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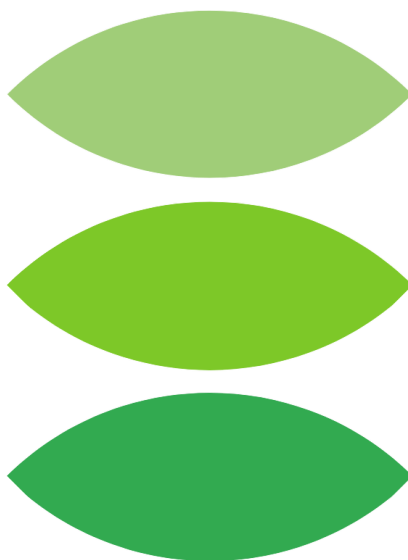
GREENOVATE



YOUTH TRAINING IN SPAIN - ERASMUS+ PROJECT EY-DGF 2.0

Engaging Youth in a Digital Green Future 2.0

Nº 101185713



TRAINING PROGRAMME



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Training Programme – Engaging Youth in Digital Green Future 2.0

Location: Huelva, Spain

Dates: 7–11 April 2026

Participants: 20 youth trainers (5 per country: Lithuania, Slovenia, Greece, Serbia)

Target group: Youth trainers aged 18–29, with interest in sustainability, EU policies, digital literacy, and AI applications in education.

This youth training programme offers a unique opportunity for young people to engage deeply with digital tools, artificial intelligence, and environmental sustainability in a collaborative, hands-on learning environment. Participants will be guided through an innovative blend of theoretical sessions, interactive workshops, hackathons, and field visits, providing both knowledge and practical experience. The programme is designed to foster critical thinking, creativity, and leadership skills, empowering youth trainers to become proactive agents of change in their communities. By connecting EU policies, global sustainability goals, and real-world applications, the training ensures that participants gain a holistic understanding of the challenges and opportunities of a green and digital future.

1. Objectives of the Training

The Youth Training aims to:

1. **Enhance digital literacy:** Develop participants' proficiency in digital tools and online resources for environmental awareness, advocacy, and collaboration.
2. **Strengthen AI literacy:** Explore Human–AI collaboration in education and learning environments through theoretical and hands-on modules, including ethics, responsible use, and practical prototyping.
3. **Empower youth advocacy:** Equip participants with skills to design and implement advocacy initiatives, leveraging digital and AI tools to promote environmental sustainability.
4. **Foster collaboration and teamwork:** Encourage intercultural cooperation among participants through group projects, hackathons, and field visits.
5. **Connect theory with practice:** Use field visits and hands-on projects to link policy, technology, and sustainability in real-world contexts.
6. **Motivate local engagement:** Prepare participants as project ambassadors, capable of disseminating the acquired knowledge and initiating local change aligned with the European Green Deal and the UN 2030 Agenda.

2. Methodology

The training uses a **blended methodology combining formal, non-formal, and experiential learning**, including:

- **Interactive workshops:** Theoretical sessions combined with group discussions and case studies.
- **MOOC-guided learning:** Core modules from *Human–AI Collaboration in Teaching and Learning* provide a structured foundation for AI literacy.
- **Hackathon activities:** Collaborative, challenge-based sessions where participants learn and apply digital and AI-related knowledge to address sustainability, green transition, and SDG-related challenges in an AI-Campus (knowledge learning) and AI-Incubator (knowledge practical application) format.
- **Role-playing and simulations:** Enhancing communication, advocacy, and collaborative decision-making.
- **Field visits:** Exposure to real-world sustainable initiatives and technological applications in Spain.
- **Action planning:** Participants develop personalized plans to implement knowledge and projects in their communities.

The approach emphasizes **active participation, peer learning, and reflective practice** to ensure sustainable impact beyond the training week.

3. Daily Programme

The following daily agenda presents a carefully structured five-day programme that balances theoretical learning, hands-on practice, and immersive experiences. Each day is designed to progressively build participants' skills in digital literacy, AI-enhanced learning, advocacy, and environmental action. The agenda also incorporates two field visits and interactive hackathon sessions, linking theory to practical applications and real-life initiatives. This structure ensures a coherent and engaging learning journey, where participants not only acquire knowledge but also develop actionable strategies and prototypes that can be implemented in their local communities.



Day	Theme / Activity	Learning Focus
Day 1 – 7 April	<u>Day 1. Digital Skills for Environmental Advocacy: AI Campus: Human–AI Collaboration</u>	- Introduction to the EY-DGF 2.0 project and its contribution to the green and digital transition - Foundations of digital literacy for sustainability and environmental advocacy - Human–AI collaboration: theory, applications, and relevance for addressing environmental and social challenges - Ethical, responsible, and transparent use of AI, including privacy and data protection in sustainability-related contexts - Guided MOOC sessions, interactive exercises, and group discussions linking AI tools to environmental awareness and the European Green Deal
Day 2 – 8 April	<u>Day 2. Advocacy and Activism: AI Campus: Digital Advocacy & Learning</u>	- Advanced digital tools for advocacy - Data visualization, social media, digital collaboration platforms - Building effective digital narratives for environmental campaigns - Preparing for the AI for Green & Sustainable Future Challenge - Guided MOOC sessions, exercises and discussions - Optional short field visit if thematic alignment with AI applications
Day 3 – 9 April	<u>Day 3: Good Practices Day: AI Incubator: Ideation & Prototyping – Day 1</u>	- Presentation of AI for Green & Sustainable Future Challenge - Team formation and ideation - Field Visit 1 (local tech or sustainability initiative) to inspire prototype solutions - Problem framing, solution conceptualization, preliminary design
Day 4 – 10 April	<u>Day 4: Communication and Collaboration: AI Incubator: Prototyping & Testing – Day 2</u>	- Hands-on prototyping using AI tools (ChatGPT, Canva AI, Microsoft Copilot, Gemini, Claude, etc.) - Team collaboration and rapid testing - Ethical and sustainable design considerations - Preparation of final prototypes and pitches

Day 5 – 11 April	Day 5: Policy Engagement and Future Action: Policy Engagement, Advocacy & Future Action	- Field Visit 2 (local government, NGO, or EU-funded sustainability project) - Reflection on prototypes and learning - Action planning: individual and group strategies for local impact - Green Awareness Days planning and dissemination strategy - Closing ceremony and feedback
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4. Learning Outcomes

By the end of the training, participants will be able to:

1. Demonstrate **advanced digital literacy** for environmental advocacy.
2. Apply **AI tools responsibly** to design innovative solutions in education and sustainability contexts.
3. Collaborate effectively in multicultural teams to address complex challenges.
4. Critically evaluate digital and AI-based information, distinguishing credible sources from misinformation.
5. Translate theoretical knowledge into **practical, actionable prototypes** for sustainability initiatives.
6. Understand and navigate **EU policies** relevant to climate, sustainability, and youth participation.
7. (Optional) Plan and implement **local actions and Green Awareness Days**, engaging at least 100 peers in sustainability initiatives.

5. Training Materials & Tools

- **MOOC:** *Human–AI Collaboration in Teaching and Learning*
- **Digital tools:** ChatGPT, Canva AI, Microsoft Copilot, Gemini, Claude, DeepSeek, Gamma, Veed, Perplexity, Otter, Schemely, Eduaide, Magic School, NotebookLM, Rubric, Monic AI, DeepL, Hugging Face.
- **Supporting materials:** Case studies, role-playing scripts, interactive exercises, evaluation rubrics, InfoPack
- **Field visit materials:** Guided reflection sheets, discussion prompts, site information handouts

6. Assessment & Evaluation

- **Continuous assessment:** Through workshops, hackathon outputs, participation in discussions, and team collaboration.
- **Pre- and post-questionnaires:** Measuring digital literacy, AI competencies, advocacy skills, and policy knowledge.
- **Prototype evaluation:** Scored against feasibility, innovation, sustainability impact, and alignment with SDGs.
- **Participant feedback:** Reflective forms on learning experience and field visits.

7. Certification

- **Europass Certificates** issued by Inercia Digital.
- Certification recognizes:
 - Participation in 5-day **EY-DGF 2.0** youth training.
 - Acquisition of digital and AI literacy skills
 - Practical experience in environmental advocacy and sustainable solution prototyping

8. Field Visits

Visit	Objective	Format
Field Visit 1	Inspire ideation for AI & sustainability challenge; showcase real-life innovation in technology or green projects	Half-day guided visit, followed by team reflection & brainstorming
Field Visit 2	Connect prototypes to policy, community impact, and advocacy; motivate Green Awareness Days	Half-day guided visit to local government/NGO/innovation project; debrief and action planning session

9. Expected Impact

- Increased digital literacy and AI competency among youth trainers
- Enhanced capacity to design and implement AI-powered solutions for sustainability
- Strengthened advocacy and leadership skills in policy engagement
- Intercultural collaboration and network building among participants
- Participants equipped as project ambassadors for **Green Awareness Days**, reaching 100+ local peers

9. Agenda

Date: 7-11/04/2026

Address: Inercia Digital facilities: Pl. Tallista M. Hierro Barreda, 9A, 21007 Huelva, Spain

Organized by: Inercia Digital

Day 1: 7th April 2026

Time	Activity	Learning Focus
09:00–09:30	Registration & Welcome Coffee	Ice-breakers, participant introductions
09:30–10:30	Opening Session	Project overview, objectives, EU Green Deal & SDGs context
10:30–11:00	Coffee Break	Networking & informal discussion
11:00–13:00	MOOC Module: Human–AI Collaboration in Teaching	Theoretical introduction to AI in education, AI ethics, responsible use
13:00–14:00	Lunch Break	Networking opportunity
14:00–16:00	Workshop: Exploring AI Tools	Guided exploration of AI-assisted learning tools (chatbots, tutoring systems, adaptive tech)
16:00–16:30	Coffee Break	Informal peer exchange
16:30–17:00	Group Discussions & Reflection	Ethical considerations, collaboration with AI, practical scenarios

Day 2: 8th April 2026

Time	Activity	Learning Focus
09:00–09:30	Morning Energizer & Recap	Quick reflection on Day 1
09:30–11:00	Digital Tools for Environmental Advocacy	Social media campaigns, data visualization, online collaboration
11:00–11:30	Coffee Break	Informal discussion
11:30–13:00	Case Studies: Successful Advocacy Campaigns	Lessons learned, brainstorming for local initiatives
13:00–14:00	Lunch Break	Networking opportunity
14:00–15:30	MOOC Guided Exercise	Applying AI tools to advocacy scenarios
15:30–16:00	Coffee Break	Peer exchange
16:00–17:00	Challenge Introduction & Team Formation	AI for Green & Sustainable Future Challenge; assign teams for hackathon

Day 3: 9th April 2026

Time	Activity	Learning Focus
09:00–09:30	Icebreaker & Energizer	Team motivation & alignment
09:30–11:00	Ideation Workshop	Problem framing, brainstorming solutions aligned with SDGs & sustainability
11:00–11:30	Coffee Break	Informal networking
11:30–13:00	Field Visit 1	Local technology or sustainability project in Huelva; inspiration for prototypes
13:00–14:00	Lunch Break	Networking & discussion
14:00–16:00	Team Work Session	Translate ideas into preliminary AI-supported solutions
16:00–16:15	Coffee Break	Peer review & reflection
16:15–17:00	Prototype Planning	Assign roles, outline steps for Day 4 hands-on work

Day 4: 10th April 2026

Time	Activity	Learning Focus
09:00–09:30	Morning Energizer & Recap	Review Day 3 prototypes
09:30–11:00	Hands-on Prototyping	Use AI tools: ChatGPT, Canva AI, Microsoft Copilot, etc.
11:00–11:30	Coffee Break	Informal peer exchange
11:30–13:00	Prototype Testing & Iteration	Teams test, refine, and optimize solutions
13:00–14:00	Lunch Break	Networking
14:00–15:30	Field Visit 2	Visit to local government, NGO, or sustainability initiative; connect prototypes with real impact
15:30–16:00	Coffee Break	Reflection & discussion
16:00–17:00	Pitch Preparation	Teams prepare final presentations and demo solutions

Day 5: 11th April 2026

Time	Activity	Learning Focus
09:00–09:30	Morning Energizer & Reflection	Key learnings from hackathon & field visits
09:30–11:00	Policy Engagement Workshop	EU decision-making processes, youth role in influencing sustainability policies
11:00–11:30	Coffee Break	Networking & informal discussion
11:30–13:00	Prototype Presentations	Teams present solutions, receive feedback from trainers & peers
13:00–14:00	Lunch Break	Networking
14:00–15:30	Action Planning	Individual & group strategies for Green Awareness Days and local impact
15:30–16:00	Coffee Break	Peer reflection
16:00–17:00	Closing Ceremony & Feedback	Certification announcement, Europass info, photos, final reflections



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