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ABOUT CE+

Erasmus+ project called "Gamification, Digitalization and Practical Tools for Developing Circular Economy Skills" focuses on providing sectoral employment skills through non-formal learning activities, especially for young people with fewer opportunities (NEETs, migrant youth, etc.) to reduce youth unemployment.

The goal of the project is to teach circular economy knowledge to young people through the development of digital learning tools. This activity is related to the priorities of the Erasmus+ program and it is relatively innovative in the field of youth.

Newsletter no. 2

TRANSNATIONAL PROJECT
MEETING IN IRELAND

DISSEMINATION OF THE
PROJECT

OUR NEXT STEPS

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Transnational meeting in Letterkeny, Ireland

31 May - 1 June 2023



We discussed the structure and processes for the development of a Circular Economy Handbook;

Discussed plans for virtual escape rooms;



Shared insights and best practices in the Green Economy;

Reviewed topics for future webinars;



Decided on dates and plans for the next meeting in Lithuania.

During the meeting





Future plans and Dissemination



- To organise CE+ virtual seminars, create a handbook and escape room games;
- Attract 600 educated people to attend virtual seminars;
- Enhance green and circular skills that will contribute to the quality employment target of the EU Youth Strategy;
- Strengthen profiles of young people with fewer opportunities for employment;
- Increasing opportunities for personal development of young people/youth professionals.

- The project has been disseminated at various conferences;
- Already reached more than 4000 audience's attention.

PARTNERS

