

18.10.2021

RAY Research Conference on
participation and citizenship



RAY-PART

→ Front load: Research projects on participation and citizenship in European Youth Programmes

RAY-LTE, RAY-PART: Short overview and research questions

RAY-LTE (2015-2018)

- How does E+/YiA contribute to the development of citizenship competence and the ability to participate as active citizens?
- What are **long-term effects** related to participation and active citizenship on participants and project leaders resulting from their involvement in E+/YiA?
- Longitudinal perspective
- Quantitative strand with 4 surveys including control group
- Qualitative strand with 3 interviews
- Strasbourg Conference

RAY-PART (2019-2021)

- Which approaches to participation and citizenship education and learning applied in projects funded by European Youth Programmes are effective in developing participation and citizenship competences and practices of participants?

Key elements - Competences needed - Development of competences

- + approaches developed when dealing with the effects of the Corona Pandemic on the projects
- + digital means and methods applied in the projects
- Qualitative approach

RAY-LTE: Contribution of E+/YiA to participation and citizenship

E+/YiA projects contribute to participation and citizenship

No changes in control group

Primarily projects focussing on participation and citizenship

Many effects still present three years after the project

- Strong evidence: Knowledge was acquired in various sub-groups/certain areas
- Strong evidence: Participation and citizenship skills were developed
- Evidence: General participation in (practice) strengthened
- Some evidence: Democracy values strengthened for almost all

RAY-LTE: Effects on different groups

Different groups of young people profit in different ways

- Cumulative advantage for experienced participants
- Activation effects on newcomers
- “A first step” for young people with fewer opportunities

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→ Input 1: Methods fostering participation and citizenship effectively

RAY-PART: Digital instruments

Very good experiences with

- Online tools for collaborative working, writing and feedback
- Facebook/WhatsApp groups and invention of short events to stay connected
- Online quizzes, podcasts
- Websites, webinars, surveys

Pros and cons

- Worked almost as well as in presence – Loss of quality
- Made more frequent meetings possible; timesaving
- Loss of atmosphere, group dynamic/informal encounter
- Support for young people with fewer opportunities was difficult
- Physical meetings irreplaceable

RAY-PART: Methods fostering participation and citizenship effectively

- Discussions as most important/an important method

Online discussions worked almost as well as in presence

- Strong and sustainable learning effects through role plays

- Reflection as key method

- Input: Participants appreciated being provided with knowledge on project topic

- Brainstorming: Made participants think about topics related to participation and citizenship

- Investigation/enquiries stimulated the participants ambition

Online input, brainstorming and investigation worked as well as in presence

RAY-PART: Methods fostering participation and citizenship effectively

- Evaluation
- Feedback motivated participants for further engagement
Online evaluation and feedback with respective tools worked
- Simulation took away participants fears of contacts with conventional policy
Online simulation worked
- Field exercise/excursion provided for concrete participation experience
- Production of concepts, objects, publications stimulated the participants creativity
- Art work: Discussion of participation topics in an innovative way
Online creation of a photo collage