# EU4YOUTH2ACT Project – active citizenship digital tools

**Name of the organisation**
Fondazione Toscana Sostenibile

**Website of the organisation**
ftsnet.it

**Location of the organisation**
Via Antonio Genovesi, 12, 5602 San Miniato (PI), Italy

**E-mail address of the organisation**
comunicazione@ftsnet.it

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**Good practice aspect(s)/themes of youth work**
- Digital youth work
- Active citizenship/activism
- Capacity building of youth work organisations
- European/international cooperation/projects

**Good practice category**
Concrete tool

**Good practice aim & purpose**
The EU4Youth2Act Project aims to strengthen youth participation, civic engagement, and active citizenship through innovative digital tools and learning resources. At its core is the EU4Youth2Act Academy, an online platform and mobile app designed to empower young people and youth workers across Europe. The Academy provides open-access, multilingual learning modules on leadership, advocacy, and participation—adaptable for both formal and non-formal education settings.

Through the Social Innovation Lab guidelines, organizations can easily set up their own local labs, fostering youth-led solutions to community challenges. Complementary tools—such as the Empowerment and Civic Activation Pack, the EU4Youth Toolkit, and targeted capacity-building training for youth workers—equip both young citizens and professionals with practical knowledge, resources, and mentorship skills.

The mobile app enhances accessibility, allowing users to connect, share experiences, and engage in discussions on the go. By combining education, networking, and innovation, the project encourages cross-border collaboration and builds a community of active citizens driving social change.

**Good practice description**
EU4Youth2Act Erasmus+ project created an integrated digital ecosystem that combines an open-access **online Academy with a variety of tools and materials**, a complementary **mobile app**, and a reproducible **Social Innovation Lab** model to scale youth participation, civic skills and local-

level social innovation. Resources are available in multiple languages: EN, IT, PL, EL, FR, ES.

**Core components**

1. **Online Academy (Moodle platform)**
    - Modular courses (micro-modules, 20–60 minutes) with 6 different modules on participation, leadership, advocacy and project design, that offer microcredential verification to certify acquired knowledge.
    - Content types: EU4YOUTH2ACT ToolKIT, ACTIVATION PACK, text guides, video, slide packs, short quizzes, downloadable templates and resources.
    - Open access, simple registration is required.
    - The Academy also includes:
        - **EU4Youth Toolkit –** with youth-led initiatives
        - **Empowerment Pack –** over 100 ready-to-run modules for formal/non-formal settings and youth worker training.
    - Link: https://academy-eu4youth2act.eu/course/index.php?categoryid=1
2. **Mobile App**
    - Lightweight app mirroring Academy content plus self-assessment quiz, push notifications, event calendar, and forum threads.
    - Link: https://drive.google.com/file/d/1WkHaD9Rq2zs8ZaAtI-X7DZCsT-3LNQp4/view
3. **Social Innovation Labs (replicable model)**

    Compendium of methods (participatory mapping, youth-led research, advocacy planning), workshop blueprints, monitoring templates, and checklists for inclusion and accessibility – all serve to guide you to opening your own Social Innovation Lab.

    https://youthvoices.4learning.eu/guide

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**Replication guidance (quick-how-to)**

1. Download Toolkit and Lab guidelines. 2. Train 5–10 youth workers using the capacity package. 3. Run a pilot lab (4–6 weeks) using provided session plans. 4. Log results in the Academy forum. 5. Iterate and scale.

**Good practice result & concrete effects**
The EU4Youth2Act Academy has resulted in measurable outcomes in youth participation and organisational capacity. The online platform and mobile app are now used by youth workers and young people in multiple European countries, providing access to structured learning modules, downloadable tools, and peer-exchange forums. The multilingual format and open-access model have increased participation, including from rural and underserved areas.

More than 50 youth workers have completed the capacity-building training led by partners during the project, applying the methods and digital tools in their organisations. Several partner organisations have integrated the Academy materials into their own training programmes.

The Social Innovation Labs established under the project have supported local youth groups in developing and testing community initiatives on issues such as environmental action, inclusion, and local governance. So far, two lab projects have been implemented in Italy and Germany, involving more than 200 young participants.

The introduction of microcredentials has provided formal recognition for completed learning modules, which are now used by partner organisations as evidence of skills acquisition. Collaboration with the European Parliament of Youth Italy has enabled a wider dissemination of the project.

**Good practice chapter of the European Charter on Local Youth Work**
Youth workers