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Code4SP

Project Presentation

Prepared by:



CITIZENS
IN POWER



Center for Social
Innovation



ZAUG
gGmbH



social
hackers
academy



ESPE
Escola Profissional de Espinho

The project

- The Code4SP is a KA3 Erasmus+ project that aims to achieve a real policy reform.
- Duration: Jan 15, 2021 – Jan 14, 2024 (36 months)
- Partnership:
P1: SPEL (PT) – Project Coordinator, P2: C.I.P. CITIZENS IN POWER (CY), P3: CSI (CY), P4: CodeDOOR (DE), P5: ZAUG gGmbH (DE), P6: ACTION SYNERGY SA (GR), P7: SOCIAL HACKERS (GR), P8: CEPROF (PT)
- Project Number: 621417-EPP-1-2020-1-PT-EPPKA3-IPI-SOC-IN

Overall Goal

The Code4SP project seeks to:

- Educate socially excluded groups and transform them into competent labour market players.
- Transfer computer programming skills via non-formal education could be considered an efficient way to boost the communities' socio-economic level.
- Respond to the emerging demand in terms of the provision of tailor-made coding training to digitally excluded participants, including migrants, refugees, and young people from disadvantaged backgrounds (dropouts, NEET, early school leavers), through the design and implementation of a concrete operational model, able to reach a policy reform.

Target Groups

Direct target groups:

- Institutions which operate as policy implementing organisations and traditional education providers
- Public Institutions which mainly operate as policymakers in the field of education and training
- Public institutions, which mainly operate as policymakers in terms of penetration of youngsters into the labour market
- Non-formal education institutions and other public/private social organisations with no indications of previous experience in providing coding training activities for displaced populations, but which focus on the social ramifications of inclusion of such disadvantaged communities.

Target Groups

Indirect Target groups (end-users):

- Youngsters, who belong to displaced populations (migrants, asylum seekers, refugees, minority populations)
- Youngsters who are generally under risk of socio-economic exclusion (dropouts, NEET, etc.)

Project objectives

- Code4SP's main objectives and priorities are in full interweaving with the European Commission's goals, contributing towards providing tailored education and training to digitally excluded groups, including migrants and young people from disadvantaged backgrounds, while in parallel, taking into consideration the labour market needs.
- The target will be reached through the upscaling of an already existing good practice at a local level in Germany, which had; as a result, top paid programming jobs for asylum seekers.
- Enhance employers' motivation and predisposition for potential employment of individuals that belong to disadvantaged populations, thus breaking any negative stereotypes on this issue.

Project Results

- Guide for the implementation of the original CodeDoor good practice.
- Good Practices on coding in non-formal education contexts.
- The Coach training.
- The initial transferability plan on CodeDoor best practice.
- 3 National Dissemination Seminars with regional stakeholders on education, training and social support and 3 National Roundtables with stakeholders.
- 3 National Analytical Reports on the Conclusions of the National Seminars and Round Tables
- The Code4SP Implementation Guide.
- Code4SP training material package.

Methodology

The Code4SP's target will be achieved:

- Through the upscaling of an already existing good practice, successfully delineated and applied at a local level in Germany by a networked educational community developed by CodeDoor NGO (note: CodeDoor constitutes one of the partners of Code4SP).
- Together with the dissemination strategy of CodeDoor, this program has been successfully resulting in top-paid programming jobs for asylum-seekers, which boosted their social integration and their socio-economic condition, thereby turning them into role-models in their communities.



Thank you!

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