

Project Partners



1. Unione Ciechi ed Ipovedenti Sezione Provinciale di Firenze, Project Coordinator, www.uicifirenze.i



2. Fundacion
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www.doceteomne
s.com



3. Visually
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Education and
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AISBL,
www.viewsintern
ational.e



4. Polski Zwiazek Niewidomych, www.pzn.org.p



TINERILOR ASOCIATIA, www.ofetin.ro

5. OFENSIVA



6. University of Thessaly, Greece, http://old.uth.gr/en/

Contact



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www.ambassadorsofdiversity.eu

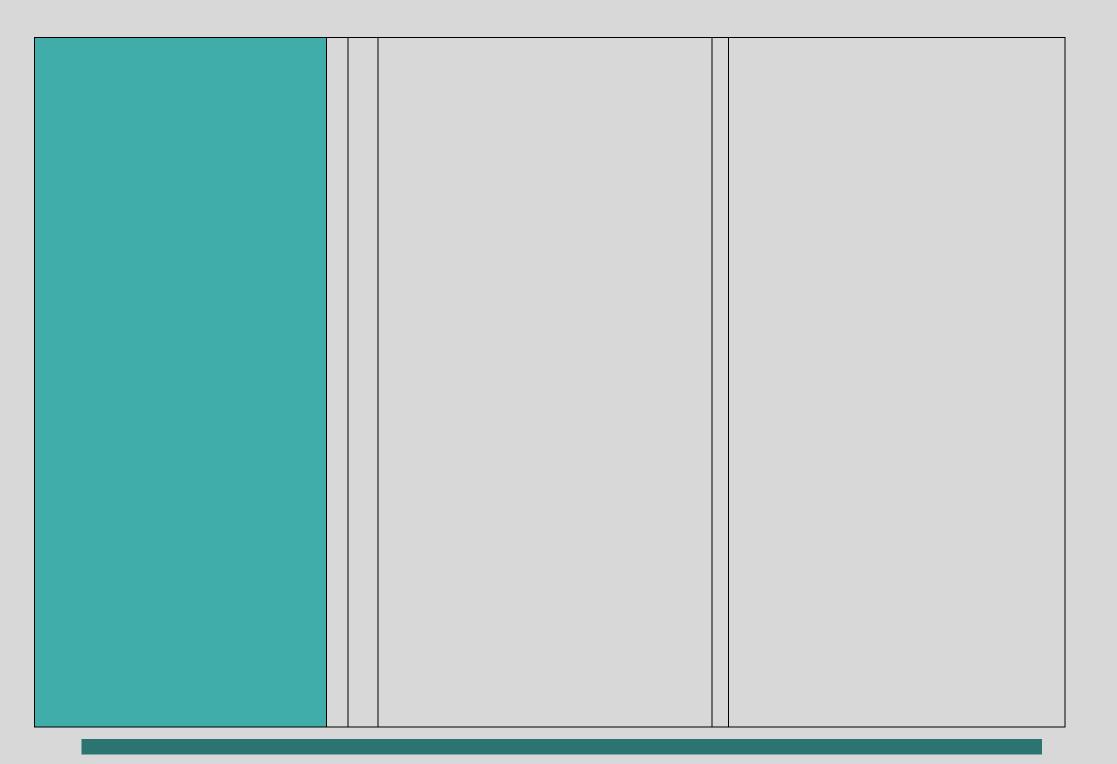


Ambassadors of Diversity

The present project "ADD@ME: Ambassadors of Diversity and non-Discrimination @ new Methods in nonformal Education" (No: 2020-2-IT03-KA205-019070) is funded by the Erasmus+ programme of the European Union and coordinated by the IT03 (ITALIA)

ADD@ME
Ambassadors of
Diversity and nonDiscrimination @
new Methods in
non-formal
Education





About ADD@ME

Aims and Objectives

- Foster the social inclusion and the active participation of youngsters with visual impairments through the development of new, innovative youth work practices to be used by youth with Vi themselves
- Empower and enhance self-confidence, spirit of initiative and self-esteem of young people with visual impairments through the development of a tailor-made Blended Training Programme and a set of digital adapted tools
- Combat prejudices and misinformation through the design of new and innovative non-formal learning methods to be used by visual impairments youngsters in awareness-raising events for their local community
- Encourage young people with visual impairments to undertake actions of active citizenship and commitment in the society, through the implementation of Awareness Raising events in order to make their community aware of diversity and disability issues
- Strengthen transnational cooperation among civil society organizations dealing with visual impairment

Activities

The project is divided into different phases pertinent to its deliverables (Intellectual Outputs/IO)

Phase 1: IO1-ADD@ME Blended Training

Blended Training Programme

Phase 2: IO2-ADD@ME
Mobile Toolkit

Phase 3: 103-ADD@ME
Online Trivial Game



The main aim of the project is to develop an innovative, digital and adapted EU model to foster the active participation and social inclusion of young people with Vi engaging them as Ambassadors of Diversity and non-Discrimination.

In fact, the acronym ADD@ME emphasizes the wish to be included in the society



