







Networking - WYN"

Code nr.: 2014-2.

HU02-KA105-00033

## **Call for participants**

Within the framework of the Erasmus+ programme we are looking for young talented dissadvantaged youth who would like to participate in our "Virtual Youth Networking - WYN" KA1 mobility project. Code nr. 2014-2-HU02-KA105-000333

## **PRE-ENTRY REQUIRMENTS**

- Young adults between the ages of 20-29, living in Hungary basic English language knowledge
- good communication, improvisational, enterpreneurial skills basic knowledge of computer (internet)

### **HOW TO APPLY:**

It is only possible to register for the program by sending a mail to: innovaform.ltd@gmail.com Please attach a CV, motivation letter and a photo to the application!

> **DEADLINE** for applying: 25th of June, 2015, 17:00 pm

#### DESCRIPTION

We will have 3 youth exchanges within the project. In all the 3 international exchanges there will be 10-10 youth from Romania, Italy and Hungary.

## Hungary, Pécs;

topic:

,Media, Creativity and ICT"

**06 July ~15 July** 2015.

10 participants (5 girls and 5 boys)

# Italy, Palermo;

topic:

"Building social entrepreneurship"

11 September ~ 20 September 2015.

10 participants (5 girls and 5 boys)

## Romania,

Timisoara; topic:

"Architecture,

Theatre, and ICT"

25 June ~ 04

**July 2016** 

10 participants (5 girls and 5

boys)



The Project's aim is to build a cultural bridge between Hungarian, Italian and Romanian youth groups having fewer opportunuties, with the youth workers united under a common goal: to allow promoting equity and inclusion by facilitating the access to learners with disadvantaged backgrounds to develop



social and entreprenaual competences; become aware of socially relevant topics that interests them (media, arts, entrepreneaurship), discover new cultures, habits and life-styles, mainly through peer-learning; strengthen values like solidarity, democracy, friendship. The project will allow young people coming from disadvantaged backgrounds to participate in transnational mobility actions, find new ways to socialise, interact, discover a

new ways to communicate, learn and to share, build their own "virtual enterprise" with the support of ICT, through innovative non-formal learning methods.