



Eco-Creation for Every Nation

2025-1-DE04-KA152-YOU-000298362



ERASMUS+ YOUTH EXCHANGE

ECEN Project Booklet

A final-project overview on sustainable art, creative reuse, and environmental awareness

Location	Buchen, Germany
Dates	6-15 March 2026
Participants	48 participants, including 5 group leaders
Profile	Young people aged 16-30, including participants with fewer opportunities
Themes	Sustainable art, creative reuse, environmental awareness, digital dissemination, intercultural learning

ECEN linked environmental sustainability with artistic expression and youth participation. The exchange created an international learning space where young people explored how reuse, eco-friendly production, digital communication, and intercultural cooperation can support more responsible and creative forms of action.

Why This Project Was Needed

The project responded to a clear gap: many young people care about climate and environmental issues, but they do not always have access to practical spaces where concern can be turned into action. ECEN addressed this need by connecting sustainability with art, reuse, and visible creative production.

Main Objectives

1. Develop practical skills in creating artistic and functional products from waste and reusable materials.
2. Increase awareness of responsible consumption, recycling, and the role of creativity in environmental action.
3. Help participants adapt workshop outcomes into exhibition, digital, and social-media-friendly communication materials.

Programme Flow

The exchange moved from arrival and group-building to hands-on creation, reflection, presentation, and dissemination. Opening sessions introduced Erasmus+, Youthpass, and the connection between art and environmental sustainability.

Core workshops included Green Genius, Artful Awareness, Paint with Nature, Trash to Treasure, Bottle Brush Bonanza, Cardboard Creations, Fabric to Fab, and Recycled Rhythms. Participants worked individually and in mixed-country groups, producing visible outputs while testing practical reuse methods.

The later phase focused on communication and visibility through Digital Deco, Show and Tell, Creative Campaigns, Eco-Exhibit Planning, Green Gallery, and Reel Ideas. These sessions helped participants explain the environmental meaning behind their work and adapt results for wider audiences.

Learning Methods

Method	In practice
Non-formal learning	Interactive sessions, peer exchange, participant-centred facilitation, and daily reflection.
Experiential practice	Learning by doing through making, testing, presenting, photographing, filming, and editing.
Intercultural cooperation	Mixed-country teamwork, cultural evenings, and collaborative production tasks.
Reflection and recognition	Daily evaluations, peer feedback, and Youthpass-oriented learning reflection.

Key Results and Impact

The project produced concrete eco-art outputs as well as clear learning results. Participants created reused bottles, cardboard objects, fabric-based products, simple instruments from recyclable materials, nature-based artworks, digital visuals, campaign drafts, presentation materials, and short videos.

At the same time, participants strengthened teamwork, communication, planning, problem-solving, storytelling, and self-confidence. They also improved their ability to connect creativity with environmental responsibility and to communicate sustainability messages in accessible ways.

Environmental learning	Creative competence	Digital visibility
Better understanding of recycling, reuse, eco-friendly production, and responsible consumption.	Stronger ability to turn ideas into artistic, functional, and awareness-raising outputs.	Improved skills in visual design, storytelling, exhibition planning, and short-form communication.

Programme Adjustments

Two originally planned activities - Poster Power and Green Scene Machine - were not implemented in their initial form. To respond better to local conditions, timing, and group energy, they were replaced by Hiking and Mission Impossible. These adjustments still supported the project's learning

aims through environmental reflection, teamwork, creativity, and active participation.

Partnership and Participation

The project brought together 48 participants, including 5 group leaders. The participant group mainly consisted of young people aged 16 to 30 who were interested in environmental sustainability, sustainable lifestyles, creative production, recycling, eco-art, and social participation. Inclusion was an important dimension of the exchange.

Partner	Contribution
Germany	Türkischer Elternverein Calw e.V. - coordination, planning, logistics, and implementation quality.
Czechia	ProActive'n GO, z. s. - youth exchange experience, active learning, and creative educational approaches.
North Macedonia	Edukativen Centar Berlin - low-cost creation, reuse, and resource-conscious youth work.
Türkiye	Düzce Alfa Gençlik Derneği - youth participation, sustainability, and accessible practical learning.
Greece	SYLLOGOS NEOLAIAS KIMMERION - intercultural energy, youth work experience, and creativity-based expression.

Monitoring, Reflection, and Dissemination

Monitoring was carried out continuously through observation, daily reflection, group leader follow-up, and review of concrete workshop outputs. Participants reflected on what they had learned, what challenges they faced, and how they contributed to the group. Youthpass supported the recognition of learning linked to communication, personal and social development, civic engagement, cultural expression, digital competence, and collaborative problem-solving.

Project results were shared through photos, digital visuals, short videos, local presentations, follow-up communication within partner networks, and online dissemination. In this way, ECEN remained visible not only to direct participants, but also to peers, youth workers, educators, local communities, and wider audiences interested in Erasmus+ and sustainability.

ECEN showed that sustainability can be learned not only through information, but through making, sharing, reflecting, and creating together.

