

AIMS

The project foresees an exchange of good practices and intends to contribute to raising the awareness of young people, to give them a voice and to make them responsible in facing climate change through the production of short animations, as an effective tool of expression, encouraging them to study these problems, their causes and consequences and imagining solutions.

The project period is 01/02/2021 - 31/07/2022 (but probably it will be asked an extension related to the pandemic period)

FACEBOOK PAGE

You can follow our project also on social media.

We have in fact created a specific Facebook page to describe each project step.

We ask you to become one of our followers and to put a Like on it.

<https://www.facebook.com/ClanIMATEYouths>



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Erasmus+ Programme
of the European Union

PARTNERS:

The partnership is made up of the following organizations:

1) Association FenêtreS (France - coordinator)

www.assofenetres.com

2) EURO-NET (Italy)

www.synergy-net.info

3) STANDO LTD (Cyprus)

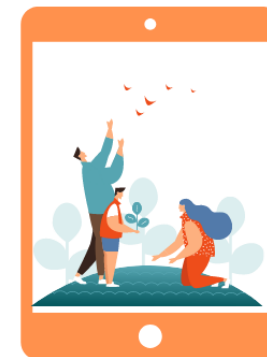
www.standoutedu.com

4) ASOCIACION DE INVESTIGACION DE LA INDUSTRIA DEL JUGUETE CONEXAS Y AFINES (Spain)

www.aiju.es/en/



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CLANIMATE YOUTH

CLanIMATE youth: Empowering young people to tackle climate change through the use of animation tools

Acronym: CLanIMATE Youths

<https://clanimateyouths.netsons.org/>

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Erasmus+

BACKGROUND

The global warming recorded in mainland France over the last century is about 30 % greater than the average warming throughout the globe.

The average annual temperature has risen by 0.95 °C compared to 0.74 °C globally. These values are even higher for only the second half of the 20th century: increase of 1.1 to 1.5 °C over the period 1950-2000 (ONERC, 2007/2009), or 1.5 °C over the period 1959-2009 (Ribes et al., 2016).

Over the period 1961 – 2015, changes were studied in observed extreme events in the French Mediterranean in terms of their intensity, frequency, extent and precipitated volume and analysis shows an intensification of the most extreme events over the last decades, probably due to man-made climate change (Ribes et al., 2019).

Therefore, in France education, training, and public awareness on environmental issues seem imperative, especially for young people.

International frameworks on climate change and sustainable development policies, support youth education and participation, as major stakeholders, in responding to climate change (United Nations Conference on Environment and Development, Agenda 21).

Youth participation promotes active citizenship and the empowerment of future generations to engage in environmental governance, including climate change governance.

OBJECTIVES

The project “CLanIMATE youth: Empowering young people to tackle climate change through the use of animation tools” wants to contribute to young people's increase of awareness and empower them in tackling climate change through short animation production, as an effective tool that can give voice to young people in policy debates on climate change.

Animation production is, in fact, an easy and useful way of bringing people together to explore issues, voice concerns or simply be creative and tell stories.

Indeed, the animation approach enables youths to be in charge of their learning process (Waite and Conn 2011) and allows them to learn in an interactive environment between them, the community and their trainers (Youth workers and Youth leaders).

CLanIMATE YOUTHS project wants to encourage youth to study climate change issues, their causes, consequences, and solutions, as viewed by them and their community (Sandercock and Attili 2010; Garrett 2011).

The process of animation development and screening will be an effective driver for social change and the result will be used as a medium to promote youth participation in public awareness and active citizenship to empower people to engage in environmental governance, including climate change governance.

TARGET GROUPS

The direct target group is composed by:

- young people
- youth workers

ACTIVITY DESCRIPTION

The activities planned are the following:

A) N.2 MEETINGS

1. Kick-off meeting in Lyon (France)
2. Final Meeting a IBI – Alicante (Spain)

B) N.4 TRAININGS

1. CLanIMATE Youth train-the-Youth Worker on Animation techniques in Cyprus.
2. CLanIMATE Youth Train-the-Youth Worker on animation techniques in Italy
3. CLanIMATE YouthsTrain-the-Youth learners on animation techniques in Spain
4. CLanIMATE YouthsTrain-the-Youth learners on animation techniques in France

