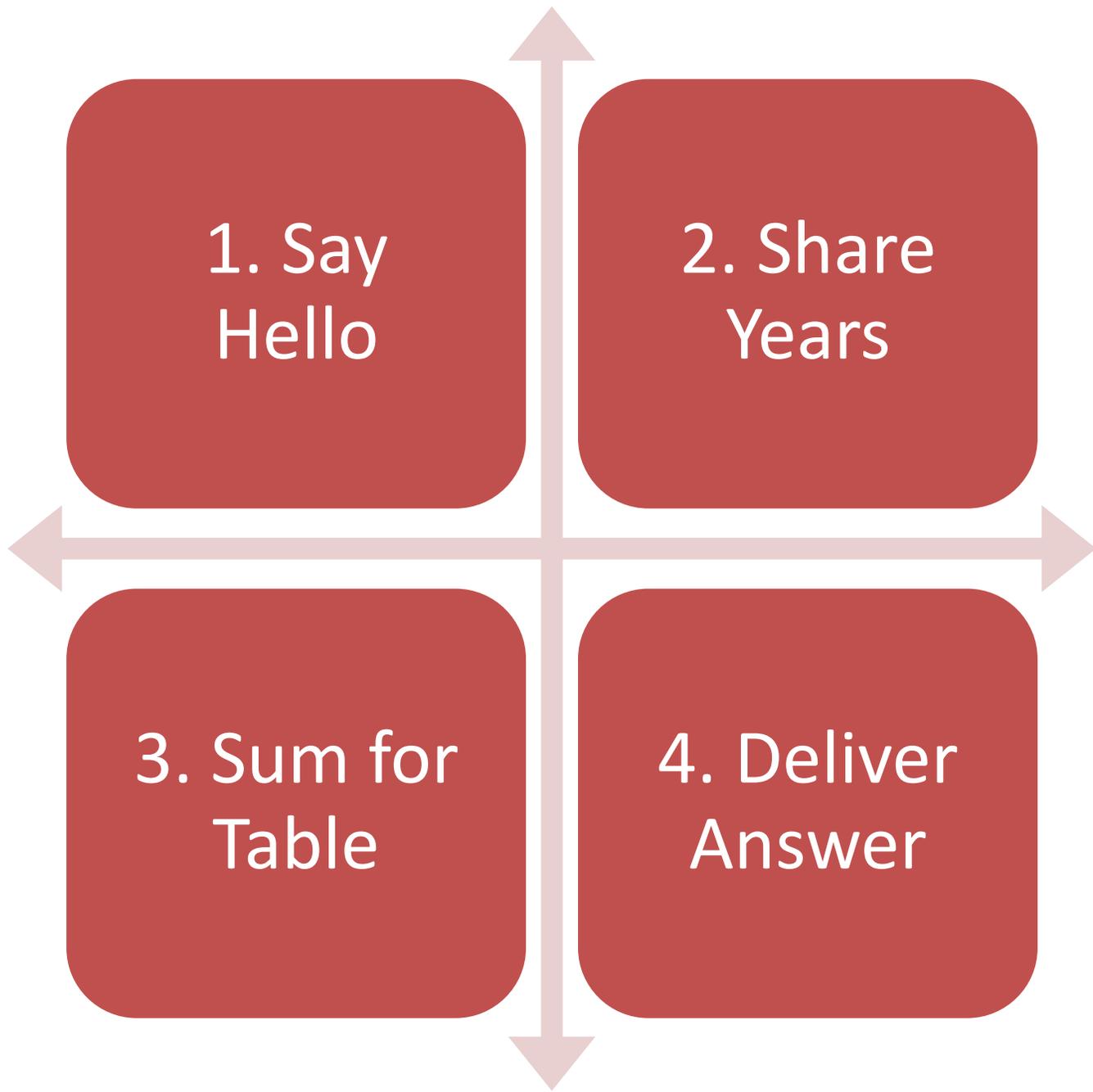
**CREATE** targeted responses to effectively engage higher education students and educators in actions in that promote active citizenship and democratic participation.





# Meet the Room

# Years of E+ Experience



# Most Exciting Hobby





# Keynote

Opportunities, space,  
competencies and skills:  
democratic participation  
as a cross-sectoral priority  
for Erasmus+

**Cristina Bacalso**

Policy Analyst and Independent  
Research Consultant

# Coffee Break



# Erasmus+ Programme Priorities



Erasmus+ and European Solidarity Corps  
National Agency, Poland  
Education, Training, Youth





# Inclusion and Diversity

# Digital Transformation



A hand is holding a white rectangular sign in the foreground. The sign has green text that reads "Environment and fight against Climate Change". The background is a scenic landscape with rolling green hills, a large tree in the center, and a blue sky with white clouds. The lighting suggests a bright, sunny day.

**Environment  
and fight  
against Climate  
Change**

A close-up photograph of a white jigsaw puzzle. One piece is missing, creating a dark, irregularly shaped hole in the center of the frame. The puzzle pieces are interlocked, and the lighting creates soft shadows, emphasizing their three-dimensional texture. The overall composition is simple and evocative, symbolizing a missing piece or a mystery.

**WHAT'S  
MISSING?**

# Participation in Democratic Life, Common Values and Civic Engagement

... but what  
does it mean?



# Democratic Participation or Participatory Democracy

- Citizens “having a voice” in decision-making = Active Citizenship.
- Rooted in Ancient Greek, where **dēmos** = people and **kratos** = rule.
- Consultation, input, dialogue and partnership.
- Local, regional, national or global citizens.



# Civic Engagement or Civic Participation

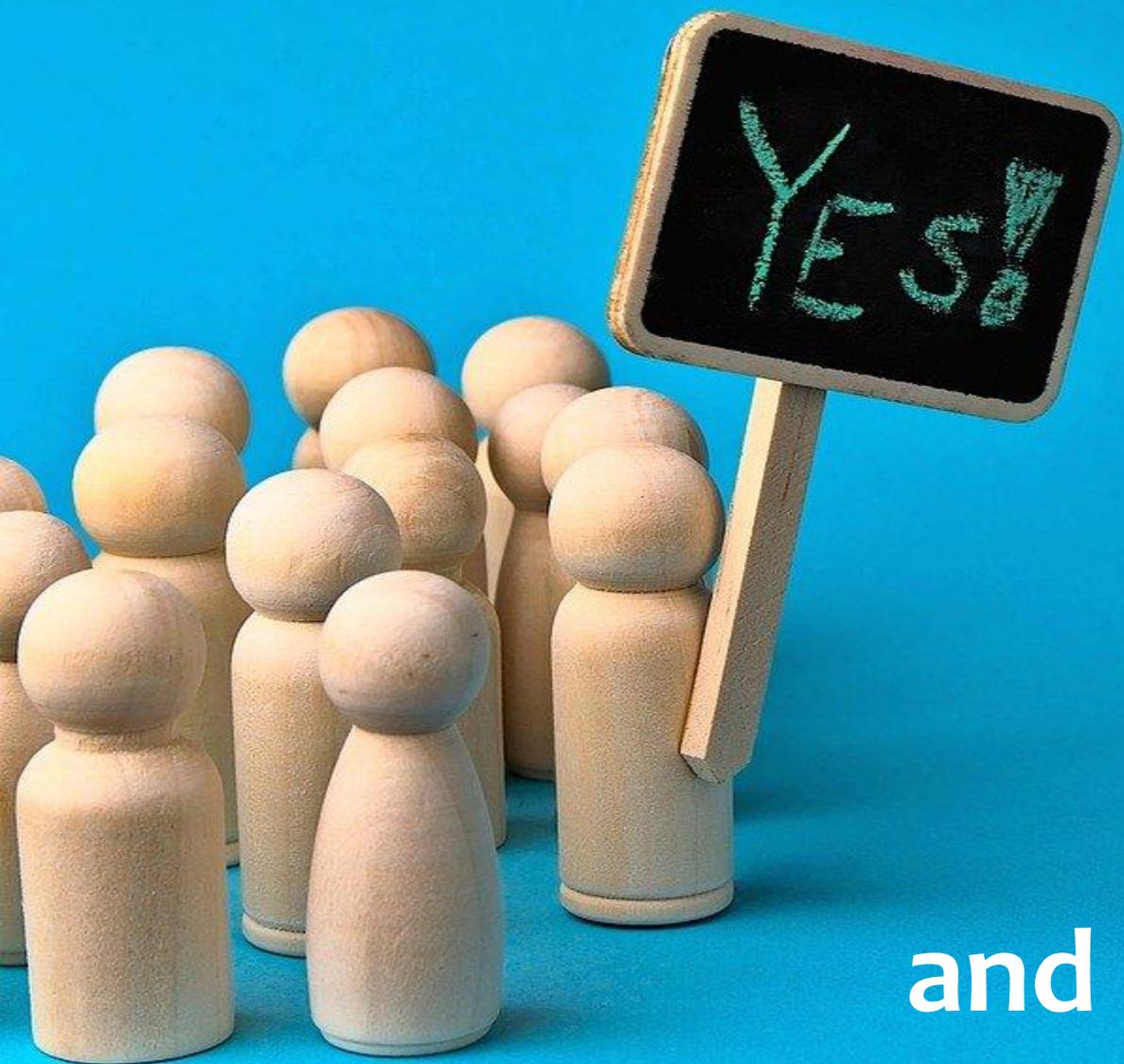
Citizens “having a go”  
at resolving issues  
of public concern.

A close-up photograph of two hands shaking. The hand on the left is darker-skinned and appears to be from an older person, with visible wrinkles and a firm grip. The hand on the right is lighter-skinned and appears to be from a younger person, wearing a light blue denim shirt cuff. The background is a solid, light blue color.

Volunteering, fundraising  
and community work.

Delivered by individuals,  
groups and associations.

# Having Common (EU) Values based on:



Human Dignity  
Freedom  
Democracy  
Equality  
Rule of Law  
Human Rights

and Tackling Discrimination



**Increasingly  
Present in  
European and  
International  
Development  
Strategies**

# European Year of Digital Citizenship Education 2025

The European Year of Digital Citizenship Education 2025 seeks to enhance the visibility and influence of digital citizenship, encompassing **digital and AI literacy**, within educational institutions across all member states.

By reaffirming the importance of digital citizenship education in tackling the challenges and seizing the opportunities of the digital era in education systems, this initiative will further **empower students to navigate the digital world responsibly and ethically.**

COUNCIL OF EUROPE



CONSEIL DE L'EUROPE

# Digital Transformation

A stylized illustration of a person in a blue suit climbing a rope up a mountain. The mountain has a blue base, a red middle section, and a black peak with a green flag. The background is light blue with white clouds.

Unprecedented means of expression in multiple forms

Emerging challenges tied to disinformation, cyberbullying, hate speech and misuse of data.

Urgent need for investment in DCE.



## OPPORTUNITIES

The digital environment and technologies provide unprecedented means for people to express themselves in various forms, to discover, learn and create, to communicate and socialise. The digital environment represents a space for people to assemble and participate across the globe.



## CHALLENGES

Amidst the challenges exacerbated by the Covid-19 pandemic and the advent of disruptive technologies like ChatGPT, the challenging issues that Digital Citizenship Education seeks to address - such as **disinformation, cyberbullying, online hate speech, and the misuse of personal data** - have become more prominent. This underscores an urgent need for increased efforts and investment in DCE to effectively respond to these evolving threats.

## GRANT SCHEME

The European Year of Digital Citizenship Education 2025 presents a critical initiative to advance digital citizenship across Europe. An essential component of this initiative is a **grant scheme aimed at empowering NGOs**. This scheme will enable these organisations to play a vital role in promoting digital citizenship education in collaboration with schools and universities.

**EVENTS AND WORKSHOPS FUNDED BY THESE GRANTS WILL RAISE AWARENESS AMONG**

**1 PARENTS**

**2 LEARNERS**

**3 BROADER COMMUNITY**

## COLLABORATION WITH OTHER INTERNATIONAL ORGANISATIONS

### ERASMUS+ PROGRAMME OF THE EUROPEAN UNION



supports education, training, youth and sport in Europe. In its second phase (2021-2027) the programme focuses on four overarching priorities including addressing the digital transformation. The 2025 European Year of Digital Citizenship Education will greatly contribute to the objectives of the Action plan and the Erasmus+ programme.

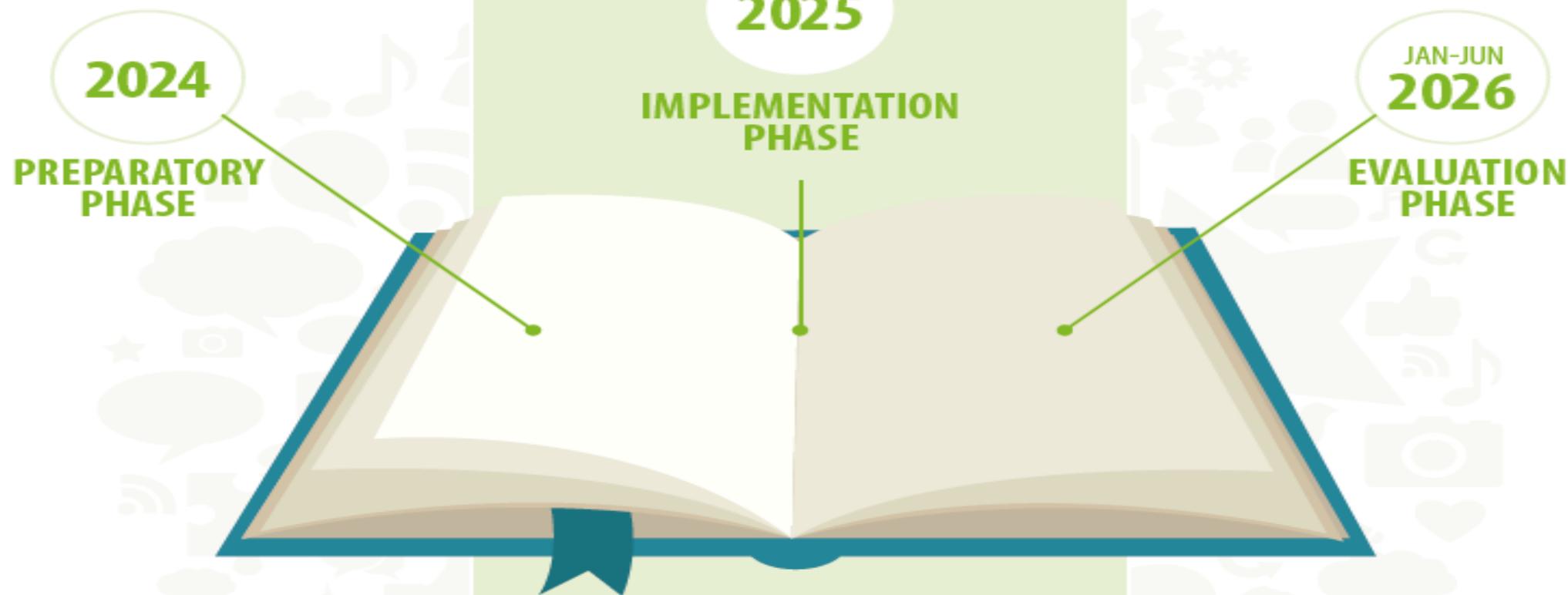
# Complementary Grants and Funding



EUROPEAN UNION

**Erasmus+**

Enriching lives, opening minds.



- Forming of the Campaign Steering Committee and National Committees
- Designing the campaign and developing campaign materials
- Developing master website and national websites
- Developing resources and tools and adapting them to national contexts
- Fundraising through voluntary contributions from member states and other stakeholders (companies, foundations, etc.)

- Organising international events including the launching and closing conferences
- Organising national launching events in member states (organised by the member states)
- Conducting a series of webinars and workshops
- Implementing projects financed through the grant scheme
- Running a digital media campaign (videos, social media, blogs)
- Monitoring the implementation (collecting sense-making practices, resources developed by the target groups, etc.)

- Collecting and analysing national reports
- Submitting financial and narrative reports for grants
- Producing a comprehensive evaluation report
- Planning for future initiatives based on the achievements and lessons learned

# THEMES

The 10 digital domains of Digital Citizenship will constitute the thematic framework for national campaigns.

## BEING ONLINE

- Access and inclusion
- Learning and creativity
- Media and information literacy

## WELL-BEING ONLINE

- Ethics and empathy
- Health and well-being
- e-presence and communications

## RIGHTS ONLINE

- Active participation
- Rights and responsibilities
- Privacy and security
- Consumer awareness

## UNDERSTANDING DIGITAL CITIZENSHIP



### FOCUS

Defining digital citizenship and its importance in a connected world.



### ADAPTATION

Tailoring the definition to reflect cultural and societal nuances in different European countries.

## ETHICAL BEHAVIOUR ONLINE



### FOCUS

Promoting understanding and practice of ethical behavior in the digital space.



### ADAPTATION

Discussing ethical dilemmas specific to various cultural and social backgrounds.

## ONLINE SAFETY AND SECURITY



### FOCUS

Educating about safe internet practices, privacy settings, and protection against cyber threats.



### ADAPTATION

Addressing specific online risks prevalent in different regions.

## COMBATING DISINFORMATION



### FOCUS

Strategies to identify and deal with disinformation and fake news.



### ADAPTATION

Using examples of misinformation prevalent in different countries to illustrate the issue.

## DIGITAL LITERACY AND CRITICAL THINKING

-  **FOCUS**  
Enhancing skills to find, evaluate, and create digital content responsibly.
-  **ADAPTATION**  
Incorporating local examples and scenarios to make the topic relevant and relatable.

## DIGITAL FOOTPRINT AND REPUTATION

-  **FOCUS**  
Understanding the long-term impact of online activities on one's digital footprint.
-  **ADAPTATION**  
Discussing the implications of digital footprints in different social and professional contexts.

## CYBERBULLYING AND ONLINE HARASSMENT

-  **FOCUS**  
Addressing the issue of cyberbullying and mechanisms for reporting and coping with it.
-  **ADAPTATION**  
Highlighting local laws, support systems, and cultural aspects of dealing with online harassment.

## INCLUSIVE AND ACCESSIBLE DIGITAL COMMUNITIES

-  **FOCUS**  
Promoting inclusivity and accessibility in digital spaces for all, including those with disabilities.
-  **ADAPTATION**  
Addressing specific accessibility challenges and solutions prevalent in various regions.

## DIGITAL RIGHTS AND RESPONSIBILITIES

-  **FOCUS**  
Educating about the rights and responsibilities of individuals in the digital world.
-  **ADAPTATION**  
Relating these rights and responsibilities to the legal frameworks of different European countries.

## DIGITAL PARTICIPATION AND DEMOCRACY

-  **FOCUS**  
Encouraging active and informed digital participation in democratic processes.
-  **ADAPTATION**  
Discussing the role of digital media in democracy within the unique political context of each country.



# Introducing the PEACE LTA

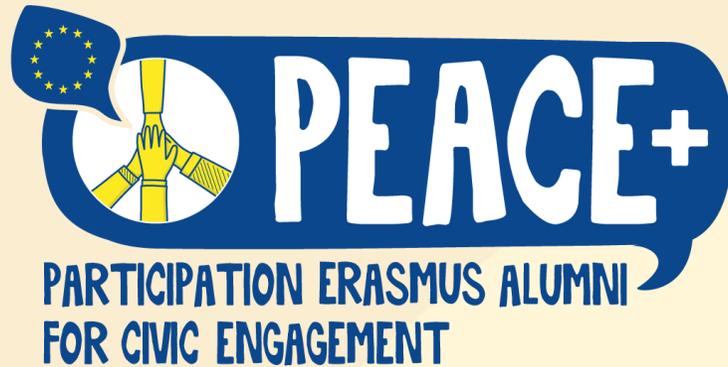
**Martina Lenzi**  
**Matteo Minà**



EUROPEAN UNION

Erasmus+  
Enriching lives, opening minds.

AGENZIA NAZIONALE  
**ERASMUS+** **INDIRE**



# LTA PEACE+ (2025-27) action plan and roadmap

Matteo Minà & Martina Lenzi  
IT - NA INDIRE

*Gdynia, September 29, 2025*



# From PEACE to PEACE+

[>>> LTA PEACE VIDEO SUMMARY](#)



# LTA PEACE+ 2025-2027

A wider and stronger European cooperation

PEACE+ now brings together 23 Erasmus+ National Agencies, more than double the 11 that participated in the first phase



# PEACE+ 2025-2027

## What are the main objectives of PEACE+ LTA?

The PEACE+ LTA seeks to enhance citizens' understanding of European values and the advantages of EU membership, while fostering stronger civic engagement and democratic participation. It places a particular emphasis on reaching hesitant citizens and inspiring young people to take an active role in the democratic life of the European Union.

### PEACE+ capitalizing on previous best practices and enlarging the scale of results



**Develop and integrate networks of Erasmus+ actors**



**Develop and spread training modules and resources on EU values/ EU citizenship**

**Increase the number of communication, training, and dissemination activities**



**Continue research activities on the various topics related to civic engagement**

# Breakdown of objectives and measures by Work Package (WP)

**Overall (WP1):** Higher number of citizens reached within each target cluster with appropriate messaging. Increased sense of belonging to the European Community and greater attention to Civic Engagement issues.

## **WP2 NETWORKS:**

Establishment of local networks and their training on PEACE+ topics;  
Tracking of events where PEACE+ themes were communicated and number of participants recorded;

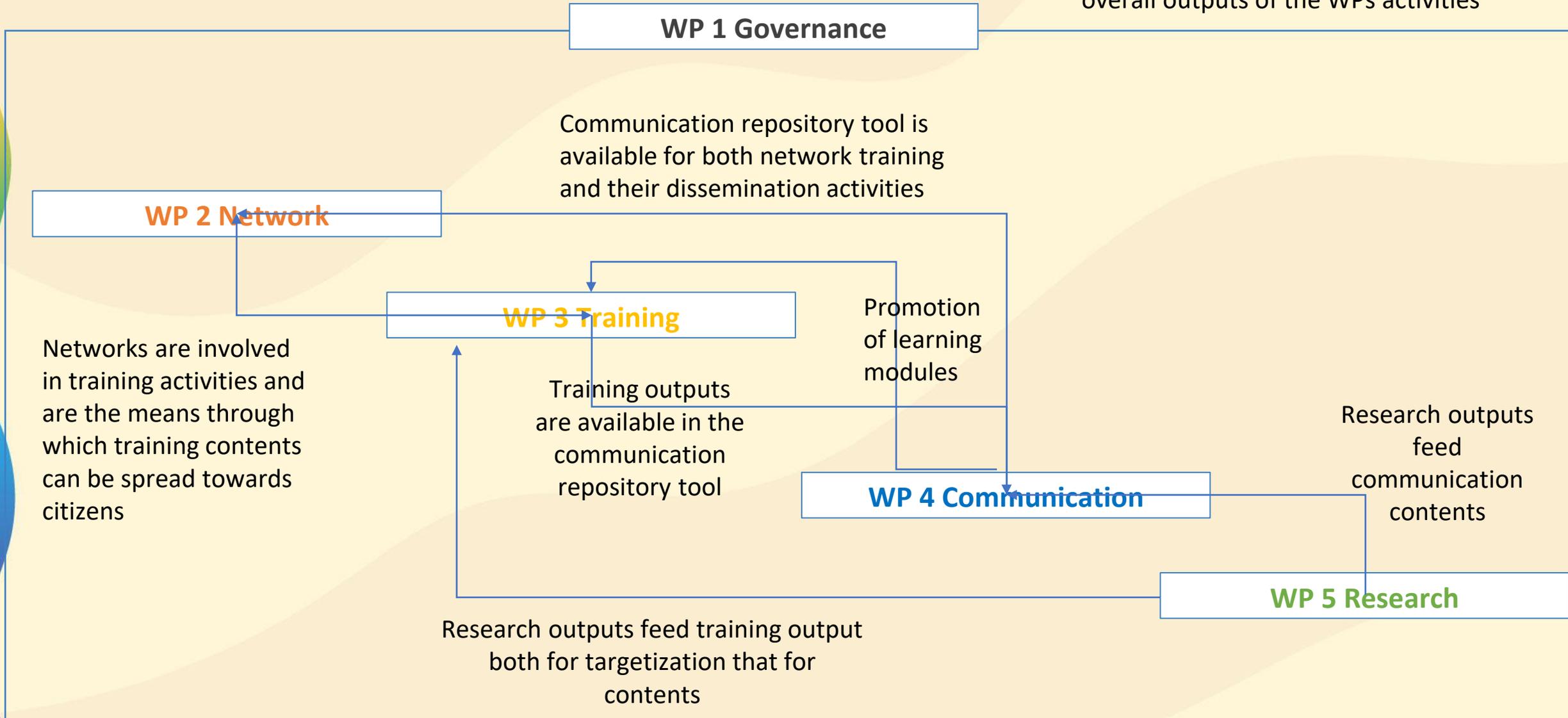
**WP3 TRAINING:** Preparation of training modules for the identified clusters;  
Tracking of individuals trained, broken down by cluster;

**WP4 COMMUNICATION:** Preparation and dissemination of communication content on PEACE+ topics through various available channels (networks, social media, website, media, etc.); Promotion of learning modules;  
Tracking/Estimation of people reached;

**WP5 RESEARCH:** Definition of clusters, their characteristics, critical issues in relation to PEACE+ themes, and identification of possible actions to address these issues; Definition of a method for measuring the level of Civic Engagement by cluster, to be carried out at the beginning and end of the project; Identification of potential content for WP3 and WP4.

# Synergies between WPs

Governance activities plan and control the overall outputs of the WPs activities



# WP1 – GOVERNANCE

21 National Agencies

- Project progress
- Overall and WP-specific objectives
- **Synergies between WPs**
- **Memorandum of Understanding**
  - Overall objectives of the PEACE project and related monitoring indicators, including their breakdown by Work Package (WP)
  - Overall work plan (Gantt chart) with breakdown by WP
- Status of activities by WP, including identification of critical issues



# WP2 – NETWORKS

14 National Agencies

## ONGOING AND PLANNED ACTIVITIES

- Mapping the networks >>> ongoing survey among partner NAs
- Sharing good practice among NAs
- Enhancing existing networks
- Expanding networks
  - Launch of new calls (e. g. ITALY: new call for School long term mobility Pupil)
  - Erasmus Orchestra
  - News NAs working with Ambassadors or setting up Networks
- Training the networks: exploring possibility of a shared training plan among NAs
- Creating synergies among networks at National and European level
- Defining activities linked to PEACE+ Themes for Ambassadors and Alumni (e.g. encouraging participation in #Erasmusdays with events on EU Values)

## POINTS OF ATTENTION

Synergy with WP3 and WP5 for the Development of Training Curricula for Networks and WP4 for communication



# WP3 – TRAINING

15 National Agencies



**WP COORDINATION: EPOS, Belgium  
in cooperation European Commission**

## ONGOING AND PLANNED ACTIVITIES

- Activated WP3 Task force
- Currently working with the EU commission to make training mandatory for beneficiaries
- Currently working on targeting of training audience
- Analysis and enhancement of available training materials (PEACE 2022-25)  
INDIRE's PEACE learning modules transcription has been shared for translation
- Definition of the training plan
- Development of the Learning Module

## POINTS OF ATTENTION

Synergy with WP4 for the possibility of uploading interactive training modules on the new website

# WP4 – COMMUNICATION

## 15 National Agencies

Target identification; Preparation and dissemination of communication contents on PEACE+ topics through various available channels (networks, social media, website, media, etc.); Strong collaboration with Network (WP2) and Training (WP3); Promotion of learning modules; Tracking/Estimation of people reached;

### ONGOING AND PLANNED ACTIVITIES

- **Shared visual identity:** PEACE+ graphics and communication kit available for all Partner NAs
- **PEACE+ Platform (dedicated website) - In the meantime, it has been created a [PAGE](#) on the Erasmus Italian website**
- Media Communication + Social media and press campaign
- **One-off communication activities:** e.g. Graphic Novel on EU Values or Short film on EU Values (involving young artist from different countries to talk to young people), Interactive Escape Room (game), “Erasmus on the Road”, Creation of EU awards based on EITA models, Promotion and visibility through events (Europe Day, Erasmus days);

### POINTS OF+ ATTENTION

- Define a shared communication and dissemination e information plan
- A coherent communication objective aligned with the overall project vision and target audiences
- Synergies with all WP

# WP4 – COMMUNICATION

## A SUCCESSFUL PEACE+ COMMUNICATION CAMPAIGN ON EUROPE DAY 2025: #EUvalYOU

2 short videos made with the contribution of **10 NAs**  
**Shared on May 9°**  
and in Florence Festival of Europe:

- [VIDEO1 - What does Europe represent for you?](#)
- [VIDEO 2 - What do you wish o expect from Europa today](#)



# PEACE+ COMMUNICATION

## One 1st important achievement

National Agencies sharing communication work on the occasion of TCA events, Increasing cooperation on social networks

TCA officers, Participation officers and Communication officers working closer to communicate PARTICIPATION and EU VALUES

# WP5 – RESEARCH

12 National Agencies

## ONGOING AND PLANNED ACTIVITIES

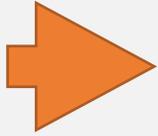
- Analysis and definition of clusters of beneficiary and citizen to be reached with PEACE+ activities
- Mapping and updating of PEACE research, also based on target groups
- Production of new research
- Design and implementation of PEACE+ monitoring
- **“Survey on the European Value and Civic Engagement”**  
Analyse the impact of Civic Participation Priority and dissemination strategies adopted by beneficiaries; identify good practices  
(Waiting for final approval by the Steering Group)

## POINTS OF ATTENTION

Definition of the operational working group to support the work initiated by the other Agencies

# PEACE+ events road map - 2025

2025



PEACE+ Kick off meeting

**25 February 2025**

INDIRE | Florence - Italy



Participation in Civic  
Engagement and green Actions

**8-11th April 2025**

Cluj-Napoca - Romania



Erasmus+ as a Path to Global  
Citizenship Education

**17-19th September 2025**

Bratislava - Slovakia



Promoting Civic and  
Democratic Engagement in Higher  
Education

**29 Sept - 1 October 2025**

Gdynia - Poland



TCA for kindergarten  
teachers

**8-10 October 2025**

Tallin – Estonia



Strengthening EU Values through Digital  
Participation

**28-30 October 2025**

Riga – Latvia



Democratic Life & Inclusion

**18-21 November 2025**

Crete - Greece



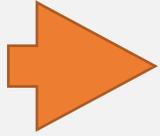
Encouraging active citizenship  
and commitment through  
students' promotion of European  
values

**27-29 November 2025**

Hamburg - Germany

# PEACE+ events road map - 2026-2027

2026



TBD

Spring 2026

Valencia – Spain



TBD

Sept 2026

Vienna – Austria



Civic engagement and participation

TBD 2026

Italy (IT01)

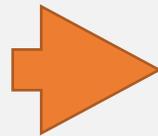


TBD

TBD 2026

Flemish | Belgium (BE02)

2027



Visit to European institutions

TBD 2027

Bruxelles | Belgium (BE01)

# (Last but not least) Some useful links on the topic of Civic engagement and EU values (1/3)



## Jean Monnet for Schools

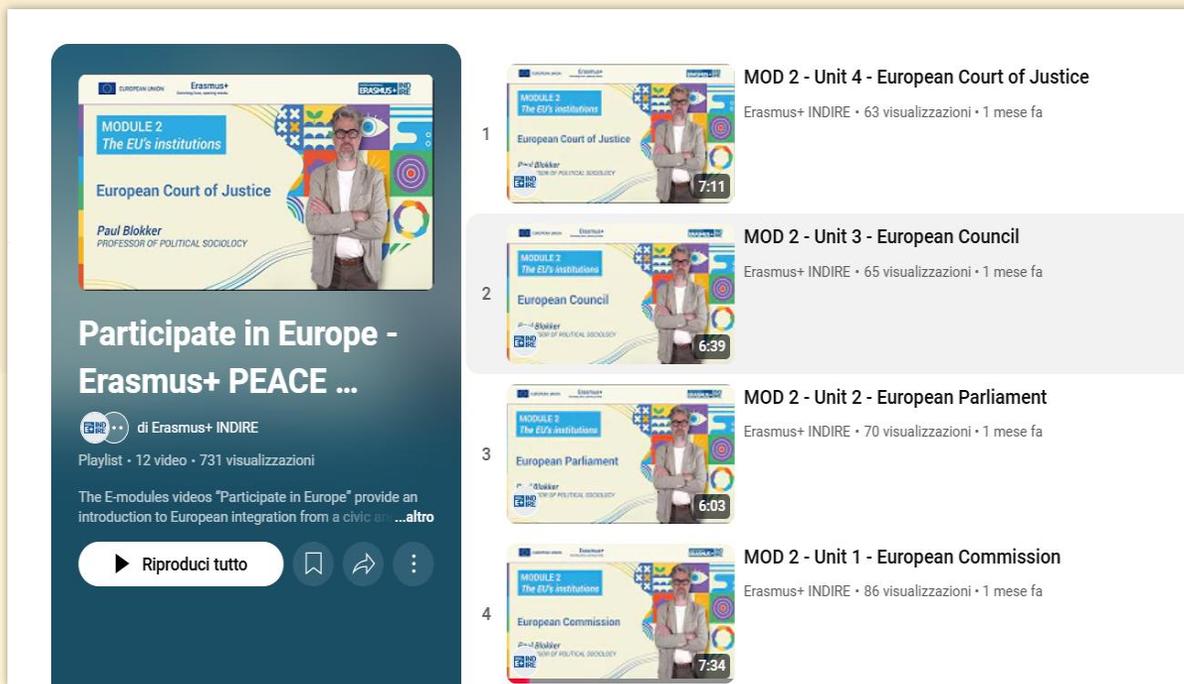
**General objective:** to enable a better understanding of the European Union, its values and its functioning at school

**For teachers and teacher trainers:** to support professional development on EU-related topics

**For pupils:** to learn about the objectives, functioning of the EU, and selected policies in order to become active citizens

*For instance: During the last Festival d'Europa in Florence, a project was presented by an Italian school (in Veneto) where students took part in a simulation game of the European elections and the Council of the European Union.*

# (Last but not least) Some useful links on the topic of Civic engagement and EU values (2/3)



**Participate in Europe - Erasmus+ PEACE ...**  
di Erasmus+ INDIRE  
Playlist • 12 video • 731 visualizzazioni

The E-modules videos "Participate in Europe" provide an introduction to European integration from a civic perspective. [...altro](#)

**MOD 2 - Unit 4 - European Court of Justice**  
Erasmus+ INDIRE • 63 visualizzazioni • 1 mese fa  
7:11

**MOD 2 - Unit 3 - European Council**  
Erasmus+ INDIRE • 65 visualizzazioni • 1 mese fa  
6:39

**MOD 2 - Unit 2 - European Parliament**  
Erasmus+ INDIRE • 70 visualizzazioni • 1 mese fa  
6:03

**MOD 2 - Unit 1 - European Commission**  
Erasmus+ INDIRE • 86 visualizzazioni • 1 mese fa  
7:34

## Training modules

Video Series  
*"Participate in Europe"*  
**4 eModules (24 units)**  
that provide an  
introduction  
to European Citizen  
Education  
(free and ready to use)

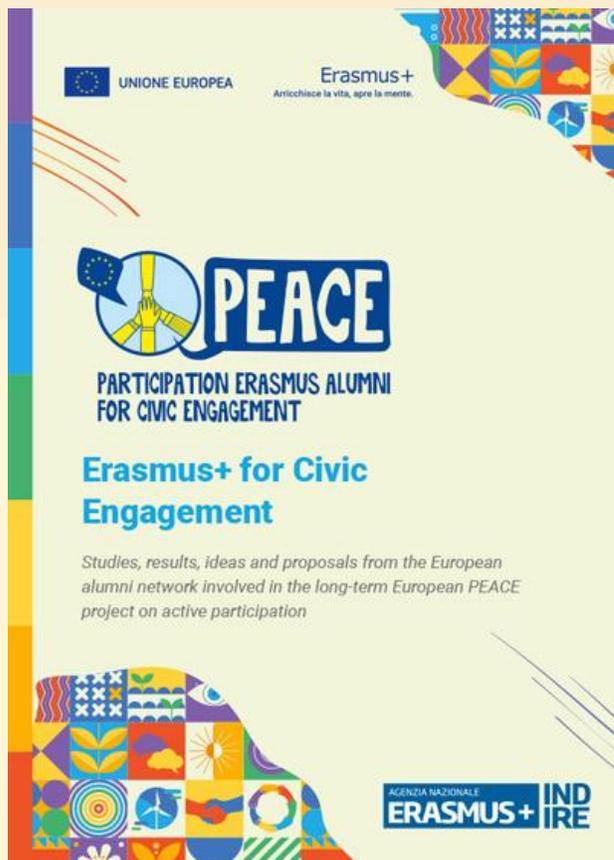
**SCAN & WATCH**



<https://www.youtube.com/playlist?list=PLXH4liLvTcKbganQ8MZvwW2EsHxPg8IOF>

# (Last but not least) Some useful links on the topic of Civic engagement and EU values (3/3)

## LTA PEACE 2022-24: final report



Studies, results, ideas and proposals from the **European alumni network involved in the long-term European PEACE project** on active participation (December 2024)

### DOWNLOAD

[https://www.erasmusplus.it/wp-content/uploads/2024/12/report\\_finale\\_PEACE\\_2024.pdf](https://www.erasmusplus.it/wp-content/uploads/2024/12/report_finale_PEACE_2024.pdf)



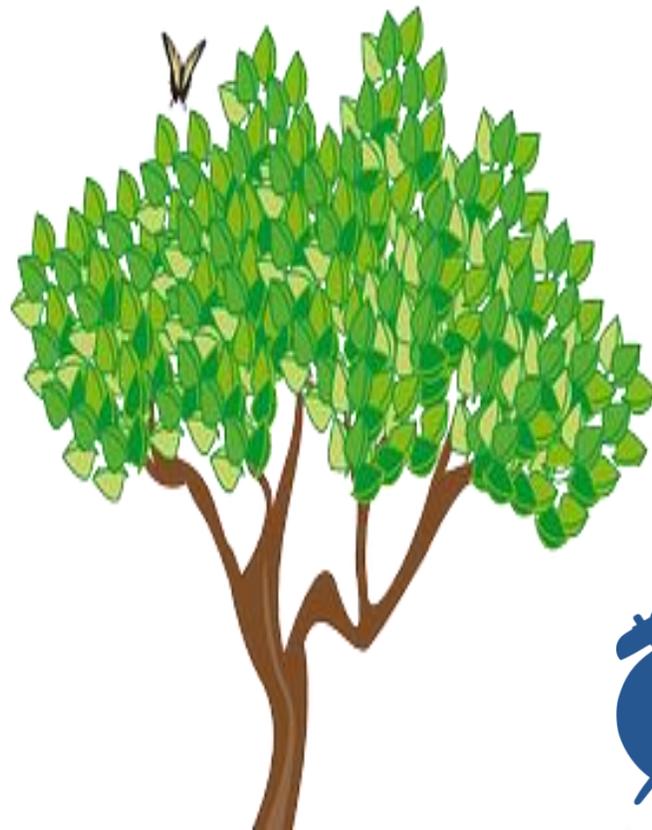
***Thank you for your kind attention!***

***(PS: Freedom is participation)***

# Mapping Existing Practices

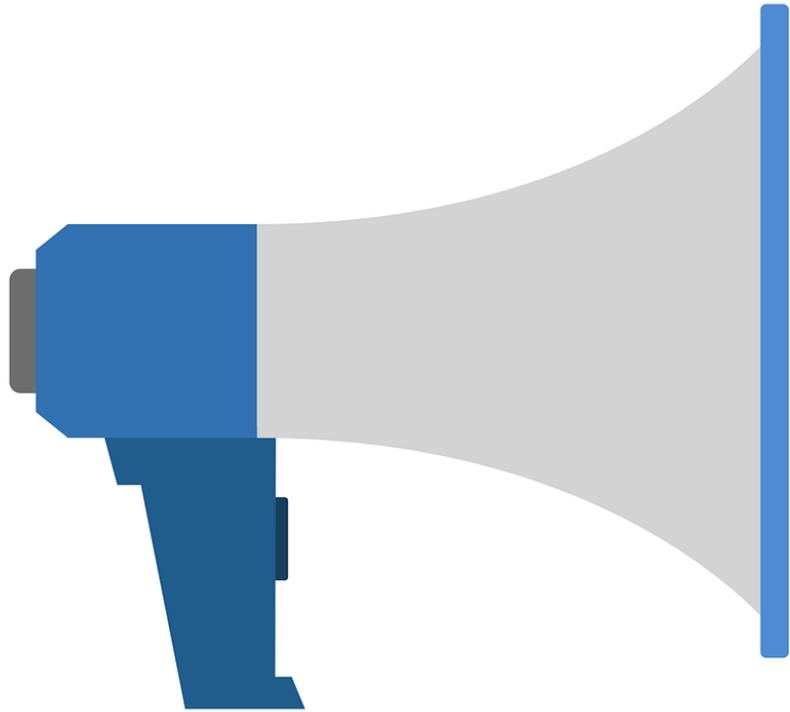
Strong Roots and Growth Areas related to Civic and Democratic Engagement

Add Strengths and Successes to Your Tree

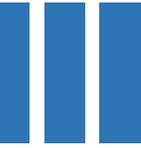


Add Gaps and Growth Areas to Your Tree





# Plenary Review





# Existing Policies and Priorities



# Existing Policies and Priorities



TITLE (and YEAR):

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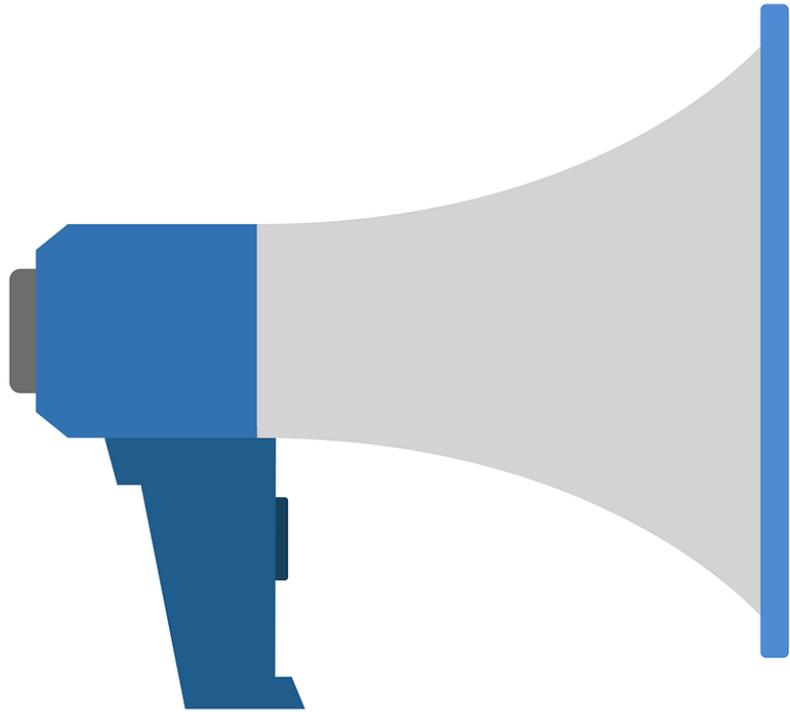
TITLE (and YEAR):

WHERE ACCESSED:

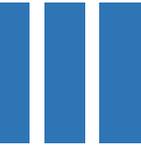
WHERE ACCESSED:

WHERE ACCESSED:

1. Identify and list up to THREE EXAMPLES of existing policies and priorities that support or promote civic and democratic participation in HE: complete the chart with your findings (title and year; where policy/priority can be found).
2. Try to include different levels in your results (i.e. national and European-level examples).
3. Use all resources available to you (human, digital, AI et al).



# Plenary Review



# Thoughts and Conclusions



**Close of  
Day One**



# 19:00 Common Dinner

Hotel Mercure Gdynia Centrum

