

PanEu YOUTH

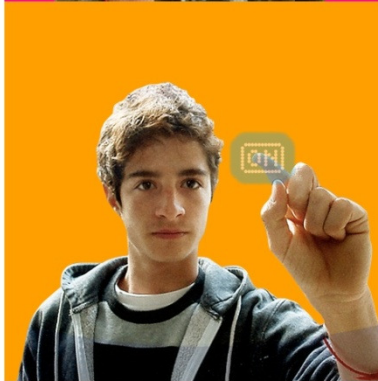
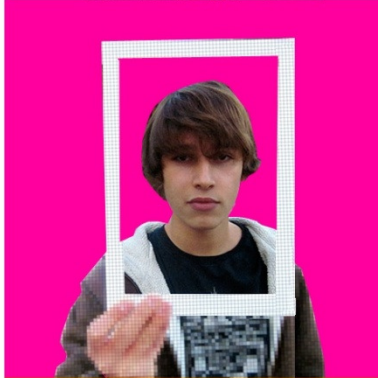
Pan-EU Youth is a platform for self-expression.

A platform targeted at young people between the age of 14 and 18 where they can blog, vote and share videos on citizenship issues of concern to them.

The **Pan-EU Youth** project was designed to address a gap in the policy arena, a gap in terms of involving the youth in policy matters of relevance to them. While there is wide consensus that young people should have their say in shaping political decisions that affect them, youth consultation is still in the very early stages.

Recognizing the strategic importance of youth participation, European Schoolnet and Vivendi decided, with the support of the European Commission, to pioneer together an online platform to give visibility to the work the Insafe youth panels are doing and to solicit their views and those of other young people on critical topics such as **Young people in the media**, **Digital lives** and **e-skills**.

Besides its crusade for making the youth a full-fledged stakeholder group in the policy-making process, **Pan-EU Youth** has set itself ambitious educational objectives. In essence, the initiative is first and foremost about the responsible use of online technology but it is also about literacy in its broadest form. It's about having young people fully comprehend the implications of their online presence, which, clearly, influences their capacity for eCitizenship in today's world. As such, the platform is ultimately intended to promote intercultural dialogue, help young Europeans build bridges beyond the language barrier and nurture a spirit of collaboration and sharing.



Understandably, this overriding educational aim shaped the choice of themes for the first consultation cycle. **Pan-EU Youth**'s online rendezvous will start with a broad look at **Young people in the media** and at how media images impact their life, their self-image and their sense of privacy. The focus will then move on to young people's **Digital lives** and the nature and quality of their digital experiences. The first cycle will come to a close with **e-skills** which will explore the competences that the youth need to develop to thrive in their actual and virtual lives and in the broader media environment.

For each theme, young people will have the chance to contribute their views in a variety of ways: they can input the blog, answer the poll, upload their own videos and debate issues in the forum. They will also be able to download an interactive role play built along the innovative PlayDecide format¹. Each role play will be made available upon the launch of the corresponding theme. The three consultations will run consecutively and will each be connected to a flagship event.

Needless to say, **Pan-EU Youth** is a platform highly relevant to the needs of teachers and fit for use in a wide range of class settings, from citizenship and computer lessons to social studies, ethics and language classes. The platform is currently available in English, French and

German and there is room for development in other languages depending on demand.

As part of the dissemination campaign, Insafe's awareness centres and a network of "Young Ambassadors" will ensure that the project enjoys maximum visibility at national level. **Pan-EU Youth** will also be promoted on eTwinning's and e-skills portals, two of European Schoolnet's central initiatives.

European Schoolnet, Insafe and Vivendi are committed to feeding the highlights back to the EU.

For further details:

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¹ PlayDecide is a discussion game to talk in a simple and effective way about controversial issues. For more information about PlayDecide, see <http://www.playdecide.eu/>