

**EVENT DESCRIPTION SHEET***(To be filled in and uploaded as deliverable in the Portal Grant Management System, at the due date foreseen in the system.)***⚠** *Please provide one sheet per event (one event = one workpackage = one lump sum.)*

PROJECT	
<b>Participant:</b>	2 - Gemeente Amsterdam
<b>PIC number:</b>	998617135
<b>Project name and acronym:</b>	Reflexions on Local Resilience and Reactions to COVID-19 impact on Youth — RE – ACT

EVENT DESCRIPTION	
<b>Event number:</b>	2
<b>Event name:</b>	WP2 – Workshop innovative methods
<b>Type:</b>	10 <sup>th</sup> : Workshop best practices (afternoon) and seminar Covid's impact on our youth (evening) 11 <sup>th</sup> : workshop design thinking
<b>In situ/online:</b>	<b>in-situ</b>
<b>Location:</b>	Netherlands, Amsterdam
<b>Date(s):</b>	10th and 11th of October 2022
<b>Website(s) (if any):</b>	Seminar: <a href="https://www.youtube.com/watch?v=3iXaPA4Hc2M">Covid's impact on our youth – Thrive Amsterdam</a> <a href="https://www.youtube.com/watch?v=3iXaPA4Hc2M">https://www.youtube.com/watch?v=3iXaPA4Hc2M</a>
Participants	
Female:	24 (known)
Male:	5 (known)
Non-binary:	-
From country 1 [Amsterdam]:	3
From country 2 [Spain]:	9
From country 3 [Germany]:	3
From country 4 (Cyprus)	3
From country 5 (Romania)	3
From country 6 (Latvia)	3
From country 7 (Croatia)	3

From country 8 (Italy)	3		
Total number of participants:	158	From total number of countries:	11
<b>Description</b>			
<i>Provide a short description of the event and its activities.</i>			
<p>In WP2 the project-based objectives were met. It consisted of <b>reflections on the COVID impact phase</b>, two workshops regarding <b>best practices developed by local authorities</b> and <b>to equip employees from local authorities with new resources and tools to come up with innovative solutions</b> and a seminar held and organized in Amsterdam, the Netherlands. In the seminar <b>we involved stakeholders to share good practices and reflections</b>.</p> <p>We started the first day with a presentation on the impact of the COVID crisis, held by Maria Touloupi from the Municipality of Athienou. This was based on the results of WP1.</p> <p>After this we started with the first workshop in Pakhuis de Zwijger. The first part of the workshop aimed to discuss the framework of what makes a practice a good/ best practice. The second part of the workshop we applied this knowledge of working elements to the pre-submitted best practices from each city/country.</p> <p>In the evening we held a seminar, also in Pakhuis de Zwijger. During the seminar, amongst other presentations, several creative initiators pitched their projects to inspire us. They reflected on the questions: what were the assumptions when the initiative was created? What do you offer? How do you work together with youth? What can we learn from initiatives during the COVID-outbreak and what can we take from this for future projects and initiatives? It was an inspiring evening for professionals and young people interested in mental health, initiatives, innovation and the consequences of covid. The best practices that were presented were divided into three rounds: 1. Regular prevention for mental health in day-to-day life, 2. Youngsters are interested and want to know more/connect with each other and 3. Youngsters seeking actively for help for their mental health problems. Some of the best practices that were pitched: We Spark the World, Uptalk, Join Us, Transformers Community, Frisse Gedachtes and the student civil servant of Amsterdam.</p> <p>The second workshop, on Tuesday, was in the Openbare Bibliotheek Amsterdam (OBA, the public library). It was about learning innovative methods that can be applied when developing new initiatives and projects. It was based on the design thinking methodology. First we learned about the theoretical framework. Then we formed groups and practiced with the model. The five phases of design thinking are: empathize, define, ideate, prototype and test with examples. After this the different groups discussed the models they built. This way we applied our newly gained knowledge in practice. We concluded the second workshop with an exploration of the program of WP 3.</p>			
<b>Conclusions of the event:</b>			
<ul style="list-style-type: none"> <li>- In this event we learned about the impact COVID had on the daily lives of youngsters living in the cities that are participating in this project.</li> <li>- We defined a framework of key elements of best practices (BP's) and applied this to our pre-submitted best practices per city. With this we checked the potentialities for transference between BP's.</li> <li>- We held an online and offline seminar where stakeholders exchanged their knowledge and outcomes with the local stakeholders to evaluate potential.</li> </ul>			

<b>HISTORY OF CHANGES</b>		
VERSION	PUBLICATION DATE	CHANGE
1.0	01.04.2022	Initial version (new MFF).
2.0	27-10-2022	Filling in of the description sheet
3.0	16-12-2022	