



Agros Village

Discovering the Rose Village



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General Information

The Young Cities program is an innovative and highly participatory initiative that focuses on empowering and creatively engaging young people to address challenges in their local community. The slogan of the program is 'Young people as ambassadors of positive change in their community' and focuses on young people aged 14-35.



Aim of the Program

The aim of the Program is to create "Youth-Friendly" cities by developing and implementing strategies and proposals with a multiplier effect, aimed at improving the social framework for young people as well as for their fellow citizens. A key objective of the project is to cultivate modern skills among young people and promote a culture of active citizenship.

"THINK AND DO"

METHODOLOGY

Creation of a 'Think Tank' with young participants to exchange ideas and identify challenges within local municipality, as well as the development of 'Actions' to bring these ideas to life through collaborations with local organizations and other stakeholders.



CONSULTATION

METHODS

**private/closed meetings, public meetings, online surveys,
interviews, focus groups**

DEVELOPMENT OF LOCAL YOUTH WORK POLICY

CONCRETE ACTIONS

Structured | Inclusive | Sustainable approach

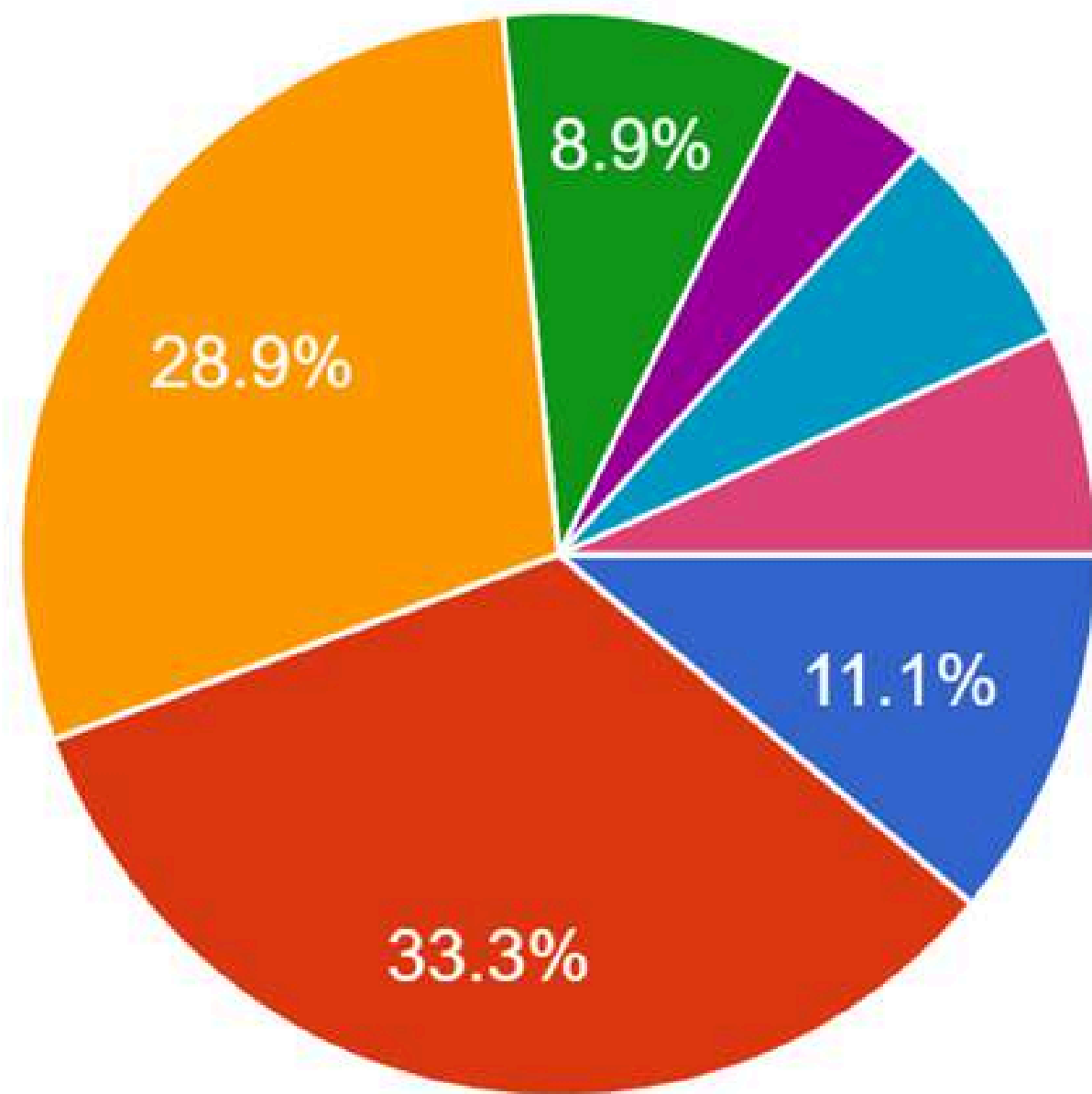
- 1. Research and Needs Assessment**
- 2. Stakeholder Engagement and Collaboration**
- 3. Policy Drafting and Framework Development**
- 4. Capacity Building and Training**
- 5. Implementation of Programs and Initiatives**
- 6. Monitoring, Evaluation, and Adaptation**

STAKEHOLDERS

Shaping | Implementing | Sustaining the policy

- 1. Young People & Youth Organizations**
- 2. Municipal Authorities**
- 3. Youth Workers**
- 4. Educational Institutions (Schools)**
- 5. NGOs & Civil Society Organizations**
- 6. National Government**

RESEARCH RESULTS



- Transportation
- Job opportunities
- Entertainment
- Health
- Education
- Services
- Culture

Idea (Short-term)

Strengthening the Tourism product of Agros through a holistic experience for the visitor

Important elements of the project:

- **Creation of 5 landmarks to enhance the cultural identity of the village**
- **Development of an existing browser - map with suggested cultural routes**

Objectives:

- **Creating interactive activities for community visitors**
- **Creating new work and entertainment opportunities for the youth of Agros**

Idea (Photos)



Wooden Swing

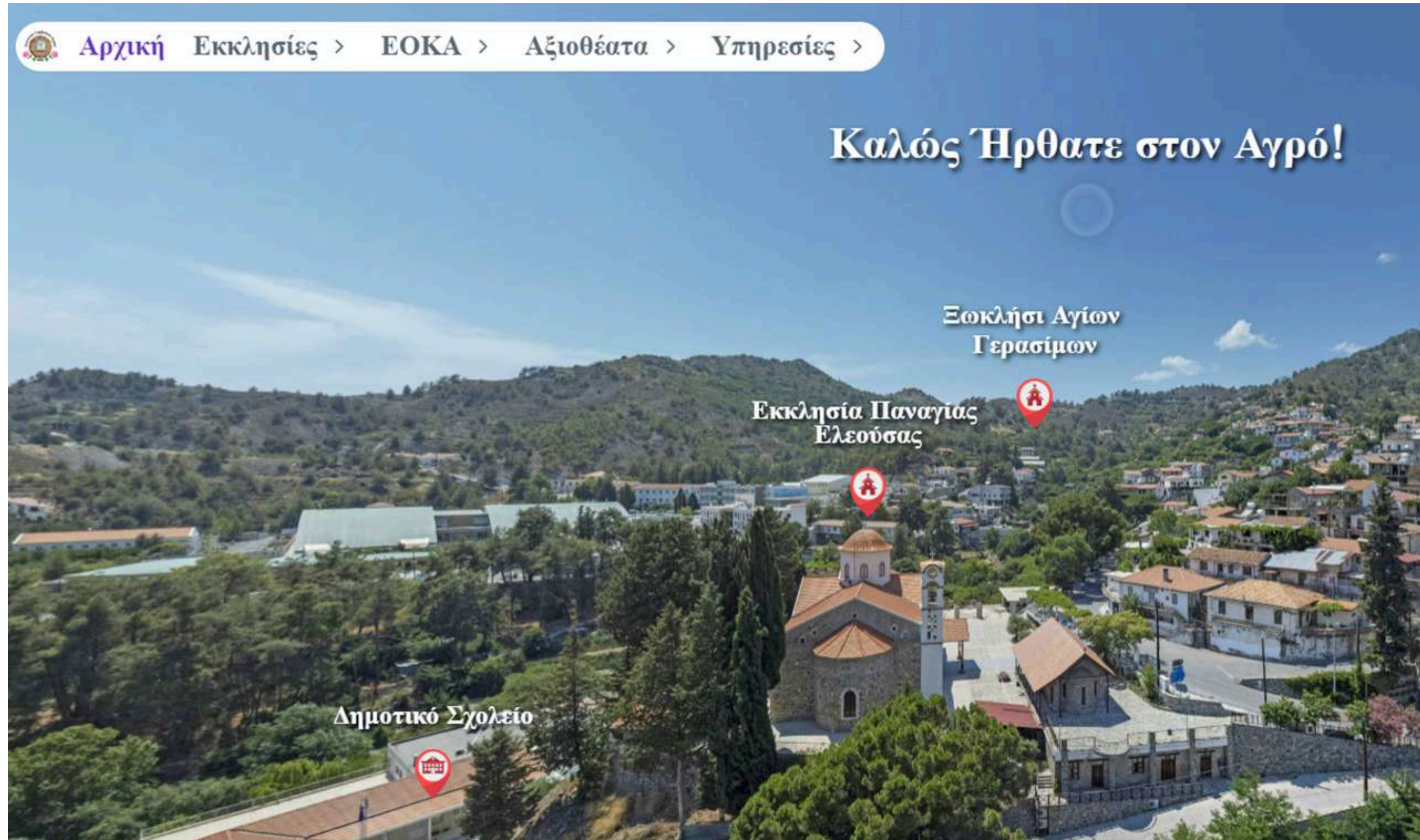


**Frame in a spot with
a panoramic view**



Themed Graffiti

Interactive Tourist Map



EU FRAMEWORK



#6 Moving Rural Youth Forward



#7 Quality Employment for All



#10 Sustainable Green Europe

Outputs (Short-term)

Direct & Measurable Results

A. Structural & Institutional Outputs

- Youth Clubs & Programs → Development of dedicated youth spaces, support services, and skill-building workshops.
- Local Youth Strategies & Action Plans → Policy documents defining priorities and commitments.
- Training for Youth Workers & Stakeholders → Professional development for those working with young people.

B. Programs & Services

- Youth Employment & Career Support → Internships, entrepreneurship programs, and vocational training.
- Civic Engagement Initiatives → Volunteering opportunities, youth activism, and community projects.
- Mental Health & Well-being Services → Counseling, peer support, and awareness programs.
- Digital Inclusion & Innovation Hubs → Programs promoting digital literacy and access to technology.

C. Partnerships & Funding

- Collaboration Between Local Authorities, NGOs, and Private Sector → Strengthened cooperation for sustainable youth policies.
- Increased Investment in Youth Work → Dedicated budget for long-term youth development.
- International Cooperation & Knowledge Exchange → Participation in EU projects

Outcomes (Long-term)

Impact & Benefits

A. Individual-Level Outcomes (Impact on Young People)

- Increased Youth Participation in Decision-Making → More young people engage in civic life and policy discussions.
- Improved Education & Employment Prospects → Higher school retention, reduced unemployment, and enhanced skills.
- Stronger Social Inclusion → Support for marginalized youth (e.g., migrants, youth with disabilities).
- Better Mental Health & Well-being → Increased access to counseling and support services.

B. Community-Level Outcomes

- Stronger Community Engagement & Volunteerism → Young people actively contribute to local initiatives.
- Reduction in Youth-Related Issues → Substance abuse, and school dropout rates.
- Youth-Friendly Spaces → More inclusive and accessible public areas and services for young people.

C. Institutional Outcomes

- Sustainable & Evidence-Based Youth Policies → Policies adapted to real youth needs
- More Efficient Use of Public Resources → Better allocation of funds for youth services, reducing social costs.
- Increased Inter-Sectoral Collaboration → Stronger links between government, businesses, and civil society.



THANK YOU!