

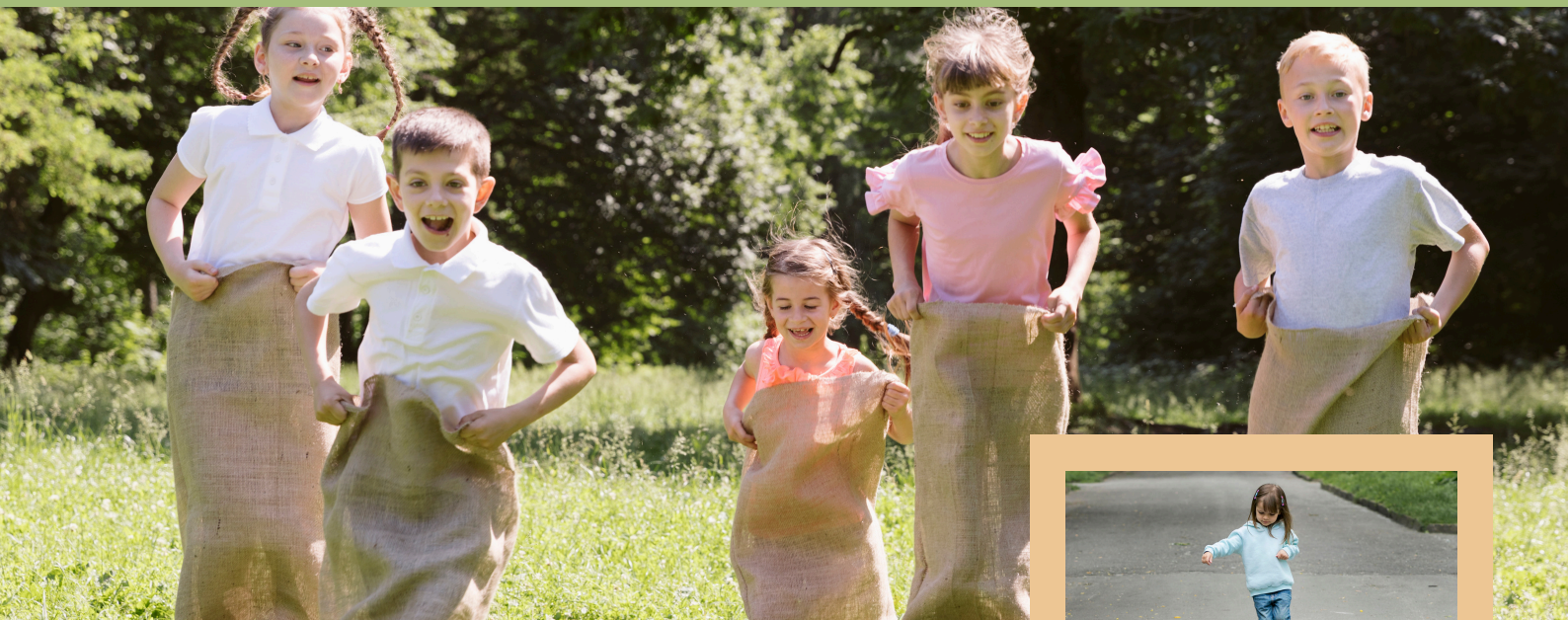


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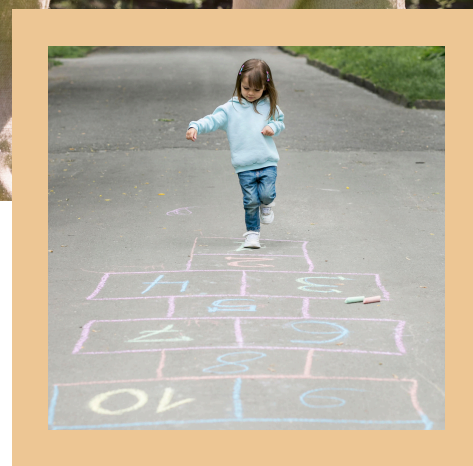


ERASMUS+ COLLABORATIVE PARTNERSHIP INNOVATION IN THE FIELD OF SPORT

REMIND NEWSLETTER #1



We are excited to bring you the first Newsletter #1 of the REMIND project, which aims to support youth workers and young people by promoting inclusion, wellbeing, and innovative educational approaches. In this issue, we introduce the project's objectives, topics, target groups, and the values guiding our activities across the partnership.



About the Project

The REMIND project promotes inclusion, wellbeing, and active participation of young people through innovative and collaborative educational methods. It supports youth workers and organisations by providing practical tools and inclusive resources tailored to diverse groups.

REMIND encourages a dynamic and participatory learning environment, strengthening key transversal skills such as creativity, collaboration, and critical thinking. The project adopts a flexible hybrid approach that blends in-person activities, digital learning, exchanges, and local pilot actions.

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



PROJECT CODE: 101134177

START: 01/01/2023 END: 31/12/2025

PROJECT TOPICS

- Social inclusion
- Non-formal education
- Youth empowerment
- Educational innovation
- Active participation and citizenship

TARGET GROUPS

Direct target group: youth workers, educators, facilitators, and organizations working with young people.

Indirect target group: young people from disadvantaged backgrounds, local communities, and youth-sector stakeholders.



PARTNERS

1. ASSOCIATION EUROPEENNE DES JEUX ET SPORTS TRADITIONNELS (AEJEST)
2. MV INTERNATIONAL (MVI)
3. INSTYTUT ROZWOJU SPORTU I EDUKACJI (IRSIE)
4. TRAKYA DOGA SPORLARI IHTISAS KULUBU DERNEGI
5. INSTITUT NACIONAL D'EDUCACIO FISICA DE CATALUNYA (INEFC)
6. VLAAMSE TRADITIONELE SPORTEN VZW (VLAS)
7. INFINITIVITY DESIGN LABS

PROJECT OBJECTIVES

1. Strengthen the skills of youth workers through training pathways, methodological guidelines, and practical tools.
2. Promote the active participation of young people in educational, cultural, and community-based activities.
3. Support social inclusion through creative, recreational, and collaborative initiatives.
4. Build a transnational network of youth organisations to exchange good practices and innovative methods.

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