



Co-funded by
the European Union



YOU PRO CLIMA

LEARNING PROGRAMME





Introduction to the YouProClima Learning Programme

Welcome to the YouProClima Learning Programme — an interactive and dynamic journey designed to equip young changemakers with the tools, knowledge, and confidence to drive impactful climate action in their communities.

In an age of global environmental challenges, local action matters more than ever. This programme invites youth from across Europe to explore the climate crisis not just as a problem, but as an opportunity for creative solutions, collaborative action, and transformative leadership.

The program is addressed to youth workers to provide them with ideas for hands-on workshops and activities, collaborative simulations and strategic planning tools to implement with youth participants. Through such activities, youth will be able to:

- Investigate environmental issues affecting their territories.
- Engage in problem-solving and critical thinking exercises.
- Explore stakeholder dynamics and community engagement strategies.
- Design and present real-life project ideas using modern tools like SMART objectives and the Project Canvas.
- Strengthen their communication and digital skills through social media challenges and public speaking opportunities.

With activities ranging from roleplays and debates to team-based missions and digital content creation, the programme fosters both practical competencies and horizontal skills — such as teamwork, creativity, strategic planning, and civic responsibility.

This Learning Programme is closely connected to the **YouProClima Digital Toolkit**, a previously developed resource designed to complement and deepen the learning experience of these topics. The toolkit is available online at: <https://edu.s-nodi.org/course/view.php?id=19>. It contains additional materials and resources for those who wish to explore the topics in greater depth. **Registration is free**, and we encourage all participants to access the toolkit to enrich their understanding and application of the programme's content.

Whether you are a passionate activist, an emerging leader, or a curious learner, YouProClima will challenge and inspire you to move from awareness to action—to not only dream of a more sustainable future, but to help build it.

Let's get started!



MODULE 1 - Community engagement and participation

Climate Action Challenge: From Idea to Impact

Name of the activity	Climate Action Challenge: From Idea to Impact
Short description	A brainstorming and problem-solving activity where participants identify climate-related issues in their community and together develop an action plan to face the problems.
Learning objective	<ul style="list-style-type: none">- Encourage creative thinking about local climate issues- Develop problem-solving and community engagement skills- Empower youth to take concrete climate actions
Duration	1 hour
Participants	28 participants 4 groups with 7 participants/group
Tools	<ul style="list-style-type: none">- Large sheets of paper- Markers- Sticky notes
Space	Indoor space with tables for group work
How does it work?	<ol style="list-style-type: none">1. Divide the group into 4 subgroups of 7 participants (5 min)2. Introduction – the importance of moving from climate awareness to action (5 min)3. Participants will make a brainstorm to identify 4 environment problems (5-10 minutes)4. Each group will select one identified problem and writes it on a large sheet of paper5. Action brainstorming and planning (20 min)<ul style="list-style-type: none">- Each group will make a list with possible and realistic actions that can address to their issue (that can be done with minimal resources)- Each group will choose one concrete action and write down what resources are needed, who they need to engage (local organizations, schools, community leaders), what steps they will take to implement.



	6. Presentation (15 min) <ul style="list-style-type: none">- Each group will present their action plan to the rest of the participants
Debrief ideas	<ol style="list-style-type: none">1. What was the most challenging part of designing an action plan?2. Make a ranking of the identified environmental problems, based on their importance3. How can they engage more young people in your community?
Other suggestion	

What is Community Engagement?

<https://youtu.be/dK-u0x770V8>

Community Participation and Planning

<https://youtu.be/jDKvpzyNTQs>

The three pillars of sustainability

<https://www.youtube.com/watch?v=SPo1Akuu6Gc>

Learn more on the topic in Module 1 at the YOUPROCLIMA Digital Toolkit:

<https://edu.s-nodi.org/course/view.php?id=19>



Community lab roleplay

Name of the activity	Community lab roleplay
Short description	The participants will do a simulation on how to ask a stakeholder group to take action.
Learning objective	How to communicate the needs of your community to a stakeholder group and to take action.
Duration	1.5 hours
Participants	Mixed subgroups, 5-6 people. Up to 5 groups.
Tools	Table to sit around or chairs in small circles.
Space	Big common room
How does it work?	<p>Participants will be split into subgroups. Each group will have 10 minutes to decide how to split among those roles:</p> <ol style="list-style-type: none">1. Up to three community activists.2. A member of a political authority (municipality, national government, etc)3. A representative of an NGO active on topic4. A representative of some private interests (CEO of a Big Company, etc...) <p>After the role are assigned, participants must take side.</p> <p>One side will be those who resist the sustainable approach, (i.e. the municipality advisor who wants more parking lots and less green areas, the company in charge of waste management not wanting to implement more sustainable ways... etc)</p> <p>The other side will be of those who want to obtain a change in the topic of sustainability and climate action: it will be mostly made from activists and NGO, but let's not put limits to the creativity of the participants.</p> <p>After taking sides, the participants will have 20 minutes each side to agree on their arguments to support their point of view.</p> <p>When all the groups are ready, let's roleplay all those characters sitting at the same table, trying to obtain as much as possible of their own goals from the other side.</p> <p>Game ends either when the time finishes or when the parts come to an</p>



	<p>agreement. The agreement can be a compromise among those different views.</p> <p>During the game, facilitator(s) will go back and forth among the groups to see how it goes and help them keep it real.</p>
Debrief ideas	<p>After the game, at least have 10 minutes of debrief session to discuss how they felt in their role, what they felt they can achieve, and how they feel about finding themselves doing something similar for real.</p>
Other suggestion	<p>Make it true. Take inspiration from your stakeholder map and the project developed in previous activities. Facilitators can help build scenarios.</p>

What is Community Engagement?

<https://youtu.be/dK-u0x770V8>

Community Participation and Planning

<https://youtu.be/jDKvpzyNTQs>

Learn more on the topic in Module 1 at the YOUPROCLIMA Digital Toolkit:

<https://edu.s-nodi.org/course/view.php?id=19>



How to Build a Community Event

Name of the activity	How to build a community event
Short description	The participants will engage in activities and reflections to prepare them to host a local event in their community.
Learning objective	The participants will learn the basic logistic steps to prepare a community event, with an eye to creativity and self-expression.
Duration	1 hour
Participants	national groups
Tools	Pen, paper, markers. Alternatively, digital devices.
Space	Big common room
How does it work?	<p>The participants will be split into their national groups.</p> <p>Each group will be tasked to create an efficient communication to attract members of their community toward an event. This communication can be a handmade poster, a digital one if they have access to Canva or similar tools, or a TikTok video.</p> <p>Their piece of creativity must answer the following questions:</p> <p>Which target am I addressing?</p> <p>When and where did the event take place?</p> <p>Which value does the attendance bring to the participant?</p> <p>After producing their work of creativity, they will be tasked to show them in front of the whole group.</p>
Debrief ideas	Let's make it real! In debrief phase, topics like: how much time of preparation your event requires? How do I book the space? Do I have to face costs? Can be addressed to put the participants in a mindset of doing it for real.

What is Community Engagement?

<https://youtu.be/dK-u0x770V8>

Learn more on the topic in Module 1 at the YOUPROCLIMA Digital Toolkit:

<https://edu.s-nodi.org/course/view.php?id=19>



MODULE 2 - European policy framework

EcoMission: Save Europe's Future!

Name of the activity	EcoMission: Save Europe's Future!
Short description	A team-based mission game where participants take on the role of EU environmental policymakers. Each team must solve an environmental crisis in a European region by applying EU environmental policies and making strategic decisions. They will compete to create the most sustainable and feasible solutions.
Learning objective	<ul style="list-style-type: none">- Understand the European Framework for environment and its key policies (European Green Deal, Biodiversity Strategy, Circular Economy Action Plan).- Learn problem-solving skills by applying real environmental policies to practical scenarios.- Improve teamwork, strategic thinking, and decision-making.
Duration	90 minutes
Participants	Teams of 3-5 people
Tools	<ul style="list-style-type: none">- Crisis scenario cards (each describing an environmental problem in an EU country)- EU policies factsheets (summaries of relevant environmental policies)- Decision-making tracker sheets for each team.- Projector or whiteboard for final presentations (optional). <p>You Pro Clima Digital Toolkit references:</p> <ul style="list-style-type: none">- Resource: 4.1. Judgment and decision making (topics: SMART objective description and further tools to develop Idea projects)
Space	<ul style="list-style-type: none">- Indoor setting- Tables for team discussions- Presentation area for the final presentations.
How does it work?	1. Introduction (15 min)



	<p>Introduction to the European Framework for Environment and key EU policies.</p> <p>Divide participants into teams of 3-5 and hand out crisis scenario cards.</p> <p>2. The challenge (30 min)</p> <p>(Crisis scenario examples: "A coastal city in Spain suffers from rising sea levels"; "A rural area in Poland struggles with plastic waste management").</p> <p>Teams must analyze their problem and use EU policies from the policy factsheets to design a realistic solution.</p> <p>They fill out the decision-making tracker outlining:</p> <ul style="list-style-type: none">- the policies they apply- proposed actions (ex. investing in renewable energy, implementing waste reduction laws)- expected impact. <p>3. The Obstacle (20 min) (OPTIONAL)</p> <ul style="list-style-type: none">- After 15/20 minutes, a new challenge appears: an unexpected obstacle or funding limitations card will be given to each team- Teams must adjust their strategy and submit final action plans before time runs out. <p>4. Presentation & debate (20 min)</p> <ul style="list-style-type: none">- Each team presents their solution in 3/5 minutes- The staff and peers vote on:<ul style="list-style-type: none">- Feasibility – Can it be realistically implemented?- Impact – How effective is it?- Creativity – Does it include innovative solutions? <p>5. Winner & conclusion (5 min)</p>
--	---



	- The most sustainable and innovative team wins.
Debrief ideas	- What were the biggest challenges in implementing EU policies? - How can young people influence environmental decisions in the EU? - What small actions can we take daily to contribute to EU environmental goals?
Other suggestion	

European Framework for the Environment pt.1

<https://www.youtube.com/watch?v=2sNTVtadXlq>

European Framework for the Environment pt.2

<https://www.youtube.com/watch?v=vMgq71SSWnM>

The three pillars of sustainability

<https://www.youtube.com/watch?v=SPo1Akuu6Gc>

Learn more on the topic in Module 2 at the YOUPROCLIMA Digital Toolkit:

<https://edu.s-nodi.org/course/view.php?id=19>



MODULE 3 - Atlas of good practices

Best Practice Debate: Strengthening Critical Thinking

Name of the activity	Best Practice Debate: Strengthening Critical Thinking
Short description	A structured debate where one team presents a good environmental practice from their community, and the other team analyzes its strengths and weaknesses through pros and cons. This activity helps participants develop critical thinking and argumentation skills.
Learning objective	<ul style="list-style-type: none">- Enhance critical thinking and analytical skills- Learn how to evaluate environmental initiatives objectively- Understand the complexity of sustainability efforts and their real-world impact
Duration	1 hour
Participants	28 participants 2 groups with 14 participants/group
Tools	<ul style="list-style-type: none">- Paper, markers, sticky notes- Flipchart or whiteboard for summarizing arguments
Space	Indoor space
How does it work?	<ol style="list-style-type: none">1. Introduction (5 min)<ul style="list-style-type: none">- Facilitator will explain the rules of the activity and what they have to do2. Divide the group into 2 subgroups of 14 participants (5 min)<ul style="list-style-type: none">- Team A: Selects and presents a best practice (a successful environmental initiative from their community).- Team B: Analyzes the practice by listing its pros and cons.3. Team preparation (20 min)<ul style="list-style-type: none">- Team A selects a relevant best practice, prepares a brief presentation, and explains why it is effective.- Team B identifies possible strengths and weaknesses of the proposed initiative, preparing arguments for discussion.4. Presentation and debate (20 min)



	<ul style="list-style-type: none">- Team A presents their best practice (5 minutes).- Team B responds by presenting their pros and cons (5 minutes).
Debrief ideas	(10 min) Open discussion where both teams defend their points and answer questions What did you learn from analyzing the best practice?
Other suggestion	Encourage participants to support arguments with facts and personal experiences.

European Framework for the environment pt.2

<https://www.youtube.com/watch?v=vMgq71SSWnM>

The three pillars of sustainability

<https://www.youtube.com/watch?v=SPo1Akuu6Gc>

Learn more on the topic in Module 3 at the YOUPROCLIMA Digital Toolkit:

<https://edu.s-nodi.org/course/view.php?id=19>



MODULE 4 - Put ideas into actions

SMART Objectives

Name of the activity	SMART objective Horizontal competences action facilitation skills
Short description	Participants will do a simulation on how to set SMART objectives in order to take action on concrete activities.
Learning objective	Participants will learn to use a concrete and agile planning tool that empowers effectiveness of the action that is going to be undertaken and enhance the achievement of result.
Duration	1 hour
Participants	National groups
Tools	Table to sit around or chairs in small circles, pen, piece of paper, SMART Objective template printed on A4 papers (1 for each group). Alternatively, digital devices, digital white board. You pro clima Digital Toolkit references: <ul style="list-style-type: none"> • Resource: 4.1. Judgment and decision making (topics: SMART objective description and further tools to develop Idea projects)
Space	Big common room
How does it work?	The participants will be presented the SMART objective tool: what it is, why is it useful, how to set a SMART objective. Concrete examples will be provided. Methodology: frontal lesson, interactive lesson Time: 20 minutes They will be split in their national group and will work together. Each national group will be asked to set one or more SMART objectives concerning a need/problem present in their territory/local community. Methodology: Team based learning Time: 20 minutes After the productive phase, each group will be asked to show and present the SMART objectives set to the other groups. Methodology: peer education



	Time 20 minutes
Debrief ideas	After each national group presents its “SMART objectives” based on concrete scenarios, other participants are called to give feedbacks and eventually suggestions. External point of views are precious as they provide a more detached and fresh point of view!
Other suggestion	<i>Let us know anything that could be useful</i>

European Framework for the Environment pt.1

<https://www.youtube.com/watch?v=2sNTVtadXlg>

European Framework for the Environment pt.2

<https://www.youtube.com/watch?v=vMgq71SSWnM>

The three pillars of sustainability

<https://www.youtube.com/watch?v=SPo1Akuu6Gc>

Learn more on the topic in Module 4 at the YOUPROCLIMA Digital Toolkit:

<https://edu.s-nodi.org/course/view.php?id=19>



Needs of territory

Name of the activity	Needs of territory Horizontal competences action facilitation skills
Short description	Participants will work in groups in order to reflect together and identify needs/problems and stakeholder/resources of their territory and local community
Learning objective	Participants will learn how to use design thinking tools and methodology in order to see their territory and its needs/resources under new perspectives through visual maps. The activity will promote the development of practical, impactful solutions for climate action and foster a collaborative spirit and driving sustainable change.
Duration	1,5 hours
Participants	National groups
Tools	Table to sit around or chairs in small circles. Pen, standard piece of paper, wallcharts, sticky notes, markers. Alternatively, digital devices, digital whiteboard. <ul style="list-style-type: none">• Module 4: Put ideas into action (topics: stakeholder and stakeholders' mapping)• Resource 4.2. Community mapping and youth activation (topics: design thinking for community mapping)
Space	Big common room
How does it work?	The participants will be split in their national groups, and will work following this steps: 1. Each national group will be asked to focus on their community characteristics and outline its identity. (Answering questions like: how many inhabitants are present in the territory? which are the social - economical characteristics of my territory? which are the main productive activities in which residents are employed?) This first steps helps groups in creating a common and shared vision of their community identity. Methodology: collect information on the web and from group members; write them down as notes on a piece of papers or digital document



	<p>Time: 10 minutes</p> <p>2. Each national group will be asked to discuss the needs related to environmental issue that affects their community and that they consider important</p> <p>Question: which is the need/problem we want to actively address and tackle?</p> <p>Methodology: brainstorming, collect all ideas and hints emerging on sticky notes that will be put on a poster or digital whiteboard. During the process, create connections among sticky notes (for example,collecting those that are related somehow with a same need.) Be creative in this phase!</p> <p>Time 30 minutes</p> <p>3. The trainer introduces the concept of stakeholder and stakeholder map to participant using You Pro Clima Digital Toolkit resource of Module 4.</p> <p>4. Each national group will be asked to create a stakeholder map</p> <p>Question: Which are the stakeholder that could help us?</p> <p>Methodology: brainstorming, collect all ideas and hints emerging on sticky notes that will be put on a poster or digital whiteboard. During the process, create connections among sticky notes (for example,collecting those that are related with a same need or task). Be creative in this phase!</p> <p>Time 30 minutes</p> <p>5. After the productive phase, each group will be asked to show and present briefly the work done in front of the whole group.</p> <p>Methodology: Peer education</p> <p>Time 20 minutes</p>
Debrief ideas	<p>After each national group presents its “Needs of territory and stakeholder map” other participants are called to give feedbacks and eventually suggestions.</p>



	External point of view are precious as they provide a more detached and fresh point of view!
Other suggestion	In case one group arrives at the end of step 2 with still time at disposal, participants can go deeper in analysing the problem through the design thinking tool: Problem tree templates. The trunk defines the problems, the roots the causes and the branches the effects

Community Participation and Planning

<https://youtu.be/jDKvpzyNTQs>

European Framework for the Environment pt1.

<https://www.youtube.com/watch?v=2sNTVtadXlq>

Learn more on the topic in Module 4 at the YOUPROCLIMA Digital Toolkit:

<https://edu.s-nodi.org/course/view.php?id=19>



Project Idea

Name of the activity	Project Idea Horizontal competences action facilitation skills
Short description	Participants will do a simulation on how to plan, organize and implement an initiative and then to do an effective presentation of an idea project.
Learning objective	Participants will learn to use design thinking tools that empower effectiveness of action and ensure that all the members in the team share goals, understand roles and get confidence in moving the project to the finish line. Participants will practice actively public speaking and effective communication competences.
Duration	3 hours
Participants	National groups
Tools	Table to sit around or chairs in small circles, Project Canvas Template printed on A3 papers or bigger (1 for each group), pen, sticky notes. Alternatively, digital devices, digital whiteboard. You pro clima Digital Toolkit references: <ul style="list-style-type: none">• Module 4: Put ideas into action (topics: stakeholder and stakeholders' mapping)• Resource: 4.1. Judgment and decision making (topics: design thinking tools to develop further the Idea project)• Resource 4.2. Community mapping and youth activation (topics: design thinking for community mapping)
Space	Big common room
How does it work?	The participants will be presented the Project Canvas tool: what it is, why is it useful, how it works. Methodology: frontal lesson, interactive lesson Time: 10 minutes They will be split in their national group.



	<p>Trainer presents a segment of the Project Canva and the related question: each national group will be asked to write answers on sticky notes that will be put on the specific segment.</p> <p>The activity continues until all the segments of the model canvas will be completed.</p> <p>Methodology: model canvas, design thinking.</p> <p>Time: 100 minutes</p> <p>Debriefing time: 10 minutes</p> <p>Each group will be asked to share and or present the Project idea so that the presentation results clear and effective.</p> <p>Any tools previously developed (Project Canvas, Need analysis, Stakeholder map, Smart objective template or other) can be used as long as the presentation respects the timing that will be indicated by the trainer.</p> <p>Methodology: Public speaking</p> <p>Time: 50 minutes</p> <p>Debriefing time: 10 minutes</p>
Debrief ideas	<p>After the project canvas mapping, at least have 10 minutes of debrief session to discuss how they felt in their role, what they felt they can achieve, and how do they feel about finding themselves doing something similar for real.</p> <p>After each national group presents its Idea project, at least have 10 minutes of debrief session to discuss how they felt in their role, what they felt they can achieve, and how do they feel about finding themselves doing something similar for real.</p>
Other suggestion	

Community Participation and Planning

<https://youtu.be/jDKvpzyNTQs>

Learn more on the topic in Module 4 at the YOUPROCLIMA Digital Toolkit:

<https://edu.s-nodi.org/course/view.php?id=19>



Making your goals SMART-er

BiteSize Learning

 **Specific**

“I will ~~get fit~~ **run**...

 **Measurable**

...~~more often~~ **twice** a week...

 **Achievable**

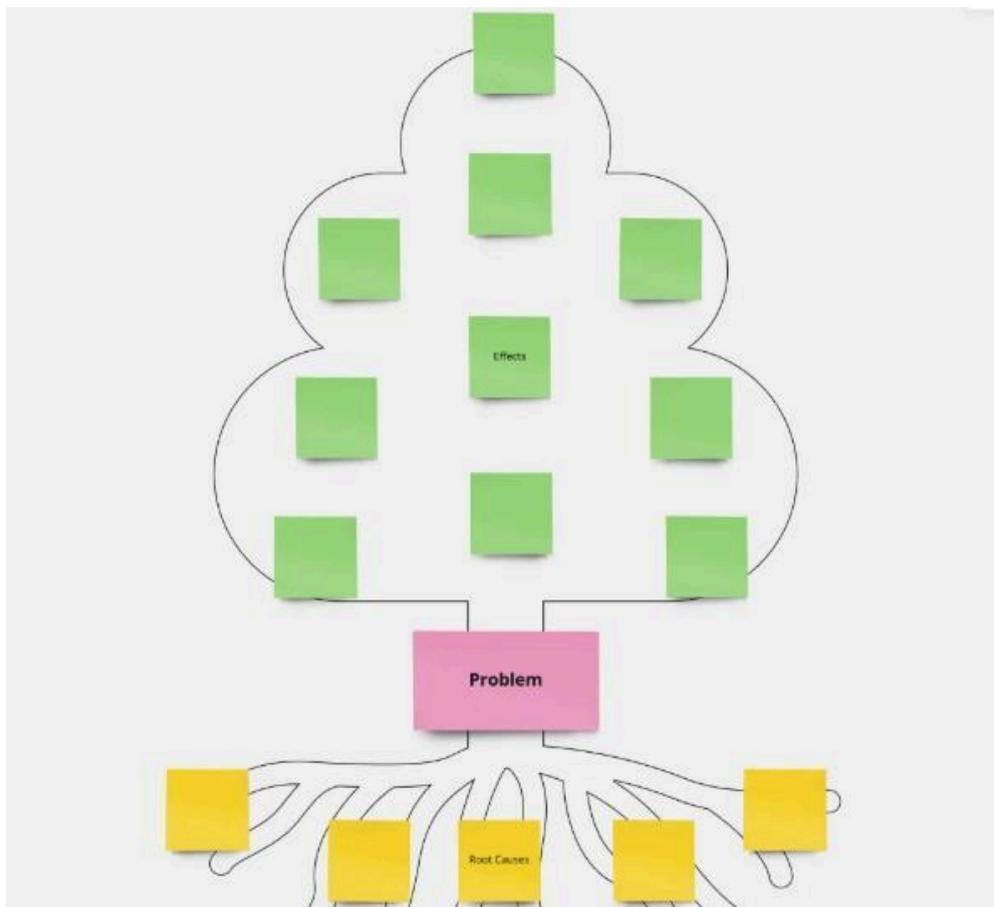
...for at least ~~20~~ **2** miles...

 **Relevant**

...so I can **finish a marathon**...

 **Timely**

...~~one day~~ by **the end of 2024**.”





project canvas

Project name _____ Project owner _____

Purpose What is the intent of this project? Why are we doing this project? 	Scope What does this project contain? What does this project not contain? 	Success Criteria What do we need to achieve in order for the project to be successful? How can the Success Criteria be measured?
Milestones When will we start the project and when is the final deadline? What are the key milestones and when will they occur? How can the milestones be measured? 		Outcome What is the end result? - A book - A website - An event
Actions Which activities need to be executed in order to reach a certain milestone? 		
Team Who are the team members? What are their roles in the project? 	Stakeholders Who has an interest in the success of the project? In what way are they involved in the project? 	Users Who will benefit from the outcome of the project?
Resources What resources do we need in the project? - Physical (office, building, server) - Financial (money) - Human (time, knowledge) 	Constraints What are the known limitations of this project? - Physical (time, building, server) - Financial (money) - Human (time, knowledge, political) 	Risks Which risks may occur during the project? How do we treat these risks?

Copyright © Project Canvas

www.projectcanvas.dk

Goal	Specific Who? What? When? Where? Why?	Measurable How will you know when it is accomplished? What will it be like?	Accurate How does this goal help you to meet your overall objectives? Is it relevant to your role?	Realistic Can all objectives pertaining to the goal be achieved out? How? Has anyone done this before?	Timely What are the deadlines for this goal? How long do you have to complete it?
	•	•	•	•	•
SMART Goal:					



MODULE 5 - Effective facilitation - digital tools equipment

"Dream Neighborhood – Social Media Post Creation"

Name of the activity	"Dream Neighborhood – Social Media Post Creation"
Short description	Participants will collaborate in small groups to create an engaging Instagram or Facebook post showcasing their ideal neighborhood. Through discussions and creative design, they will express their vision for a perfect community and share it in a digital format.
Learning objective	<ul style="list-style-type: none">- Develop teamwork and communication skills.- Enhance creativity and digital literacy.- Foster critical thinking about community needs and urban design.- Strengthen social media content creation skills.
Duration	2 hours
Participants	<ul style="list-style-type: none">- Age: 18-25 years old- Small groups of 5-6 people
Tools	<ul style="list-style-type: none">- Smartphones, tablets, or laptops- Internet connection- Canva or other design apps (optional)- Markers, papers, sticky notes (for brainstorming)
Space	<ul style="list-style-type: none">- Indoor or outdoor space with seating arrangements for discussion- A projector or large screen (optional) to showcase final posts
How does it work?	<ol style="list-style-type: none">1. Introduction (15 min)<ul style="list-style-type: none">- Briefly discuss what makes a neighborhood ideal.- Show examples of engaging social media posts about places and communities.2. Brainstorming (30 min)<ul style="list-style-type: none">- Each group discusses what their perfect neighborhood would look like.- They list key features (green spaces, safety, culture, accessibility, etc.).3. Content Creation (45 min)



	<ul style="list-style-type: none">- Groups design a post (image, caption, hashtags).- They can draw, take pictures, or use online design tools.- Captions should describe the vision and encourage discussion. <p>4. Presentation & Posting (20 min)</p> <ul style="list-style-type: none">- Each group presents their post.- If possible, post it on a shared social media page or hashtag. <p>5. Discussion & Reflection (10 min)</p> <ul style="list-style-type: none">- What do we value in a community?- How does social media shape perceptions of places?- How can we take action to improve our real neighborhoods?
Debrief ideas	<ul style="list-style-type: none">- What common themes emerged in the ideal neighborhoods?- How does this reflect our current social and environmental concerns?- How can we contribute to making our own neighborhoods better?
Other suggestion	<ul style="list-style-type: none">- Consider inviting a local urban planner or community leader to give feedback.- Create a collage of all posts and display them in a shared space.

What is Community Engagement?

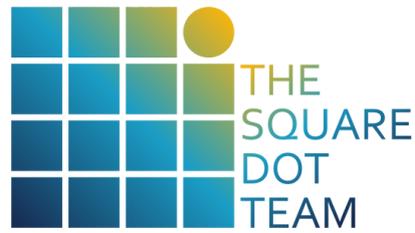
<https://youtu.be/dK-u0x770V8>

Learn more on the topic in Module 5 at the YOUPROCLIMA Digital Toolkit:

<https://edu.s-nodi.org/course/view.php?id=19>



Co-funded by
the European Union



YOU PRO CLIMA