**Training Course
"Click to Include: Bridging Gaps
in the Digital World"
29 March - 7 April 2026 Komotini
- Greece**

Erasmus+

TAVOEUROPA

ΙΔΡΥΜΑ
ΝΕΟΛΑΙΑΣ
ΚΑΙ ΔΙΑ ΒΙΟΥ
ΜΑΘΗΣΗΣ

ABOUT THE PROJECT

By implementing the project "Click to Include: Bridging Gaps in the Digital World," we aim to achieve a transformative impact in youth work practices by equipping youth workers with the tools, knowledge, and skills necessary to foster digital inclusion, promote community development, and empower marginalized groups. Our overarching goal is to use the power of digital tools to create inclusive, equitable, and innovative youth work practices that address the needs of young people from diverse backgrounds, including those with fewer opportunities or physical impairments. From the perspective of youth work practice, the project has several key objectives. Firstly, we aim to enhance the professional capacities of youth workers by introducing them to cutting-edge digital tools such as Virtual Reality (VR) and 3D printing. These technologies will not only improve their technical skills but also enable them to create meaningful and engaging activities that address the specific needs of their target groups. By integrating these tools into their daily practices, youth workers can bridge the gap between digital innovation and social inclusion, ensuring that young people, particularly those from rural or underserved areas, can benefit from digital opportunities. Secondly, the project aims to foster the inclusion of marginalized young people in youth work activities by providing youth workers with the skills and methods to design accessible and inclusive programs. This includes practical training on adapting digital tools to meet the needs of individuals with disabilities, creating inclusive environments, and using technology to facilitate social interaction and learning. By empowering youth workers with these competencies, the project will contribute to breaking down barriers and fostering a sense of belonging among young people who are often excluded from traditional youth work activities. A third objective is to strengthen the role of youth workers as agents of change in their communities. The project seeks to inspire youth workers to lead initiatives that leverage digital tools to address local challenges, promote social inclusion, and encourage active citizenship among young people. Through workshops, collaborative sessions, and peer learning, participants will develop leadership, teamwork, and project management skills, enabling them to implement sustainable, impactful projects in their organizations and communities. The project also aims to foster intercultural learning and collaboration among youth workers from diverse backgrounds. By bringing together participants from different countries and cultural contexts, the project will provide a platform for exchanging ideas, sharing best practices, and building networks that extend beyond the project's duration. This intercultural dialogue will not only enrich the learning experience but also promote mutual understanding and solidarity among youth workers, contributing to the broader goals of European cooperation and unity. Additionally, the project seeks to address the growing importance of digital literacy in modern youth work. By focusing on digital safety, cyber security, and data protection, the project will equip youth workers with the knowledge and tools to navigate the digital landscape responsibly and guide young people in doing the same. These skills are essential for ensuring that youth work remains relevant, effective, and responsive to the needs of the digital age. Finally, the project aims to create a ripple effect that extends beyond the participating youth workers. By equipping participants with actionable plans and replicable practices, the project ensures that the benefits of the training are disseminated throughout their organizations, communities, and networks. The long-term goal is to establish digital inclusion as a central pillar of youth work, ensuring that young people from all backgrounds have the opportunity to thrive in a digital world and contribute to building inclusive, resilient communities.

In summary, the project seeks to achieve a comprehensive transformation in youth work practices by integrating digital tools, promoting inclusion, and empowering youth workers to lead positive change. Through this initiative, we aim to create a legacy of innovation, collaboration, and inclusivity that will continue to benefit young people and communities across Europe long after the project's conclusion.

PARTNERS & PARTICIPANTS

Travel cost limits:

System and G - Greece

ASOCIATIA YELLOW SHIRTS - Romania: **417 EUR** per participant

Marijampoles jaunimo klubas "Dimera" - Lithuania: **309 EUR** per participant

Karvina Sustainably z. s. - Czechia: **309 EUR** per participant

SISTEMA UN G LATVIJA - Latvia: **309 EUR** per participant

Each partner has to bring 6 participants with no age limit.

Duration: 8 working days + 2 travel days

ARRIVAL DAY - 29 of March

DEPARTURE DAY - 7 of April

All the tickets have to be confirmed with us before booking them! These travel expenses will be reimbursed to the partner organisation via transfer after the project having all the original return tickets delivered to us. We would like to remind you that flight tickets need to be economy class. Participants need to bring and submit the original tickets, invoices where is shown the PRICE and BOARDING PASSES in order to get their reimbursement. Invoices should be in EUR and your names should be written on the invoices. If the participants do not submit the respective original documents to us, their payment will not be reimbursable!!!

P.S.: All the tickets have to be confirmed with us before booking them!

Insurance

All the participants are responsible to obtain a health and full travel insurance. The costs for the insurance have to be covered by you. **Remember your European Health Insurance Card!**

HOMEWORK

Pre-Departure Homework – Digital Tools Mapping

Before arriving at the training course, each national team is asked to prepare a short mapping of digital tools used in youth work in their context.

Task:

Each country should identify 3 digital tools that are currently used (or known) in youth work activities in their organisation or country.

For each tool, please prepare the following information:

- Name of the digital tool

- Main purpose (what it is used for)
- Type of activities it supports (education, communication, inclusion, creativity, etc.)
- Target group (who usually uses it)
- One advantage and one limitation for youth work

  Presentation:
- Maximum 10 minutes per country 3–5 slides
- or one simple visual (poster/flipchart)

The collected information will be used during the training course to compare practices between countries and to introduce new digital tools related to inclusion, accessibility, and youth engagement.

FLIGHT OPTIONS

Thessaloniki:
From the airport take the bus Nr. X1 to the bus station KTEL (the ticket cost 2 EUR).
From the bus station KTEL take the bus to Komotini (price - 27,50 EUR/ half price for students). Duration: 3,5 hours. You can check and book the bus from Thessalonikii to Komotini online:
 https://ktelrodopis.gr/
There are also possible flights to Athens (keep in mind that to reach Komotini you need to take the bus as its almost 800 km far away and takes 8/9 hours. Ticket costs 72,80 EUR one way or 100,00 EUR with return or plane to Alexandroupoli what is 40 min away from Komotini and then you take the bus to Komotini. Ticket costs 6,90 EUR)

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ACCOMODATION AND FOOD

You will be accommodated in the hotel Kyridis located in Komotini in triple rooms: https://hotelkiridis.gr/

Breakfast will be served in the hotel, lunch and dinner in local restaurants.

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ABOUT KOMOTINI

Komotini is a city in Thrace, northeastern Greece. It is the capital of the region of East Macedonia and Thrace and of the Rhodope regional unit. The city is home to the Democritus University of Thrace, founded in 1973.

Komotini is home to a sizeable Muslim minority, which constitutes 50% of the city's population.

Built at the northern part of the plain bearing the same name, Komotini is the seat as well as the administrative, financial and cultural center of the prefecture. It is also the seat of Eastern Macedonia – Thrace Region and a transport interchange. During the Turkish occupation, Goumoultzina or Gkoumourtzina (as Komotini was known at the time) was the most important settlement of the region and became very prosperous. During the second half of the 19th century it became major agricultural and breeding center of the area. It was liberated in 1913, but did not join Greece until May 1920 with the signature of the Treaty of Sevres. A great number of refugees settled in Komotini in 1922-1923. In the modern town the Christian and Muslim communities co-exist in peace as far as culture and every day habits are concerned. It is located 795 km NE of Athens and 281 km NE of Thessaloniki.

Contact

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Please do not pay any fee until you receive a confirmation letter to join the programme. If you want to join the project, please fill the application form, whether you have already participated or not.

Bear in mind that Tavo Europa keeps the right to send the most suitable and motivated participants to all of our projects.

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