

# Youthpass

## YOUTH EXCHANGES

Dorja Cug
BORN ON 10/02/2002 IN Zagreb, Croatia

PARTICIPATED IN

### RePlay,

A YOUTH EXCHANGE WITH 47 YOUNG PEOPLE
FROM BULGARIA, CROATIA, GREECE, ITALY, LATVIA, NETHERLANDS, PORTUGAL, AND ROMANIA.

THE PROJECT TOOK PLACE FROM 16/08/2020 TO 27/08/2020 IN Ommen, Netherlands.

#### 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.



Marko Vlaming
Director of Olde Vechte

OLDF VECHTE - OMMEN

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.

The ID of this certificate is 63U1-1R7G-9L47-GCPE.

If you want to verify the ID, please go to the web site of Youthpass: 
http://www.youthpass.eu/qualitycontrol/



# **Youth**pass

This document certifies that Dorja Cug took part in the Youth Exchange RePlay organised by Olde Vechte Foundation.

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

Synergy Croatia, review Latvia, Vagamondo, Active Bulgarian Society, Rota Jovem, Academia Lui Edu, Solidarity Mission

#### The aim and the specific objectives of the project were:

RePLay aimed to create a playful environment for young people where they can play games in nature while exploring different ways of working together. The objectives were to create a space where to exchange, share the experiences back home and to promote non-formal education as a way of learning.

#### Main activities:

Workshops from the group leaders and project team, workshops from the participants, outdoor learning partinteraction with the local community, teamwork, team building, individual learning, learning by doing.



Ommen, the Netherlands, 15/10/2020

Marko Vlaming

Person in charge of the project



The following pages contain the individual information about the participation of Dorja Cug in the Youth Exchange RePlay.

Dorja Cug developed the following competences during the Youth Exchange.

#### MULTILINGUAL COMPETENCE

Using different language(s) in different situations by listening, speaking, writing and reading, expressing my ideas, opinions, feelings, needs and facts in forgein language(s), understanding others, being open for other cultures, habits and realities.

#### PERSONAL, SOCIAL AND LEARNING TO LEARN COMPETENCE

Reflecting on myself, taking care of myself (body & mind), respecting diversity of others and their needs, having an attitude of collaboration, assertivness and integrity, being able to organize, manage and monitor my learning, being aware of my learning abilities and making optimal use of time, information and learning opportunities, being able to apply achieved competences and experiences in personal, professional and social life.

#### CITIZENSHIP COMPETENCE

Being able to participate in social and civic life, understanding European common values, having the knowledge, skills and attitudes needed to be active as a citizen, being able to participate as much as possible in civic life at local, regional, national, European and global level, being able to deal with people coming from different social and cultural backgrounds.

#### **ENTREPRENEURSHIP COMPETENCE**

Turning ideas into actions, being creative and innovative, taking risks, to plan and manage projects, being aware of different working contexts, being able to optimally use given opportunities for my own development.

#### CULTURAL AWARENESS AND EXPRESSION COMPETENCE

Knowing about local, regional, national, European and global cultures and expressions, being creative in expressing ideas through music, texts, theatre, games and all possible ways of art, appreciating expressions of ideas through different forms of art, games and written, printed and digital texts, being aware of own cultural context and the cultural context of others.

DIGITAL COMPETENCE



#### LITERACY COMPETENCE

Formulating and expressing opinions in a convincing and appropriate way, searching, collecting and processing information.

Dorja Cug Participant

Ommen, the Netherlands, 15/10/2020

Further information and original documents on the Key Competences for Lifelong Learning: http://europa.eu/legislation\_summaries/education\_training\_youth/lifelong\_learning/c11090\_en.htm

Further information about the Erasmus+: Youth in Action Programme and Youthpass: http://ec.europa.eu/programmes/erasmus-plus and www.youthpass.eu