The 3DBIZ4YOUTH project aims to promote digital transformation and green transition while promoting the upgrade and modernisation of Youth Work in order to support young people with fewer opportunities to acquire new skills (3D and social entrepreneurial) for better employability and career opportunities.

PARTNERS

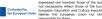












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3DBIZM

AN INNOVATIVE PROGRAMME TO PROMOTE THE EMPLOYABILITY AND INCLUSION OF YOUTH WITH FEWER OPPORTUNITIES IN THE LABOUR MARKET FOR A SUSTAINABLE FUTURE





RATIONAL F

The project promotes the aims of the EU YOUTH STRATEGY 2021-2027 which places Youth Work high in the agenda of Member Stotes as it connects, engages and empowers young people from different blockgrounds with essential knowledge, skills, attitudes and competences to create an inclusive, sustainable, socially just and more resilient Europe.

The project addresses the emerging need to upgrade the quality of Yvs. support TWs with new skills, digital methodologies, and tools, and create new, targeted learning opportunities to engage, connect, and empower young people with fewer opportunities to become ACTVE CTITENS_ACENTS of SCOILS CHAMPE AND DICTIAL INNIVIATION for TITENS_ACENTS of SCOILS CHAMPE AND DICTIAL INNIVIATION for TITENS_ACENTS of SCOILS CHAMPE AND SCOILS OF THE ADDRESS OF THE

the SUSTAINABLE DEVELOPMENT of their communities.

TARGET GROUPS

- YOUNG PEOPLE 16+ WITH FEWER OPPORTUNITIES (with emphasis on FEMALE) such as youth with migrant background, NEETs, marginalised, living in rural areas
- YOUTH WORKERS, VOLUNTEERS and other PROFESSIONALS
 with relevant basic IT experiences/ expertise
- COMMUNITY AND ASSOCIATE PARTNERS: Municipalities, VET schools, HEIs, community councils, business experts in 3D, career counsellors, parents, policy-makers, NGOs etc.

AIMS AND OBJECTIVES

- To strengthen the profiles of YOUTH WORKERS, trainers or other professionals with DIGITAL - 3D MODELLING, DESIGN AND PRINTING (3D-M-P) COMPETENCES linked to social ENTREPRENEURIAL SKILLS, based on a comprehensive assessment procedure foco-sustem of MICRO-CREDENTIALS)
- To UPGRADE the key competences of Youth with fewer opportunities through the acquisition of 3D-P skills
- To promote their access, inclusion and participation for a better correct orientation.
- To promote 3D-P as a means for eco-friendly approaches to be exploited as part of SOCIAL AND DIGITAL INNOVATION

ACTIVITIES

- · Production of the 3DBIZ4YOUTH ToolPack for Youth Work
- The 3DBIZ4YOUTH Hubs

