



Youthpass

YOUTH IN POLICY DIALOGUE

Flavius Mihai

ACTIVELY PARTICIPATED IN A STRUCTURED DIALOGUE PROJECT

CIVIT Platform.

THE PROJECT TOOK PLACE FROM **29/05/2021**
TO **29/05/2021** IN **online, Romania.**

STRUCTURED DIALOGUE

Structured Dialogue stands for projects that enable discussions between young people, policy-makers and youth experts. Often initiated by young people, the projects can take the form of meetings, conferences, debates and events, or they can include a series of these activities. Structured Dialogue can be carried out at local, regional, national or European level. Young people are actively involved in all stages of the project. They develop competences, related to democratic participation among others, for example skills to formulate and debate their ideas and knowledge about policy processes. As a result of the projects, young people make their voices heard on how policies and services concerning youth should be shaped and implemented in Europe.

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.



Bordás Szabolcs-Lóránd

Representative of the organisation

The ID of this certificate is KJJW-6FAJ-SCTM-JZXL.
If you want to verify the ID, please go to the web site of Youthpass:
<http://www.youthpass.eu/qualitycontrol/>

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>.



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This document certifies that **Flavius Mihai** actively took part in a Structured Dialogue project called **CIVIT Platform**. The project was organised by **PONT GROUP**.

Altogether, 1278 people took part in the project.

The overall aim and specific objectives of the project were:

The goal of this project is to develop and implement a number of structured dialogue mechanisms through which the youth consultation mechanisms are created and consolidated with the implication of the youth sector and the decision-makers and the mechanisms of annually planning and implementing Youth Action Plans on a county level are created and consolidated. The general objective is to develop county-level youth ecosystems based on principles as participation of young people and co-management.

Main contents and activities of the project:

A1: CIVIT - Preparatory workshop

DATE: 1-2.03.2019

LOCATION: Covasna

A2-A9: Consultations of the 2018 Action Plan

DATE: 1-11.04.2019

LOCATIONS: Botoşani, Buzău, Ialomiţa, Bucureşti, Vâlcea, Hunedoara, Covasna, Maramureş

A10: CIVIT - Action, Youth: Implementation Analysis

DATE: 29.05.2021

LOCATION: online via Zoom

A11: The future. CIVIT Romania



Cluj-Napoca, 14/06/2021

András Farkas

Person in charge of the project



Flavius Mihai participated in the project **CIVIT Platform**.

This part of the certificate is a self-assessment of learning and competence acquisition completed by the participant during the project. It is based on the Key Competences for Lifelong Learning defined by the European Union, and the specific competences tackled in the course of the project.

PERSONAL, SOCIAL AND LEARNING TO LEARN COMPETENCE

The use of the mother tongue was encouraged at the level of putting in practice conclusions and solutions of the project.
The use of mother tongue was enabled by the participants in all meetings.
The ability to communicate, as part of the learning process, using the appropriate means.

CITIZENSHIP COMPETENCE

The ability to communicate constructively (tolerate other points of view, be aware of individual and collective responsibility).
The ability to observe and understand points of view related to different contexts.

ENTREPRENEURSHIP COMPETENCE

The ability to identify needs/problems and possible solutions.

CULTURAL AWARENESS AND EXPRESSION COMPETENCE

The ability to express your views in online discussions with different people.
The ability to express and interpret figurative and abstract ideas, experiences and emotions with empathy.

DIGITAL COMPETENCE

The ability to use and manipulate digital tools and platforms: active participation in a video meeting on the ZOOM platform (plenary and breakout room discussions, microphone and camera start / stop), introduction of answers / comments on the Padlet platform, introduction of answers on the Menti platform.

LITERACY COMPETENCE

The ability to communicate in writing and verbally, to understand and make others understand different messages about personal vision.
The ability to formulate one's own arguments and to take into account other points of view expressed both verbally and in writing.
The ability to hold conversations on proposed topics.

**SPECIFIC COMPETENCES HIGHLIGHTED IN THE PROJECT**

The project provided a special environment which was formed by various youth ecosystems all over Romania and provided a creative context through which young people expressed their needs and wishes. The context was valuable for the participants as it also encouraged a contextual present and mid-term thinking where these ideas can take a specific form.

Flavius Mihai

Participant

Cluj-Napoca, 14/06/2021

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