

## **Erasmus+**

Erasmus+ is the EU Programme for Education, Training, Youth and Sports 2014-2020, which aims at boosting skills and employability as well as modernizing Education, Training and youth work. The target of the Erasmus+ Programme is to contribute to the Europe 2020 Strategy for growth, jobs, social equity and inclusion, as well as the aims of the ET2020, the EU's strategic framework for education and training. Erasmus+ also aspires to promote the sustainable development of its partners in the field of higher education, and contribute to achieving the objectives of the EU's Youth Strategy.

### **Opportunities**

Set to last until 2020, Erasmus+ doesn't just provide opportunities for students. Merging seven prior programmes, it renders opportunities for a wide variety of individuals and organisations.

For nearly 30 years, the EU has funded the Erasmus programme, which has enabled over three million European students to spend part of their studies at another higher education institution or with an organisation in Europe. Erasmus+, now brings such opportunities to all - students, staff, trainees, teachers, volunteers and more.

Organisations wanting to participate in Erasmus+ may engage in a number of development and networking activities, including strategic improvement of the professional skills of their staff, organisational capacity building, and creating transnational cooperative partnerships with organisations from other countries in order to produce innovative outputs or exchange best practices. In addition, organisations facilitate the mobility for learning opportunities for students, staff, trainees, apprentices, volunteers, youth workers and young people.

The benefits for organisations involved in the programme include; an increased capacity to operate at an international level, improved management methods, access to more funding opportunities and projects, increased ability to prepare, manage, and follow-up projects, as well as a more attractive portfolio of opportunities for learners and staff at participating organisations.

### **Key Actions**

#### **Key Action 1: Learning mobility of individuals**

Key Action 1 aims at encouraging the mobility of students, staff, volunteers, youth workers, and young people. Organisations can arrange to send or receive students and staff to or from participating countries, as well as organise teaching, training, learning and volunteering activities.

## Key Action 2: Innovation and good practices

Key Action 2 is designed to develop the education, training, and youth sectors through five main activities:

- **Strategic partnerships** to support innovation in the sector as well as joint initiatives to promote cooperation, peer-learning, and the sharing of experience.
- **Knowledge Alliances** to foster innovation in and through higher education together with businesses, and beyond, contributing to new approaches to teaching and learning, entrepreneurship in education, and the modernisation of higher education systems in Europe.
- **Sector Skills Alliances** to tackle skills gap and ensure a better alignment of vocational education and training with labour market needs. There are opportunities to modernise VET, exchange knowledge and best practices, encourage working abroad, and increase the recognition of qualifications.
- **Capacity-building** projects in the field of **higher education** to support the modernisation, accessibility, and internationalisation of higher education in Partner Countries.
- **Capacity-building** projects in the field of **youth** to support the development of youth work, non-formal learning, and volunteer work, as well as promote non-formal learning opportunities with Partner Countries

## Key Action 3: Support for policy reform

Key Action 3 aims at increasing the participation of young people in democratic life, especially in discussions with policy makers, as well as developing knowledge in the fields of education, training, and youth.

### Jean Monnet

Opportunities for teaching, research, and policy debate on the EU and its policies.

### Sport

Designed to develop and implement joint activities to promote sport and physical activity, identify and implement innovative activities in the field of sport, and manage not-for-profit events to increase participation in sport.