P·I·E·C·E

Participation Inclusion and Engagement of Communities in Europe

CONTEXT

Communities are usually defined as an aggregation of people that share common traits.
In today's world, the digital innovations and the challenges of globalisation have changed the fabric of society forever. It is becoming rarer and rarer for people to be in touch with their local communities and to create networks that are both local and offline. Often there is a gap, something that is missing. It is common to hear people say things like "we don't talk with our neighbours anymore" and to lament isolation and loneliness as prevailing traits on today's global society.
There is a need for community spaces and activities that can help people connect and build networks in their local communities.

OBJECTIVES

We believe that education and skill enhancement can help fight these trends and that is why this project aims to address the needs of communities in Europe through the training, education, and empowerment of community workers. he people that will take part in the project and benefit from the project's intellectual outputs will enhance their skills and employability and in turn enhance:

SOCIAL INCLUSION

SKILLS
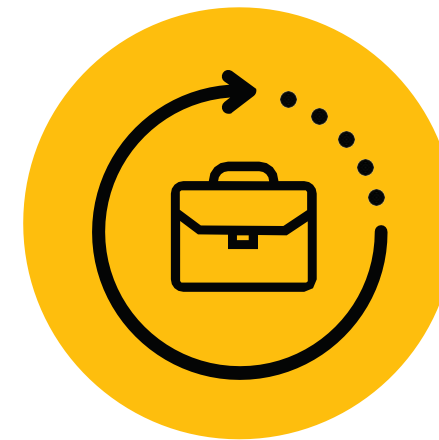
EMPLOYABILITY

TARGET GROUP

The target group of this project is **community workers and stakeholders in community engagement and development.** In the framework of the project we define this group as individuals or organisations that work for the well-being and development of local communities. These can be charities, religious institutions, theatres, local NGOs, organisations, local community centres, educational institutions, schools, government, cultural associations, Community Interest Companies, networks, social cooperatives etc.
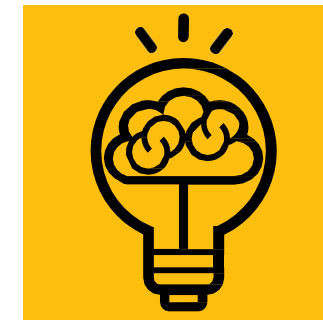
ACTIVITIES

- Development of 3 Intellectual Outputs

- International Training

- 3 Multiplier Events

- 1 local event in each of the participating countries

- Dissemination Activities

METHODOLOGY

The project relies on a **mixture of quantitative and qualitative methods** for the research of intellectual output 1 and for the evaluation of the project activities. As far as the methodology implemented in IO 2&3 was mostly non-formal learning activities to foster the social inclusion of marginalised people and to make the material as accessible as possible.

- 3 intellectual outputs: needs analysis, material for the target group, and an online platform for the upskilling of the target group.

- Training Activity and empowerment of participants
Local and Multiplier Events Social

- Media and Website for the project Creation

- of a European partnership and

- exchange of good practices and ideas

- Empowerment of the target group and the communities they work with

RESULTS AND IMPACT

LONG-TERM BENEFITS

Sharing good practices on best methods

Promote social inclusion through community engagement and participation

Building a stronger European identity through community engagement and civic participation

PIECE Analysis: Mapping and Identifying the Needs of the Target Group

The **report** is the first intellectual output of the project, and it is an
analysis of the needs of our target group.

The **methodology** used for this research was a mixture of qualitative
and quantitative methods that included surveys and in-depth interviews
with key players in the field. We had 274 respondents for our survey
and each organisation conducted an average of 5 interviews for a total
of 25.

Our assumption, based on the research conducted to write the funding
application, was that **community workers would benefit from training
and training material related to**:

- How to create a **safe online space** for communities and **community storytelling**
- How to promote **critical thinking and philosophy** as a tool for social inclusion
  and participation in society
- How to **fund a community** and its activities in a sustainable way
- How to **empower citizens** to participate in the public life of their communities

PIECE Analysis

Mapping and Identifying the Needs of the Target Group

https://pieceproject.eu/

#PIECE_Project   PIECE by PIECE

IO2

Based on the needs and the topics identified in IO1 we will develop material for the target group to help them run sessions in their local communities, to train people on community engagement and participation, and to encourage people to take part in community activities. The material will include:

- A lesson plan
- Presentations
- Material to run activities connected with the sessions

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IO2 Topic: "How to Empower Citizens to Participate in the Public Life of their Communities"

Organisation: ALDA - European Association for Local Democracy

Lesson Plan

Title	CITIZENS/CIVIC and DEMOCRATIC PARTICIPATION
Link to IO1	IO1= needs analysis of communities and stakeholders in community development and engagement. The aim of IO1 was for the partners, to share their knowledge and expertise in working in the field with communities through surveys, interviews and focus groups. The conclusions drawn in the PIECE analysis report, formalized by all partners, asserts how community workers would benefit from this training experience to be able to increase their education and enhance skills to better address the needs of communities in Europe. For these reasons, it has been thought by the consortium and the research done, that it would be beneficial for community workers the development training material on "how to empower citizens to participate in the public life of their communities".
Outcomes	- Learning academic and didactic material for the understanding of basic and specific concepts of creation and application of participatory process methods; - knowledge of concrete examples of the application of participatory methods by the active citizenship in their communities; - concreteness and advice on the efficiency and effectiveness of participatory methods for involving the population in decision-making processes and co-involvement in local community activities.
Learning	Promotion of good governance, active citizenship and cooperation between local authorities and civil society. Discovery and implementation of participatory process methods on civic initiatives and volunteering, human rights, social inclusion and sustainable economic development. In-depth study of a specific case study as an example of application of the notions learned for the future reference.
Topics	Citizens' participation, participatory process and methods in theory and practice
Skills Covered	- collaborative working; - goal setting/achievement orientation; - problem-solving;

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PIECE Online: E-Learning Platform for the Upskilling and Empowerment of the Target Group

IO3

IO3 is the core element of this project and the output that will make sure that the **project will be able to reach people beyond the organisations involved and stay alive after the funding has ended.**
This IO will be an **online learning platform** that will train people on the topics identified in IO1 and already covered in IO2. The platform will be aimed at people that already work as community workers or with communities in different capacities or people interested in getting involved in this field. Participants will receive a certificate of attendance after having successfully completed all the hours of the online course.

C1 - INTERNATIONAL TRAINING
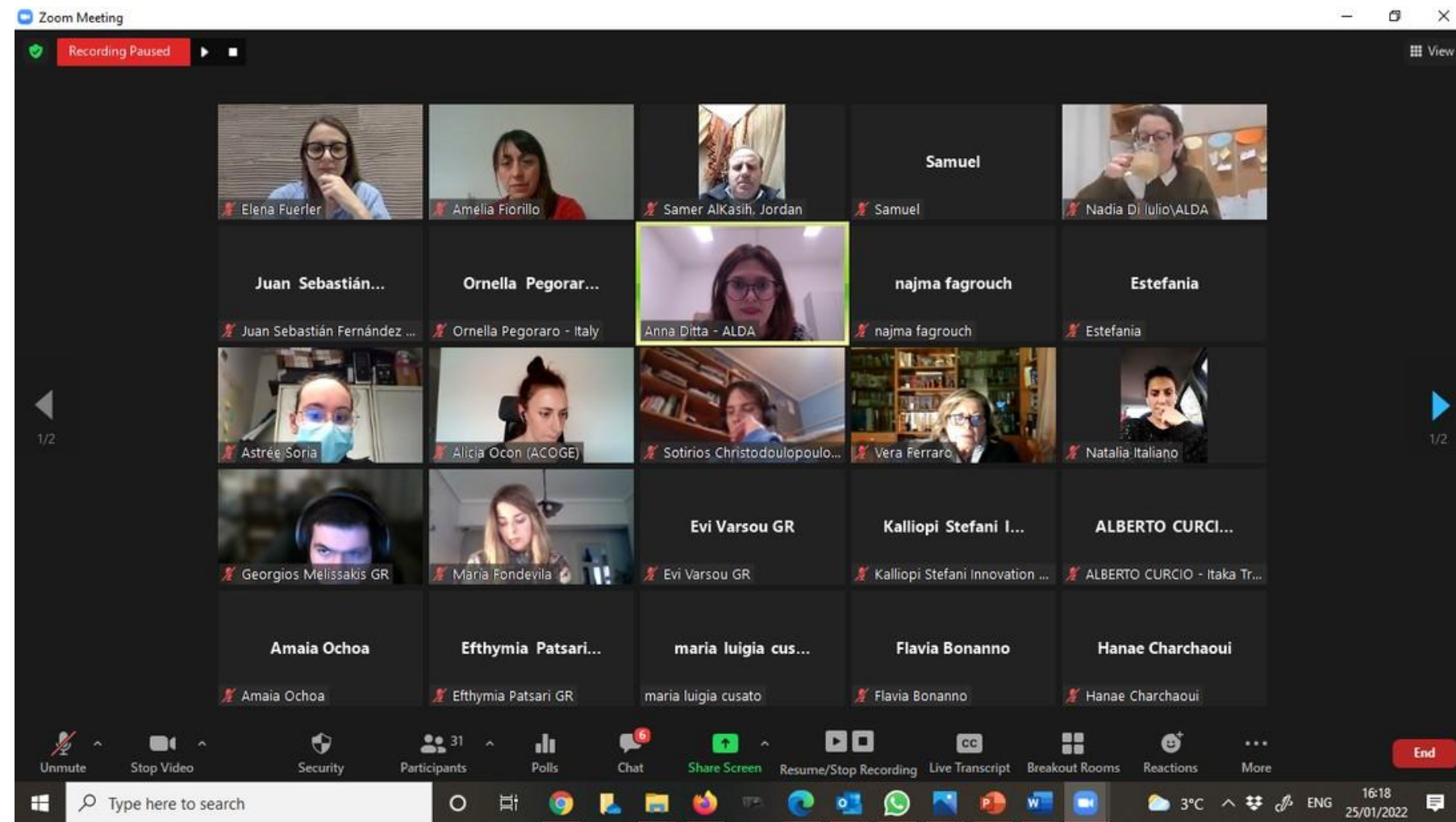
How to fund a community and its activities in a sustainable way

Andalucía Acoge

PIECE

How to empower citizens to participate in the public life of their communities

alda
European Association
for Local Democracy

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PIECE

How to promote critical thinking and philosophy as a tool for social inclusion and participation in society

Innovation Frontiers
Mind is the limit

PIECE

How to fight climate change on a community level and how to make a community ecological and sustainable

ITAKA TRAINING

PIECE

How to create a safe online
space for communities
and community storytelling

THANK YOU

Check our **website**:
https://pieceproject.eu/ and
Facebook page

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