

## European InKEY Project Consortium Unveils Final Developments as Project Nears Completion

The European InKEY Project consortium is delighted to announce the culmination of its efforts as the project approaches its final stages. Comprising five partners - Contextos (Portugal), Lascò (Italy), Femxa (Spain), KEAN (Greece), and CSI (Cyprus) - the consortium has successfully completed National workshops with youth workers, crafting Blended Itineraries to showcase how microlearning content from the platform can be seamlessly integrated into their work. These itineraries combine e-learning modules with outdoor activities, providing a holistic learning experience. Additionally, workshops with young NEETs (Not in Education, Employment, or Training) were conducted to validate and pilot these innovative itineraries.

Concurrent with these developments, the consortium has produced a comprehensive guide titled "Guidelines for the Implementation of the InKEY Model." The guide is designed to assist youth workers, trainers, and educators in effectively implementing the InKEY platform and methodology into their work with young people. Furthermore, the consortium is in the process of drafting ten e-learning modules (MOOCs) specifically aimed at youth workers and trainers. These modules will transfer knowledge and know-how about the project's methodology and tools. The complete set of resources will be consolidated into the "Toolkit for Youth Workers and Trainers," accessible on the project website.

In parallel, the consortium is actively piloting the E-Learning Platform with young NEETs and youth workers serving as early adopters. This pilot phase seeks to identify areas for improvement and adjustments before the official launch of the platform's Beta version. The platform, available in English, Portuguese, Italian, Spanish, and Greek, is tailored for youth professionals to create personalized learning experiences for NEETs.

### Key Features of the InKEY E-Learning Platform:

**Self-Assessment Tool:** A highlight of the platform, allowing participants to gauge proficiency in nine essential LifeComp skills, generating personalized recommendations for skill enhancement.

**Learning Activity Models:** Diverse activities categorized into Digitised, Offline, and Outdoor settings, focusing on teamwork and problem-solving.

**Blended Learning Itineraries:** Clear examples demonstrating the integration of microlearning content into youth workers' practices for a holistic learning experience.

**User-Friendly Start:** Simple onboarding process through the official website, enabling users to create an account and undergo email verification.

**Gamification Elements:** Skill Graph to visualize learners' progress across competencies, engaging users with milestones marked by color-filled segments.

The InKEY E-Learning Platform, with its focus on fostering LifeComp skills, empowers participants on a journey towards enhanced competencies and holistic personal growth.

### **About the InKEY Project**

InKey is a Cooperation Partnership in the Youth field, co-funded by the Erasmus+ Programme of the European Union. Implemented by a consortium of non-profit organisations and companies from five European countries, the project aims to offer young people neither in employment nor in education and training new motivating and engaging programmes to develop their Personal, Social and Learning to Learn key competence.

For more information and to explore the platform, please visit [inkeyproject.eu](https://inkeyproject.eu)