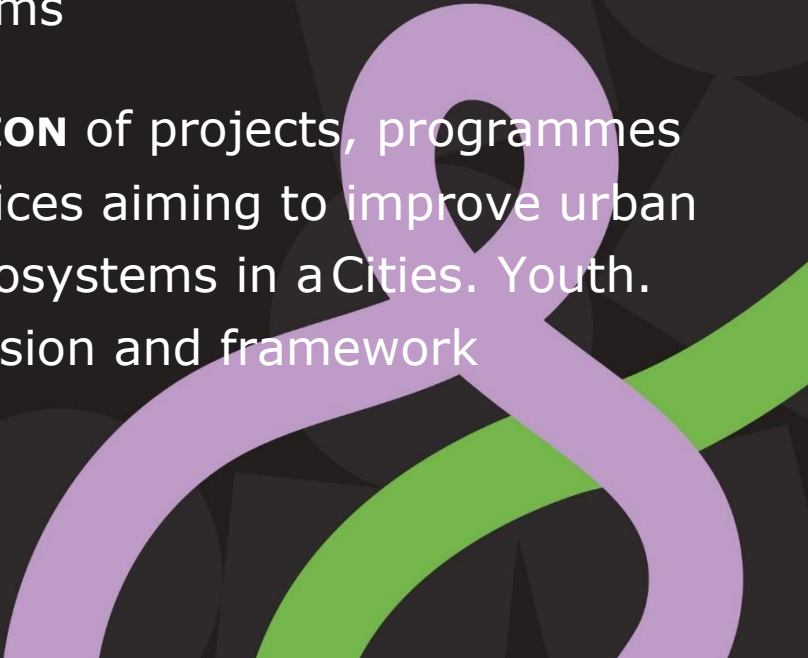# ■ CITIES
● YOUTH
▶ FUTURE

URBAN ACTION FOR YOUTH

GUIDELINES for better urban youth ecosystems

COLLECTION of projects, programmes and services aiming to improve urban youth ecosystems in a Cities. Youth. Future vision and framework

CONTENTS

FRAMEWORK

Vision and high-impact coalition proposal on building the resilient cities of the future centred around young people and their participation at scale

Vision for 2050 → Rationale → Framework → Principles of action → Call to action → Extending the movement

■ CITIES • YOUTH ▶ FUTURE

VISION FOR 2050

Complementarily to states and international organisations, **cities and urban communities are at the core of leading humanity out of a climate crisis while keeping a human, fair, innovative society alive and having a constant forward-looking approach towards new generations.**

- ■ Urban communities transcend a physical context and are defined by a human perception of connectedness and affiliation towards urban areas nurtured by a strong digital existence.

- ■ The year 2050 is a milestone for cities and urban communities in understanding the impact of past events of the 21st century (including its crises) in preparing for the challenges of the next 50 years.

- ■ Youth health and well-being, learning and perspectives, agency and participation are put at the core towards providing prosperity and a high quality of life in urban communities on medium and long-term.

■ CITIES • YOUTH ▶ FUTURE

VISION FOR 2050

- On the level of European cities, there is no decision-making process on youth-related issues that doesn't involve young people in that decision.

- Youth work is recognised as an essential human resource in all organisational activities in the public, private, academic sectors and in civil society.

- The young generation of 2022, the European Year of Youth becomes a key support generation in achieving carbon-neutrality of cities by 2050 and keeping this status at least until the end of the century.

- Cities and urban communities have the ability to solve conflict on local level through more peaceful means which leads to an overall positive perspective for the second part of the century.

■ CITIES • YOUTH ▶ FUTURE aims to become a high impact coalition serving this vision.

■ CITIES • YOUTH ▶ FUTURE

RATIONALE

Cities are the places where most innovation is happening in the world. Youth in cities are the generation that will define the essence of our future reality in Europe.

- Urban youth strategy and action shall build around two key pillars: **young people** (individuals, micro-communities and collectives), and the **urban youth ecosystem** for young people (municipalities, youth organisations, expert groups, regional and national authorities, private companies, European institutions, and European cooperation and support networks.)

- No decision should be taken either about current efforts addressing young people or about long- term future perspectives without their active participation in decisions.

- Today's youth will be the primary beneficiary of any achieved long-term goals.

Today's youth will be the core generation facing the most pressing challenges that humanity faces in its history ever.

■ CITIES • YOUTH ► FUTURE

FRAMEWORK ON YOUTH

Young people will thrive and will fulfil collective leadership in our cities of the future only if their health and well-being, learning and perspectives, agency, and participation are the focus of urban development.

- **Health and well-being** are the core element for young people to thrive. Their current health condition, social interaction, and freedom of thought are the starting point for their future fulfillment.

- **Learning and perspectives** are fundamental for future options of young people, either in formal or non-formal settings. Learning is the second layer for the future fulfilment of young people.

- **Agency and participation** stand at the core of building resilient communities of the future. When having individual or collective agency, young people need the opportunities and support to fulfil their potential, but also to get involved and to act for their peers and for the community.

A city will thrive on the long-term only if its youth-related strategy and action focuses on these three key areas.

■ CITIES ● YOUTH ► FUTURE

FRAMEWORK ON CITIES

Cities need to provide spaces, human support through youth work, and funding for young people and youth-related initiatives in an integrated policy framework.

- **Spaces** for young people provide the safety and the solutions for their specific needs either for their personal well-being and learning or their individual and collective agency.

- **Human support** through youth work should provide professional assistance, guidance, and experience for young people in having agency and taking the right decisions about their life and their future.

- **Funding** shall provide the necessary means for the variety of material needs of youth programmes and should target not just organisations, but individuals and informal groups, too.

Urban youth policies shall provide a mix of long-term vision, medium-term strategy, and short-term action aligned to the needs of young people, and to the overall perspectives of the city.

■ CITIES ● YOUTH ► FUTURE

FRAMEWORK ON FUTURE

Providing for young people and together with young people cannot happen in a perspective that doesn't reflect several future-oriented principles in a European perspective.

- ► **Equal chances and access** mean that no one is left behind, regardless of fewer opportunities due to health, social, cultural, economic, or other conditions or beliefs.

- ► **Sustainability** means that the collective effort in urban ecosystems is done considering the environmental, social economic and governance impact on future generations.

- ► **Digital transformation** means that urban efforts regarding young people are developed and implemented not just using information technology but also by taking full advantage of enhancing individual and community.

Our Europe of the future will be defined and shaped by today's young people. All of us can assist young people in shaping it.

■ CITIES • YOUTH ▶ FUTURE

PRINCIPLES OF ACTION

■ **Ecosystem and horizontal approach.** Municipalities, youth organisations, expert groups, regional and national authorities, companies, European institutions and European support networks need to work together in providing for young people in cities.

■ **Power sharing.** Power needs to be shared among current decision-makers and young people on all matters which affect the latter. There shall be no decision about youth that doesn't involve young people.

■ **Future imagination.** Imagining the future shall become a permanent practice in cities and needs to be done with young people being part of it.

■ **Short-term effective action.** Long-term imagination needs to be supported by quick and effective short-term planning, action, and resource allocation for maxim efficacy.

■ **Data.** Capturing, analysing, and using data shall be at the baseline for any collective decision- making and service providing.

■ CITIES • YOUTH ▶ FUTURE

REACHING OUT TO MUNICIPALITIES

Municipalities are the core public actors of urban development with the highest capacity in redistributing resources for long-term goals.

Call to action:

▶ Consider the youth field as a horizontal priority and as an impact investment in the future.

▶ Work together with young people, enable large-scale participation, and delegate decisions to the future leading generation. This will create wide- reaching city ownership.

▶ Consider, imagine, plan and implement dedicated youth strategies and action plans. Reach out to all actors of the ecosystem in implementing them.

▶ Enable youth-friendly spaces all around the city and collaborate with youth workers in engaging young people directly.

▶ Build trust between generations (youth, adults and seniors) as a way of a smooth transition of power from one generation to another.

REACHING OUT TO YOUTH ORGANISATIONS

Youth organisations are the core catalyst in organising and representing young people and in providing space for peer-to-peer relations.

Call to action:

▶   Reach out to those young people who are not already involved in any youth activities but would like to participate in order to further legitimize your efforts.

▶   Seek to increase your organisational capacity and set your own long-term visions which go beyond one or two generations of any current leadership.

▶   Put a special emphasis on the smooth transition of leadership in your organisation in order to capture and build on acquired experience.

▶   Be the strongest voice about your concerns of the future. Set the standard for promoting European values, equal chances, and sustainability.

▶   Seek to work together with all other actors in developing proactive solutions in cities and urban areas.

■ CITIES • YOUTH ► FUTURE

REACHING OUT TO EXPERT GROUPS

Experts, academics, youth workers and their organisations are essential in providing the best assistance for young people.

Call to action:

- ► Work in partnership with municipalities and youth organisations in co-designing and implementing services and solutions for young people.

- ► Consider youth work as a skill and human resource which needs to be present in every form of an organisation in the context of youth being a horizontal priority in urban development.

- ► Work on enabling youth-friendly safe spaces all around the city, engaging with public institutions and young people in the process.

- ► Do not assume to represent young people in your expert work. However, assist them and their organisations to best represent themselves.

- ► Assume leadership in collecting data as evidence for future action.

REACHING OUT TO REGIONAL AND NATIONAL AUTHORITIES

Governments and regional authorities can be key actors of support in providing an overall framework for youth policies.

Call to action:

▶ Create youth policies and supporting financial mechanisms which take local realities into consideration, and which allow local flexibility in implementation.

▶ Address youth issues as a core priority in regional development, including the use of various European funds for youth priorities of cities.

▶ Create spaces for local networks of youth to communicate directly with national and regional governments.

▶ Embrace the principles built on well-being, learning, and agency in regional and national youth policies.

▶ Be an additional catalyst in taking rural youth forward where urban youth policies can serve as models.

REACHING OUT TO COMPANIES

Company resources can become additional professional and financial support in developing and implementing youth policies.

Call to action:

▶ Consider youth not just as corporate social responsibility, but also as a source of well-being for your employees and seek cooperation with local administration in this sense.

▶ Work together with youth organisations and support their projects which have a high potential impact on the medium and long term.

▶ Be part of city-level systemic efforts which aim to co-design and deploy services for young people with a wide reach or which enable participation at scale.

▶ Employ youth workers in your HR department or have employees trained in youth work, too.

▶ Seek youth friendliness within your company embracing an approach towards young employees based on their well-being, learning and agency needs.

REACHING OUT TO EUROPEAN INSTITUTIONS

European institutions have a key role in providing guidance for local action through their policies, recommendations, and grants.

Call to action:

- Link strategic priorities on youth to priorities on regional and urban development.

- Encourage youth to be considered as a cross- sectorial priority in all programmes and initiatives addressing the sustainability and resilience of cities.

- Recognise projects developed by cities that highlight specific needs of young people among the overall needs of the population and provide solutions to them.

- Encourage and support cooperation between youth organisations, authorities, and experts in cities.

- Provide consistent and extended support for European, youth, professional and support networks which consider youth as their top priority.

▪ CITIES • YOUTH ▶ FUTURE

REACHING OUT TO EUROPEAN NETWORKS OF COOPERATION AND SUPPORT

European networks are critical in connecting local actors who can share their experiences or who can learn from peers who work on developing their urban youth ecosystem, too.

Call to action:

- Consider aligning the ▪ **CITIES • YOUTH ▶ FUTURE** vision with your own vision, while seeking additionality between them.

- If not having youth as your main target group, consider specific youth-related measures and action in all activities, services, and projects you deliver.

- Create conditions for young people to be engaged in your work through specific measures, internships, or any other activity, including network management.

- Be a catalyst in transmitting cross-border information between European institutions, expert groups, local authorities, local youth organisations, and expert groups.

■ CITIES • YOUTH ▶ FUTURE

EXTENDING THE HIGH IMPACT COALITION

■ CITIES • YOUTH ▶ FUTURE enables action through a high-impact coalition building on the voluntary commitment of individuals, groups, organisations or networks of any type.

If you want to relate to this statement, you can do the following:

- **Follow**: you can follow the movement's work through its public page or additional group.

- **Observe and comment**: you can express your observations, either supportive or critical for better collective understanding and improvement.

- **Endorse**: you can express your agreement with the CYF statements and your support for delivering what is proposed.

- **Propose action and promote**: you can propose specific action of your own or through partnerships while promoting the vision and framework further.

All these actions can be taken independently or additionally to other actions, too.

Heatmap

Defining urban action for youth through a heatmap categorization based on the CITIES. YOUTH. FUTURE framework

• YOUTH

HEALTH AND WELL-BEING	LEARNING AND PERSPECTIVES	AGENCY AND PARTICIPATION
are the core elements for young people to thrive. Their current health condition, social interaction, and freedom of thought are paramount for their future fulfilment.	are fundamental for the real future options of young people, either in formal or non-formal settings. Learning is the baseline for the future personal and collective sustainability of young people.	stand at the core of building resilient communities of the future. When having individual or collective agency, young people need the opportunities and support to fulfil their potential, but also to get involved and to act for their peers and for the community.
1-10	**1-10**	**1-10**

■ **CITIES**

SPACES for young people provide the safety and the solutions for their specific needs either for their personal well- being and learning or their individual and collective agency.	**HUMAN SUPPORT** through youth work should provide professional assistance, guidance, and experience for young people in having agency and taking the right decisions about their life and their future.	**FUNDING** shall provide the necessary means for the variety of material needs of youth programmes and should target not just organisations, but individuals and informal groups, too.
1-10	**1-10**	**1-10**

■ FUTURE

EQUAL CHANCES AND ACCESS mean that no one is left behind, regardless of fewer opportunities due to health, social, cultural, economic, or other conditions or beliefs	SUSTAINABILITY means that the collective effort in urban ecosystems is done considering the environmental, social economic and governance impact on future generations.	DIGITAL TRANS-FORMATION means that urban efforts regarding young people are developed and implemented not just using information technology but also by taking full advantage of technology in enhancing individual and community interaction.
1-10	**1-10**	**1-10**

IDEA COLLECTION

Ideas for systemic action in urban youth ecosystems with a potential for high impact and involving possible large local coalitions

01 ■ Youth Quarters in Cities

CYF FACTOR

8	10	10
10	5	3
5	8	2

THE IDEA

Youth centres are capturing wider attention based on the expressed need for young people for more safe spaces where they can spend meaningful time and they can have meaningful interaction with their peers. However, youth centres themselves might be not enough for solving this need. The idea is to turn the attention of urban developers not just towards transforming buildings but to design urban areas which comprise of a combination of open and closed spaces allowing young people to explore these places all through the year for many types of activities, either indoor or outdoor.

THE IMPACT

If implemented, youth friendly quarters for cities would enable a complexity of solutions answering the needs of young people through a mix of measures but also through a clustering organisations and service providers. On the other hand, youth friendly quarters would also enable a generational zoning for cities and urban areas which can also provide a solution for older generations who might be disturbed with some of the habits and the time and place of some of the youth activities.

02 ■ Youth Advocacy Projects

CYF FACTOR

5	5	10
9	9	3
10	5	10

THE IDEA

The idea is to develop a platform through which young people can propose and advance topics of concern form them for which they can also attract support among their peers but also among a wider array of people from within society. The platform and additional awareness-raising campaigns would enhance the voice of young people within the urban community and could bring undiscovered issues of concerns to the surface and the attention of the public opinion. The idea can connect to other proposed measured in this guidebook which seek to improve the dialogue of young people with decision-makers.

THE IMPACT

The implemented idea would result in an effective way of channelling the wishes and potential active contribution of young people to urban development and the overall cohesion of the urban community which leads to an increased trust and ownership of the city among the young generation. Furthermore, the measure would provide active dialogue between the young generation and decision-makers especially if, following the channelled demands lead to new or altered policies and decisions on behalf of decision-makers.

03 ■ Youth Lab, Youth Podcasts

CYF FACTOR

5	10	10
8	8	4
3	8	10

THE IDEA

People tend to trust content and information if it is coming from peers. This is also valid for young people. However, young people might not best equipped, to produce quality and reliable content, especially if issues addressed are more complex. The idea is to develop a platform of local quality podcasts created and edited by young people with a high editorial quality. The idea is to create a platform which can have multiple channels (one or several for each city) enabling a liberty of the young listener to choose only local content from his/her city of interest or, to listened to any other content from any other city if there is no specific language barrier for this. The essence of the idea is to develop the spread of information among young peers which has a well-developed critical thinking and quality editorial content behind it.

THE IMPACT

While it generates trust between communities of young people at urban level, the idea has a strong intercity and European component as it can integrate the effort of young people in spreading meaningful and trustful information. Implementing the idea can have a strong impact on medium and long-term, especially in fighting misinformation and fake-news and in developing critical thinking and media literacy among members of future generations.

04 ■ Youth Rapid Response System

CYF FACTOR

10	5	0
0	10	0
8	5	10

THE IDEA

The youth rapid response system idea aims to create a technology-based, collaborative solution that functions at an urban and metropolitan level as an interface between young people who need help/assistance/support and the corresponding, city-wide stakeholders/service providers who can address/assist/provide support to them in solving their problems. It aims to address a systemic problem, to achieve the shortest and fastest identification of young people's problems and to provide the fastest, most suited help/assistance/support they require.

THE IMPACT

Short-term impact would imply an increased level of awareness and "literacy" regarding who can support young people in their various issues, an increased number of young people reaching support services, a high number of issues raised by young people solved, and a measurable improvement in the quality of services provided for young people. One long-term one would see an increase in the sense of future life satisfaction (happiness) of today's young people and a measurable increase in levels of trust in the city and its ecosystem being able to provide for future generations of young people.

05 ■ Urban Volunteering Networks

CYF FACTOR

5	8	10
0	8	0
8	8	10

THE IDEA

The aim of the idea is to put youth volunteering at the epicentre of urban resilience and long-term urban development based on equity, participation and shared vision by creating and delivering an urban transformation process made of a theory framework, practical tools and digitally integrated volunteer management mechanism regarding the active civic engagement of young people in urban life through volunteering. Basically, such a framework could work as a double-sided platform connecting young people and volunteer host organisations with the help of a digital solution enhanced by human support work.

THE IMPACT

The project and its outcomes can have a direct effect on local decision-makers as they will chance to witness positive effect in their communities and in the increased engagement of young people in an integrated fashion. This idea can also produce a new way of urban management in the field of youth addressing the specific topic of integrated volunteering. This can also produce an impact on the work of networks of cities built around the topic of urban youth ecosystems and urban youth work.

06 ■ Social Design in High-Schools

CYF FACTOR

7	10	9
4	3	5
5	10	0

THE IDEA

The goal of a social design program in schools is to develop skills, skills of identifying problems in society, and of designing and validating solutions to problems identified among young people with active involvement of community facilitators (educators and trainers).

The main activities of the project consist of training sessions for trainers (teachers), meetings and creative sessions involving high school teams, as well as public presentation of the solutions created by young people to the problems of the society called a SpeakOut Day. A complementary activity of the project focuses on the public dissemination of results during and after the process.

THE IMPACT

This program encourages interdisciplinary, participatory creation and contributes to social and urban development through a youth project that helps the development of young people's creativity skills by addressing specific Design Thinking methods, a practical and creative problem-solving method. through a human-centred approach through the following stages: Empathize, Describe, Define, Ideate, Prototype, and Test.

07 ■ Short-term Action Plans for Youth

CYF FACTOR

5	8	10
0	8	0
8	8	10

THE IDEA

The aim of the idea is to put youth volunteering at the epicentre of urban resilience and long-term urban development based on equity, participation and shared vision by creating and delivering an urban transformation process made of a theory framework, practical tools and digitally integrated volunteer management mechanism regarding the active civic engagement of young people in urban life through volunteering. Basically, such a framework could work as a double-sided platform connecting young people and volunteer host organisations with the help of a digital solution enhanced by human support work.

THE IMPACT

The project and its outcomes can have a direct effect on local decision-makers as they will chance to witness positive effect in their communities and in the increased engagement of young people in an integrated fashion. This idea can also produce a new way of urban management in the field of youth addressing the specific topic of integrated volunteering. This can also produce an impact on the work of networks of cities built around the topic of urban youth ecosystems and urban youth work.

08 ■ Thematic Years on Youth in Cities

CYF FACTOR

5	5	10
2	6	9
3	8	5

THE IDEA

Beyond the usual activities of organisations and institutions in the field youth, experience proves that there can be common causes or issues which are of concern for the whole ecosystem, or which can coagulate joint efforts in this field. Various titles, quality labels are proof for this. The idea is for cities to develop concept and themes from time to time which can become focus points in the joint work of actors of the youth ecosystem, on a temporary basis, such as thematic years. Defining the year can enable participatory processes through which young people can propose topics and they can be the ones also deciding which topic to be chosen for such a thematic year. Local funding priorities or other resources can be channelled towards this focus issue by decision makers and other donors.

THE IMPACT

Such a measure or programme can add a plus to the overall efforts of the actors of a local youth ecosystem. It also has an additional power in raising awareness within the urban community of specific needs, concerns or ambitions of the young generation, while the programme developed for a thematic year can become a source of empowerment for young people leading to increased trust between generations, but also between young people and decision-makers.

09 ■ City Youth Mobility and Host Service

CYF FACTOR

3	3	10
0	8	8
3	10	5

THE IDEA

The idea is to develop an integrated programme to support for different actors of the local youth ecosystem through tools and solutions for hosting and informing young people and organizations arriving in the city and the metropolitan area, as well as coagulating efforts to represent and promote the city in national, European, and global urban and youth networks. The idea came up from the need of youth organisations and other actors from local level in providing information and proper conditions in becoming part of European mobility activities and projects, where they do not have enough resources to provide the best quality experience either as hosts or as sender organisations. The idea also came up from a city approach considering new means and channels in promoting itself through young people living there and travelling to other places of Europe.

THE IMPACT

Such a collective effort can add significant value to standard efforts of promotion of cities towards various audiences through a personal touch of the very people who are living and enjoying the city. Furthermore, quality experience of young visitors through quality hosting can increase this added value further.

10 ■ School Newsrooms

CYF FACTOR

2	10	10
10	10	0
8	8	10

THE IDEA

The idea is to create newsrooms within young communities of high-schools in the urban area who are developing multiple format contents for their peers on issues of interest and of concern about the schools life but the reality of the urban community, too. Creating several such newsrooms allows the interaction of multiple school communities, too. Young people working as editors can work together with school directorates, teachers, and parents in developing content while still having editorial independence. The newsroom becomes a trustful information source and a starting point of meaningful dialogue within pupils, parents, and teachers on issues of concern for the young generation.

THE IMPACT

Such a project can generate an overall environment of trust within school communities, safe spaced where young people can express themselves freely, can become editors and receivers of content, too and through which young people, teachers and parents involved from through different ways can co-create a safe and open environment for young people attending the same school, no matter of social differences or any other inequalities. Creating such newsrooms in multiple schools creates a sense of trust extended to the wider urban community.

11 ■ Capacity building for the youth sector

CYF FACTOR

2	2	10
3	10	5
7	10	3

THE IDEA

Youth organisations have a huge challenge in developing an organisational culture based on the experience of past generations of leaders because the timespan of a leading generation is much shorter than usual with other organisations. The idea is to develop city level support programmes addressing youth organisations only which aims to develop the capacity of boardrooms to capture their experience and to set tools in place which allow a better transition of this information and knowledge for future generations. These tools and methods will enable a quicker transition of power between an outgoing and an incoming boardroom of a youth organisation. In addition, it can also focus on preparing a next generation for taking over more effectively.

THE IMPACT

In in place, such a project can have a huge impact on systemic level regarding the capacity of youth organisations to build on the experience of older generations in delivering future activities. This way, through a rather small investment in capacity building, the effectiveness and efficiency of youth organisations' activities and outputs can be increased significantly. Tu pot it differently, the return of investment through such an activity is very high.

12 ■ Mapping the Youth Ecosystem

CYF FACTOR

2	2	6
3	9	5
5	9	5

THE IDEA

The main idea is to develop a tool for mapping activity of all organisations, informal groups, institutions and even companies who provide activities for young people in an urban area. The mapping can consist of basic information such as a contact database but can go further in describing project and activities which each entity does. Once gathered, this information can be put on an interactive visual map through which the large pile of information becomes accessible for anybody from the city, young people, stakeholders, or from outside the city, such as other organisations seeking partnerships in developing next project and activities within the urban area. A sorting mechanism through keywords through which each organisation is labelled, should also be in place for better filtering and searching in the visualised database.

THE IMPACT

Once in place, and if updated in time, the urban area will have a better understanding about who is who in the youth ecosystem, allowing better decisions, better strategy creation, better activity planning and a better cohesion of the actors in the ecosystem regarding certain needs of young people and filling gaps between the current activities and services on one hand and unsolved needs of young people, on the other.

13 ■ Participatory budgeting for youth

CYF FACTOR

7	7	10
9	3	9
5	5	10

THE IDEA

Participatory budgeting (PB) is a type of citizen sourcing in which ordinary people decide how to allocate part of a municipal or public budget through a process of democratic deliberation and decision-making. Participatory budgeting for youth provides a funding opportunity and chance of participation in the life of the city, but specifically for young generations where decisions about allocation of money are delegated towards young people or inhabitants in general. Local authorities and other supporting partners can provide funding for issues of importance for young people, ideas promoted by young people which are implemented either by public authorities or by young people themselves.

THE IMPACT

Trust of young people towards local authorities will increase and young people's presence in other participatory mechanisms will also improve. Young people will prove their responsiveness and sense of responsibility towards issues and challenges faced by the city. Not the least, overall awareness about the responsible spending of public money will also increase leading to an overall higher sense of trust within the society.

14 ▪ Participatory Budgeting in Schools

CYF FACTOR

8	7	10
10	8	2
5	8	10

THE IDEA

Participatory budgeting (PB) is a type of citizen sourcing in which ordinary people decide how to allocate part of a municipal or public budget through a process of democratic deliberation and decision-making. Participatory budgeting for schools or in schools allows the school community and especially pupils to ideate, develop, propose smaller activities of even investments in schools based on well-identified needs, ideas on which it is the young people of the school community who decide themselves. As the school community can be clearly defined, the decision allows decision-making on a widely accepted scale.

THE IMPACT

This mechanism enables wide-scale trust among the members of the school community, including between its management, teacher core and all pupils. Additionally, the mechanism creates and an early-age positive attitude towards participation in society but also a better acceptance of choices taken by a majority through a transparent and largely accepted decision-making process.

15 ∎ Future Imagination Labs

CYF FACTOR

5	10	10
10	0	0
9	9	5

THE IDEA

Through the Future Imagination Lab we will try to imagine our future for 2030, 2040, 2050 through future stories, visuals and architecture design. Our showcase of the future will become much more realistic during the 2050 Jamboree, a gathering of young people involved in the process of imagining the future.

The Imagination Lab can be played all throughout the year. It will witness future-imaging sessions on-spot (2050 Sessions) but can also enable young participants from various cities from Europe to log on and to contribute to the various future storylines. Stories will be initiated by one person but will be able to be co-owned by a whole community in its build-up. The 2050 Imagination Lab will be like a huge storytelling conference but enabled for a whole year.

THE IMPACT

The future is something blurry, and it gets blurrier as far as we try to look into it. Such an imagination project allows young people to grasp with future scenarios. This idea and project can ultimately build resilience among the young generation for anything which the future holds for the society. If any scenarios materialise, they will be prepared, if not, they will be prepared to think creatively and to adapt for any new situation which emerges.

16 ▪ Youth Climate Pact in Cities

CYF FACTOR

10	5	10
8	5	2
7	10	5

THE IDEA

Europe set its ambitious goal to become carbon-neutral by 2050. However, this cannot happen without young people of today and tomorrow taking ownership in this challenge. The idea is to develop a European Youth Climate Pact, a cause and a community built around the pledge for preserving the climate and addressing challenges at local level stemming from climate change. The idea is to develop local communities of young people especially in cities who can engage, connect, and empower themselves in sustaining and advocating for local intervention on climate change.

THE IMPACT

While climate change cannot be tackled at local level as the role of states and international organisations is more essential, cities are emerging as frontrunners in tackling the climate crisis. In this context, young people can become part of these efforts. Furthermore, they can become a frontrunner generation for whom some of the red lines on climate change will become real read lines and it will be part of their core existence and life philosophy to not cross those lines in any circumstance. They will become the de-facto social changemakers who might be able to solve the climate crisis and create our post-climate-crisis society of the future.

17 ■ Sustainability Incubator

CYF FACTOR

7	7	10
9	3	9
5	5	10

THE IDEA

The sustainability incubator is an idea which allows young people who have business ideas in a city to develop the sustainability side of their ideas. It is necessary that the business ideas address a specific problem identified at local level. But this incubator can also host ideas which address issues cities face in general as it is important to have the aspect of scalability in sight. The result of enabling such an incubator is a portfolio of business ideas developed at the level of a business plan baes on which teams behind the ideas can actually start to establish businesses and can start developing minimal viable products for their endeavour. The best business ideas can be showcased and promoted further in the urban community.

THE IMPACT

Such a sustainability incubator is impactful not just from the perspective of creating sustainable businesses today, but it forms a new generation of young entrepreneurs in the community whose action in the future will put sustainability at the core of business development, considering stakeholder value as more important as shareholder value and considering environmental, social and overall economic impact as key components of any business' success.

18 ■ Youth Innovation Fund

CYF FACTOR

5	10	10
5	10	10
8	10	5

THE IDEA

A youth innovation fund is an idea which aims to address the initial support of young teams from a city in the most simplified form, including financial incentives. A fund can work with combined financial resources from the public, private and possible non-profit actors, too. A mechanism of such a fund can focus on a simplified form of funding combined with other forms of human support, such as mentorship, coaching and professional consultancy. Not the least, such an innovation fund can develop cohorts of teams formed by young people who also interact with each-other leading to meaning business connections between those teams who don't fail. Failure being part of entrepreneurial support, the programme can build resilient teams, who make it, eventually.

THE IMPACT

If implemented during multiple cycles and years, such a fund can create a critical mass of teams of young people who are prepared to launch viable and sustainable businesses while on the other hand they are able to identify community problems and they can also identify, develop, and implement solutions for these problems. This doesn't just add to the overall resilience of the community, but it puts the ground for a long-term sustainable and equitable urban development will also addressing and solving a the key uses of the unemployment of young people

19 ■ Youth Festivals and Celebrations

CYF FACTOR

3	3	10
10	7	3
9	9	0

THE IDEA

While change is not happening through one-off moments, marking key moments and celebrating youth and the effort of young people in urban areas is essential in empowering them for future engagement. Having highlight moments for this allows young people to meet, to celebrate, but also to put out their messages in society regarding their thoughts, their concerns and their wishes. This can take multiple forms, such as galas, start-of-the-year or end-of-the-year moments and ceremonies, but also dedicated youth festivals which is about their participation, their co-creating and their imagination of the future.

THE IMPACT

Such ceremonies and highlight moments are essential for young people feeling that they matter, and they have a role in society. Furthermore, it also creates a recurring exercise of meeting, of engaging other stakeholders, decision-makers while also not being overreaching. If such moments become a norm in the life or the urban community, they will enable a practice of dialogue, but also a channel through which intergenerational dialogue and the recognition of the contribution of young people to a city's life become a baseline for future urban development.

20 ■ Happy City Surveys and Analyses

CYF FACTOR

10	5	10
10	3	3
7	7	10

THE IDEA

Happy City surveys is a concept developed before and during the pandemic which consists of a direct and large scale approach towards young people in capturing their subjective well-being and their relationship with the cities they are living in. Built on the core abstract feeling of happiness, the idea is to reach out to young people exclusively through social media and asking them about their perception of the city regarding keyworks such as safety, cleanliness, innovativeness, equity, fairness and so on. Reaching out also means asking about their main concerns but also about how they think they can contribute to the city's life and development. Reaching out can have bigger impact if conducted recurrently.

THE IMPACT

Having this survey on a one-off or recurring base allows decision-makers to understand the existing relationship of young people and their subjective perception of their own state of mind. Repeating the survey every year or every two years allows decision-makers to see trends and changes in this perception which is especially important during times of crises or major changes. Decisions can be taken based on evidence. Further in-depth research can be conducted on issues which are subjective but objective underlying conditions can also be identified.

21 ■ Profile of Young People in Cities

CYF FACTOR

5	5	5
3	3	10
7	10	2

THE IDEA

An in-depth radiography of young people in a city or urban area, the main idea is to conduct a detailed on-off detailed statistical analysis about the young generation regarding their evolution as population in time. It can start from an overall analysis on numbers, characteristics such as age, gender, residency, natality, funding for youth-related services. Then it can address social aspects such as families, marriages, housing, participation in formal education, working conditions and its relations with other aspects of life and well-being. Finally, aspects regarding their agency and participation can also be addressed. Overall, such an analysis can set the base for public policy decisions but also for tracking the same parameters in time.

THE IMPACT

Having a comprehensive analysis based on statistical data allows one to have a broad picture of the shape and format of the young population. This information and synthetic analysis, if made available to the public, allows anyone from a local youth ecosystem to have a better overview which is essential in providing context for any future action, project, or strategy approach. Furthermore, recurrent updates of such an analysis allows one to understand trends and to do forecasting of future scenarios where current stats will influence future evolution.

22 ■ Youth Work Forward - Connectors

CYF FACTOR

10	3	3
3	10	3
7	5	3

THE IDEA

The main idea is the development and training of the network of youth workers within organizations, institutions and companies that assist in direct interaction and youth work in any field in an urban area. An existing core network of youth workers, a European focus on the topic, and an overall need to expand and generalize knowledge of youth work are good starting point during such a process. The existence of such a network of people who connect organisations and institutions is essential for a better flow of information between stakeholders in the youth field but also for providing better services and human support for young people exactly where those young people work and live. In addition, with other measures proposed in this guide, such as a rapid response system, this network is a very good source of information regarding the state of mind of young people and challenges they are facing.

THE IMPACT

Such a network can enable a better direct outreach towards the young population through multiple channels, like their work and living environments. Having better prepared youth workers spread in all types of organisations and institutions created the means for addressing needs of young people fast. This will lead to a better health and well-being of young people in time.

23 ■ Welcoming Young Immigrants

CYF FACTOR

10	2	7
10	10	3
10	8	2

THE IDEA

With multiple challenges faced by the European community, there is an overall migration happening within the territory of Europe. No matter if it is a conflict or migration because of economic needs, there are multiple displaced communities in all parts of Europe. The idea is to develop a safe environment where young people of migrant communities can be welcomed, basic services and human support can be provided for them and they can be engaged in social interaction, too. No matter if temporary or a permanent relocation, young people from migrant communities need to feel that they have a chance to be integrated into a local community, while the receiving urban community needs to be aware about the condition of migrants which leads to their better integration while respecting their culture, life conditions and challenges arising from migration.

THE IMPACT

History shows that migration was always part of urban life. Cities grew because of migration. Grasping this and creating contexts for inclusivity and integration starting from the young generation allows a city to prevent the creation of major differences and social borders between different bubbles formed by micro-communities in the city. This will lead to a better social cohesion on medium and long-term.

24 ■ Youth Uptown-Downtown

CYF FACTOR

3	3	10
10	3	5
8	10	5

THE IDEA

Spaces for activities of and for young people are usually lacking in cities. This starts from the underfinancing of youth activities which do not allow setting up permanent spaces owned or managed by youth organisations. At the same time, some of the spaces provided by public institutions are not proper for conducting some of the activities which are demanded by young people, such as trainings. However, there are multiple spaces and building owned by other organisations, institutions or companies which are not used on a permanent basis or are not used outside working hours. This idea is about creating a platform which identifies spaces where their owners are willing to make it available in specific time slots and under specific conditions, while on the other hand formal and informal groups of young people can book and use these spaces.

THE IMPACT

Such a platform would enable the better overall use of physical spaces in cities. Additionally, this will also enable a better discovery of different parts of the city but would also enable new connections between groups of young people and various organisations, companies, and institutions. Not the least, young people would have better chances to implement their ideas in practice as they gain access to places where they can happen.

25 ∎ Youth Urban Information Systems

CYF FACTOR

6	5	5
10	10	3
8	7	10

THE IDEA

Media went through huge change in the past decades. Social media emerged, disorienting information systems. The abundance of information is too big, and the noise is huge. However, relevant information for young people is sometime missing or is lost in the noise of other information channels. The idea is to develop youth information systems through young people are informed about issues which are most relevant to them. Developing such information systems on local level is essential in order to include not just information coming from European or national level, but local information, too which are relevant as it is about initiatives, services and opportunities which can be taken by young people directly. Such information systems can also channel information of youth and support organisations which do not make it into mainstream media.

THE IMPACT

Such information systems can create a safe environment for the flow of relevant information towards young people from various service providers but also those who provide possibilities for community engagement and participation for young people. On long-term, this impacts the way young people seek, find and consume of relevant information for their life, learning and agency.

26 ■ Youth Parliament, Youth Agora

5	10	10
10	8	8
8	8	5

THE IDEA

The idea of the youth parliament is to provide a space and a permanent legitimate mechanism for young people's participation in the decision-making of municipalities. The youth parliament's aim is to involve young people directly and not through youth or other kind of supporting organisations. Furthermore, besides plenary sessions and open debates, several executive mechanisms can enhance the learning process for those young people who want to take part in such a process on a more permanent basis, such as a permanent board or an executive group which also takes part in administrative dealings together with the municipality. Such a process is powerful if it is legitimised as an official structure working besides the City Hall or the local council.

THE IMPACT

Such a process creates a direct link and an environment of trust between a municipality, as the caretaker of a city and the young citizens who are interested in understanding the inner workings of public administration and who would like to engage with other peers with similar interests. This, on the other hand, can enable an interest of young people towards a career in public administration but also a broader awareness of young people about some of the decisions taken by the public administration.

27 ■ Youth Urban-Rural Hub

CYF FACTOR

10	3	3
10	3	2
10	8	0

THE IDEA

The idea is to develop a programme and network to (re)connect urban, peri-urban and rural youth communities through increased mobility, extended services to rural communities and reorientation towards nature and a two-way approach. It starts from the basic need of young people from peri-urban and rural communities from around the city to have access to the same services and opportunities as their peers from the core of the city. On the other hand it also addressed the need of young people from dense urban areas to escape the noise and pressure of the city through reconnection with nature for which a rural community is much better.

THE IMPACT

The idea can be developed through multiple phases. Pilot initiatives can be launched at the level of a metropolitan area which identify one or two rural communities around the city which can provide the testing for setting up such a programme. Based on validation, the model can be perfected and extended in several areas of the metropolis. If implemented and extended, such a programme can contribute to a better mobility of young people in an enlarged metropolitan area while at the same time it can provide better access to a bigger variety of open spaces.

28 ◼ Democracy Cafés

5	5	10
10	7	2
8	6	3

THE IDEA

The idea starts from the need to empower young people to participate in democracy, by providing young people, particularly those who are socially excluded, with the tools to lead change within society. The idea wants to build on existing methods such as World Café, through which young people and decision-makers can be involved in meaningful discussions about current challenges and concerns which are on the minds of young people. These formats enable two things in parallel: one is the chance to discuss openly in small groups while on the other hand it creates and overall community feeling through the large number of participants. The setting for these events is essential, but also the way ideas and discussions are recorded. Speaking out to the public is also paramount in empowering young people to express their concerns towards a wider public.

THE IMPACT

If implemented on a recurring manner, the idea can be developed into a movement through which young people are empowered to speak out and to challenge decision makers about issues concerning them. At city level, such an initiative can create an environment of trust through which young people from a larger variety of micro-communities can be engaged in meaningful dialogue with decision-makers.

29 ■ Talented Young People

CYF FACTOR

8	10	0
3	10	10
10	7	0

THE IDEA

The idea is to develop a support mechanism for young people who are identified as having special talents which they could pursue and where they could reach an excellency in time. The idea is to have a network for scouting for and identifying such potential talent and to connect young people with bright perspectives with professionals who could support them in pursuing this talent. A framework for funding can also be established to cover any cost with pursuing talent, material and human support included. Additionally, awareness-raising on the importance of any type of talent addressing parents, teachers and the overall population can enable a better overall acceptance and recognition of talent within urban communities.

THE IMPACT

If enable, such a programme can create better chances for a talented young person to succeed. This is also about the support environment but is also a source for empowerment for these young people. While results might be visible only over a bigger timespan, this can lead to a better sense of pride of the urban community, but also a collective satisfaction that the urban community did well in supporting these young people. If it works, such a programme can become a source of inspiration for other young people to pursue what they are best in.

30 ■ Future skills platform

CYF FACTOR

8	10	4
5	10	3
6	10	7

THE IDEA

The idea is a programme for developing the life skills of the future and preparing for the labour market of the future through interdisciplinary and cross-sectoral collaboration. Putting the idea into practice means collaborative meetings where key stakeholders discuss trends in the labour market and overall, in the economy and society but also specific aspects which have change in their urban environment. Based on conclusions, specific measures and projects can be developed which engage young people and provide a setting for learning skills of the future not taught in formal education. A third programme layer would consist of a series of advocacy efforts through which skills training can be partially introduced in formal education, too, adapted to the given legal framework of specific countries.

THE IMPACT

This idea can solve an underlying problem of multiple European countries which consists of a disconnect between knowledge and skills acquired in formal education and the skills demanded on the labour market by employers. At local level, such an effort can increase employability within the young generation but also a decrease of the number of young people who are looking for better life and work opportunities outside the city where they lived and studied.

31 ■ Creative Community

CYF FACTOR

7	10	3
7	8	8
7	8	5

THE IDEA

The aim of idea is to identify and support creative young people living in an urban area and its surrounding, to develop their skills, competences and networking, which will enable them to develop their entrepreneurial skills in the field of creative industries, to better position themselves in the labour market and to start their own individual or group business or social enterprise. The aim is to bring together young people with outstanding talent in creative industries, to motivate them to develop joint projects or start a business through training, professional forums, competitions, conferences, and a series of final events, combining theoretical and practical applied methodologies.

THE IMPACT

Such creative communities can enable a better contribution of the cultural and creative industries to the overall economy, staring from the active presence of young people who choose to create and to start businesses in this field. The community of support will enable these young people to build their necessary life and business skills as an addition to their creative skills, a key component for them to succeed as individuals, as teams.

32 ■ K-LAB

CYF FACTOR

5	10	5
10	10	0
8	10	5

THE IDEA

K-Lab will put an emphasis on developing new tools for kids on how cities work in practice. The idea is to hold a summer-long project for youth workers, experts, and practitioners, during which they will work together with game-educators, gaming, training and education experts in developing a gaming and education toolkit for kids about cities and sustainability in the context of the Sustainable Development Goals. K-LAB can be used during events where a city for kids can be created on the premises of the event which will allow young families' kids to learn and try out things through which they learn the dynamics and workings of a city. Additionally, a series of digital tools will also be created in order to provide access to kids from other places to also learn about cities and their working.

THE IMPACT

Getting the grip of a city's inner working through gamification can enable a future generation (today's kids) to grow up with a better basic understanding of how a city is working in practice. This understanding from an early age brings up a generation willing to be better engaged in the life of the community as this generation becomes of young people and then a generation of adults who will take over the core management of the city in multiple roles, such as decision-makers, businessmen, activists, public servants.

33 ■ BMS app

CYF FACTOR

10	7	0
10	10	2
10	5	5

THE IDEA

BMS comes from Body, Mind and Soul. BMS is an idea for a smart phone application integrating health-related tools that are relevant for youth today. It will contain elements of nutrition, hygiene, sport, sleep and many more. The app will allow young people to communicate with their peers directly in a safe and secure manner. Building the UX of this app can be improved with the direct participation of young people working together with developers and health experts in designing the app. Work can be done local, but it can be easily scaled to a country or Europe including through enhanced language access.

THE IMPACT

Young people fear to engage experts or professional support on issues regarding their health and well-being. However, they seek information on the internet, and they engage with their peers while doing so. This idea can create a safe environment where trusted information, information based on professional expertise can be provided for young people in a safe environment, while information can be also gathered anonymously about the concerns and the challenges young people are facing, based on the history of queries and the intensity of certain information accessed. The app can solve a much needed connection between the young generation and professionals regarding health.

34 ■ Message in a byte

CYF FACTOR

10	8	7
3	8	2
8	8	5

THE IDEA

This idea is about defining today's moments as ones to which we might want to return from the future when we will do another reflection as we do today with our past. The idea is to choose a moment of reference (like 31 January 2023) and then we will choose also 31 January 2033, and 31 January 2043 and we will plan together what messages to send ourselves in the future when we will challenge ourselves again to see how life was on back in the past. This way, we will connect over 20 years of our lives. The idea can engage young people from a certain city, but this can be extended to several cities. Prior to sending a message into the future, young people will gather information about how life was 10 and 20 years ago and will also plan how to deliver this message. A platform will be enabled which will programme itself to deliver these messages at these future dates. We will create a de-facto time travel to the future, and back.

THE IMPACT

The perception of time by young people is very short as they are lacking the long-time experience from their lives. This idea can enable an enlargement of this time. Young people might not yet benefit from this, but their future selves will benefit. However, documenting the past reality of their city can have a strong impact of their sense of place and belonging to a local community.

35 ■ OpportuniTool

CYF FACTOR

7	9	9
0	8	0
9	9	5

THE IDEA

OpportuniTool is a concept for an information system which connects young people from a city with various opportunities from the same urban area. A problem was identified from the point of view of the fact that there are multiple opportunities for learning, internship, volunteering and other form of action available for young people, but young people are not aware of this. The problem lies in the missing link between the available opportunity and the young person looking for that specific opportunity or for any opportunities in general.

THE IMPACT

If more young people meet the available opportunities within their urban area, the overall agency and participation of young people will increase consistently. On one hand, this will enhance the overall involvement of young people in the life of the city, while on the other hand, if implemented, this idea will contribute to the improvement of soft skills and life skills of young people which will lead to a better overall resilience of the urban community on medium and long-term which can lead to a positive demographic trend especially in declining urban areas.

36 ■ Mental health networks

CYF FACTOR

10	5	0
0	10	0
9	3	3

THE IDEA

The main idea is to create and develop a better cooperation in providing mental health services for young people. While legal frameworks are different from country to country, there is an overall mental health crisis emerging which was magnified further by the COVID-19 pandemic. At the same time, in many cases, urban communities, parents, teachers, health service providers are not well equipped to address this growing problem. The idea aims to connect those actors (public administration, decision makers, mental health experts and youth workers) in developing in generalised support systems through which young people can have easier access to mental health services and professional support.

THE IMPACT

If enabled, such networks functioning on city level will allow for a bigger number of young people, but also their parents and teachers to become more aware about the issue itself which leads to a better acceptance of the problem. As a direct follow-up of this, mental health professionals and other support organisations and networks will be able to provide mental health support for a wider range of young people. If enabled, this will leave to a healthier urban community on medium and long-term.

37 ■ Local Advisory Councils on Youth

CYF FACTOR

7	7	10
9	3	9
5	5	10

THE IDEA

Local advisory councils of youth are legal and legitimate structures which involve either organisations of young people or young people directly in a recurrent or permanent consultation mechanism which is called to live by the local administration, end especially a city hall. These advisory councils can bring up and address either youth-specific issues of topics on the agenda of the city hall or can bring up new topics which are not addressed by the local administration but are considered as stringent by the young generations and/or their organisations.

Overall, advisory councils are an exercise for interaction between young people and their organisations, on one side, and local decision-makers, on the side.

THE IMPACT

This solution enables the setting for enabling the principle of no decisions impacting young people without young people. This, on one hand, allows a real-time input from young people on issues which are on the agenda of local decision-makers and especially the public administration. On the other hand, the practice of managing and developing local advisory councils creates an environment of trust between organisations and public institutions, but also between various generations of the society, which is essential in tackling any systemic challenges. Not the least, it creates awareness within the local community about the importance of considering any long-term impact of decisions taken in the present.

38 ▪ Stations

CYF FACTOR

5	5	10
10	4	6
8	8	8

THE IDEA

STATIONS is a concept which shapes a mental health of young people about their urban areas, but also about the wider region around the city. Imagine a large city with neighbourhoods, intersection points, different areas for work, leisure, entertainment. A city with a large network of routes, stations, sites, all of this constituting a core of mobility within the city. Young people are the creators of the stations, spots, meeting point, routes. They create and they promote this mental map, this network highlighting what is important for them in the city. This can become a baseline for investments and infrastructure development of the city which focuses on the needs and vision of young people. Through a strong digital component the mental map of young people can be easily understood by other generations, too.

THE IMPACT

Enabling such a project in cities enable a process of participation, trust and ownership of the city by young people. By creating their own mental map and promoting it, young people gain trust from other members of society. This means a stronger sense of ownership of the city by young people which enable a long-term stronger bond to the city.

39 ■ Sports Festivals

CYF FACTOR

10	8	10
7	5	2
10	10	0

THE IDEA

A city level youth sports festival aims to encourage an active lifestyle and can be organised in almost any season except winter. A city youth sports festival allows the creation of a large community moment where young people can take part forming teams and to compete in different sports but also to take part in a wide range of community moments, including trainings, fairs.

Additionally , bringing together different suppliers of activities involving physical activity such as sports clubs, dance academies, dojos, gyms and others, aims to promote these promoters and their activities and allow every young participant to find their own preferred way of staying active. Free workshops, demonstrations, games and artistic moments will be added to the mix, in order to make the event more attractive and fun.

THE IMPACT

Leisure sports is a way to add to the health and well-being of young people, but it also creates a learning perspective and a setting for participation. One could say that the model of a youth sports festival covers almost every aspect of youthfulness in a city even if only for a short period of just several days.

40 ■ RE:Connect

CYF FACTOR

9	3	2
5	5	5
10	9	10

THE IDEA

RE:Connect is about building the contexts in which young people can connect to themselves, to the inner potential waiting to be discovered and developed. Then, it is about (re)connecting young people to communities and networks with whom they can build their city. Finally, this is about re-creating the city through a virtual form through which all people who were born and raised in the city can reconnect to it through virtual means. The project can be started from the story of the city in the last 10 years. It collects information through stories and pictures about key moments in the city's life. Then young people will be able to connect to these moments sharing their own experiences regarding that specific moment. Starting from the usual moments of Christmas, New Year or Easter, we will extend our reach and try to find events, moments, places which became relevant for some reason on the mental map of the community.

THE IMPACT

It is a fact that young people have the highest capacity for mobility, and they are the generation changing places and residencies the most. Because of this mobility, some cities are declining, others are booming. However, through RE:Connect, the original fabric of all cities can be preserved and recreated especially using digital means for this.

41 ▪ RE:Act

CYF FACTOR

8	8	9
9	7	2
8	9	2

THE IDEA

RE:ACT is an idea that creates the opportunity for young artists and youth workers from urban communities join teams and discover artistic methods of social intervention. Through workshops of forum theatre, contemporary dance and other performance arts, participants will learn how art can be used as a way of raising awareness and even proposing possible solutions for issues that challenge their communities. During the project, the participants will have the opportunity to connect to some parts of the community, identify the issues they wish to address, create an artistic act around it and perform it for the community. Participation in local activities can be opened for young people from other cities and countries, too, enabling an exchange of experiences from all parts of Europe.

THE IMPACT

Through implementation, young artists going through the process will be able to implement new artistic interventions it in their own communities either in their own city or in other urban areas, too. The follow-up actions initiated by participants can be monitored enabling a European level cooperation through young artistic intervention. This way, the movement can foster a strong European identity highlighting diversity but also commonality in challenges faced by urban communities all around.

42 ▪ Youth Non-formal Festival

CYF FACTOR

3	8	8
3	10	3
8	10	4

THE IDEA

The idea is to bring together youth workers and young leaders from different cities and countries to participate in workshops on nonformal education methods together with local youth workers and young leaders. The idea is simple: to bring to the same place people who have experience working with interactive and participatory methods and to put them in contact with other people with similar interests, "likely to catch the virus quickly." Together, they will create a series of performances that will be supported in the community. In this way the community is exposed and better understands the power of non-formal learning, and participants will go through an accelerated learning process that will allow them to later apply or replicate them in their communities.

THE IMPACT

If this event is implemented in multiple cities in time, it will allow two systemic effects. First, the host city has access to better European connections, information and knowledge, while on the other hand it also allows the criss-crossing European level networking and connections between youth leaders and youth workers contributing to a better distribution of grassroots level know-how within Europe.

43 ▪ Youth Access

CYF FACTOR

10	8	8
10	5	3
10	10	2

THE IDEA

The idea of youth access is to host a variety of actions engaging young people from various parts and outskirts of the city. Neighbourhood workshops shall be organized to address existing perceptions and misperceptions about other people (stereotypes, generalizations, discrimination, bullying) using methods of non-formal learning. Additionally, young people with fewer opportunities have the chance to participate in dedicated workshops and activities through which they can develop their soft skills and shape their attitudes towards chance and opportunity while receiving assistance and encouragement in their efforts. This idea can be combined with several other ones in these guidelines providing broader access for all groups of young people to things happening within the local community.

THE IMPACT

The implementation of the idea enables trust on short, medium and long-term on multiple layers. First, this is a trust-building mechanism within the city and its different parts, communities. On the other hand, if implemented, this idea can be essential in connecting parts of the community who usually lack access to things happening in the city. If this cohesion-building starts from the young generation, it can create a system transformation if a generation grows up in a more interconnected community.

44 ■ Youth for SDGs

CYF FACTOR

10	10	10
10	10	7
7	10	3

THE IDEA

The big idea is to create the setting for young people (in-person and virtually) to acquire knowledge and skills regarding sustainable development in every field. This comes as a support action for those young people who are willing to get involved in advocacy projects on local level regarding sustainability and climate change. The idea is to develop 16 workshop formats through which young people can develop specific measures and activities addressing each of the Sustainable Development Goals through local activities, understanding specific local challenges and addressing them. These workshops can be implemented from time to time. SDG no 17 can be enable through an annual bigger event where young people and decision makers get together, discuss ideas and enable decisions including funding for proposed activities.

THE IMPACT

Having a high-level awareness among young people about the SDGs themselves and about how young people can be part of identifying specific local challenges and developing solutions to this is essential in the ability of an urban community to address these kinds of challenges on medium and long-term. While not being able to solve global problems, the resilience of local communities to future challenges can be raised exponentially.

45 ■ Youth Well-being Week

CYF FACTOR

10	7	7
9	5	0
10	1	0

THE IDEA

Youth Well-being Week is an artistic festival concept focused on building awareness around the mental health issues, which are still stigmatized in different communities. Music, dance, theatre, painting/drawing and others - all made accessible through workshops, concerts, plays and exhibits with a highlight on supporting mental health, while addressing issues of physical health too. We will also offer free access to counselling withing the festival days, but also access to resources such as different programs of professionals (doctors, therapists, youth workers, psychologists, etc.) that young people who attend could reach to in order to improve their wellbeing.

THE IMPACT

Especially because of the pandemic, mental health challenges increased for young people as their social relations and overall isolation got more acute. Such a festival is able to provide not just dedicated assistance and human support in going over these challenges, but also an overall feeling of relief and community experience after a hard period.

IDEAS TO ACTION

Planning for putting long-term vision and medium-term strategy into practical local action on short-term with allocation of resources and having collaboration at the core of the action

Vision and objectives → Context → Action → Outputs and sustainability → Delivery → Impact

■ IDEAS TO ACTION – Local Planning

LOCAL ACTION PLANS FOR YOUTH

Urban action for youth can be enhanced by good planning. Between all the initiatives listed in this collection there are synergies through which activities and outcomes of some can become a starting input for another.

This is why joint planning at youth ecosystems level can support the work of all involved parties while young people can benefit of improved spaces, human support and funding for their well-being, learning and perspectives, and their agency and participation in the life of the local community.

Action plans can focus on a following indicative structure:

1. Vision and Objectives

- ■ Vision for the current youth generation of the city
- ■ Specific objectives
- ■ Key topic(s) of the year

■ IDEAS TO ACTION – Local Planning

2. Context

- POLICY FRAMEWORK. What is the general policy framework in which the action plan is implemented?
- KEY CHALLENGES. What are the key challenges related to youth in the urban area which will be addressed by this action plan?
- PRIOR RESULTS. Which recent outcomes of past actions and initiatives are sources or prior steps for activities included in this plan?

3. Action

- Activities and measures (name, description, timeline)
- Key moments (name, description, timeline)

4. Outputs and Sustainability

- Outputs resulted from each activity and key moment
- Sustainability of outputs after the year is concluded

■ IDEAS TO ACTION – Local Planning

5. Delivery

- How and when was the urban youth action plan elaborated? Who participated?

- Who is responsible for implementing the urban youth action plan?

- Who are the key partners and stakeholders of implementation?

- Do you plan to innovate any local youth-related management and delivery processes?

- Interim evaluation When do you plan to do a mid-term evaluation of implementation? Do not plan more than 3 interim evaluations.

- Final evaluation When do you plan to finish your final evaluation of implementation?

6. Impact

- outcomes after 12 months

- outcomes after 24 months

- outcomes after 3-5 years

- impact on long-term

URBAN CITIZEN Y

The project

■ URBAN CITIZEN Y – The Project

Today's young people will be the key generation of our cities in 20-30 years. WHAT IF WE BUILT LONG-TERM URBAN DEVELOPMENT AROUND YOUNG PEOPLE?

The aim of this project was ito develop a framework for urban youth ecosystems with the active co-creation of youth, which serve the sustainable long-term development and envisioning of the future of European cities.

The project's objectives were:

- to involve active young people and youth workers from the cities of Braga, Maribor, Thessaloniki, Cluj-Napoca, Varna, Novi Sad and Amiens in a creative exchange of experiences, thoughts and ideas in a European context,

- to create a framework for the gathering of youth workers from cities with a good record regarding youth participation and youth policies in a creative process of identifying, analysing urban challenges regarding young people leading to practical and pragmatic solutions,

- to contribute to the improvement of urban youth ecosystems from all around Europe through a pool of solutions addressing the 5 key topics of the project.

The project involved 7 European Youth Capital cities: Braga (PT), Maribor (SI), Thessaloniki (GR), Cluj (RO), Varna (BG), Novi Sad (SR) and Amiens (FR).

The main output of the project is the Guidelines for Better Urban Youth Ecosystems, a pool of 45 ideas and solutions for European cities.

Beyond the activities and events of the project, we managed to contribute to the creation of a future vision of cities through young people. We were also able to involve additional 12,500 young people through two surveys and studies which captured the perception of young people about their cities during the COVID-19 pandemic.

■ URBAN CITIZEN Y – The Project

During the project, we were seeking to create new ways on engaging young people in urban development processes while enhancing their European identity, through projects promoting multicultural, open, and inclusive approaches, and an entrepreneurial attitude. The work of partner cities might seem to be oriented only towards youth, but we consider that our approach is horizontal. Through this broad partnership of European Youth Capital cities, we also create a context of diversity which highlights the very essence of Europe: a community based on diversity, equality, and freedom.

Furthermore, through the creative process in activities, ownership of the results was broadened, and people engaged directly in the co-creation process will have a higher motivation to contribute to the dissemination and implementation of various solutions locally, contributing indirectly to the promotion of European values and principles, too.

The architecture of the project enabled an intellectual work and process which delivers scalable results on European level, too. While Europe is diverse, some of the solutions to our challenges can be adapted if a core method is established and it is also well adapted to local realities. This project will provide this approach and will provide large scale access to results in an easy-to-understand, and easy-to-adapt format.

Regarding intercultural dialogue, mutual understanding and combating the stigmatization of various social groups, most of the cities came to this project with a background facing similar challenges. Working with young people and youth workers will allow us to address these aspects openly and to put a special horizontal emphasis on these aspects.

The COVID-19 pandemic had a major impact on our project. However, it also provided a context for developing a new array of proposals and project ideas and models which can be used by all European cities in rebuilding their communities. Our slogan became YOUTH AFTER THE PANDEMIC, which highlights the importance of focusing on young people during these times.

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