



Overview of Erasmus+ programme

Key Enablers of a Transforming Digital Education Ecosystem



EUROPEAN UNION



State Education
Development Agency
Republic of Latvia

Erasmus+

Enriching lives, opening minds

Erasmus+ programme 2021 - 2027

The general objective of the Programme is to support, through lifelong learning, the **educational, professional and personal development** of people in education, training, youth and sport, in Europe and beyond thereby contributing to **sustainable growth, quality jobs and social cohesion**, to driving innovation, and to strengthening European identity and active citizenship.



Erasmus+ programme 2021 - 2027

Specific objectives:

- To promote **learning mobility** of individuals and groups, as well as **cooperation, quality, inclusion and equity, excellence, creativity and innovation** at the level of organisations and policies **in the field of education and training**;
- To promote non-formal and informal **learning mobility** and active participation among young people, as well as **cooperation, quality, inclusion, creativity and innovation** at the level of organisations and policies **in the field of youth**;
- To promote **learning mobility of sport staff**, as well as **cooperation, quality, inclusion, creativity and innovation** at the level of **sport organisations and sport policies**.



Erasmus+ programme 2021 - 2027

In order to achieve its objectives, the Erasmus+ Programme implements the following Actions:



Key Action 1 – Learning mobilities of individuals



Key Action 2 – Cooperation among organisations and institutions



Key Action 3 – Support to policy development and cooperation



Jean Monnet actions

Priorities of the Erasmus+ programme



Inclusion and diversity – involve **participants with fewer opportunities** (barriers related to disability and health problems, education and training systems, cultural differences, social, economic, discrimination and geographical barriers); projects with inclusive approach



Digital transformation – promote the use of **digital technologies** in teaching and learning; as well as promoting digital literacy as it has become an essential part of everyday life



Environment and the fight against climate change – build knowledge, skills and attitudes about **climate change and sustainable development**; development of strategies, methodologies and curricula, etc.; environmentally friendly practices in all projects



Information and participation in democratic processes – increase **knowledge about the European Union**, support social and civic involvement; promote media literacy

Key action 1- Mobility projects

In the field of Education and Training:

- Mobility projects for higher education students and staff
- Mobility projects for VET learners and staff
- Mobility projects for school pupils and staff
- Mobility projects for adult education learners and staff

In the field of Sport:

- Mobility of staff in the field of sport

In the field of Youth:

- Mobility projects for young people - Youth exchanges
- Mobility projects for youth workers
- Youth participation activities
- DiscoverEU Inclusion Action

More detailed information in part B of the Programme Guide.





Key action 2 - Partnerships for cooperation

Key Action 2 is expected to result in the development, transfer and/or implementation of innovative practices at organizational, local, regional, national or European levels.

- **Partnerships for Cooperation**, including Cooperation Partnerships and Small-scale Partnerships;
- **Partnerships for Excellence**, including Centres for Vocational Excellence and Erasmus Mundus Action;
- **Partnerships for Innovation**, including Alliances and Forward-looking projects;
- **Capacity Building projects** in the fields of higher education, vocational education and training, youth and sport;
- **Not-for-profit European sport events.**

Depending on the field addressed and the type of applicant, these actions are managed either by the National Agencies or by the European Education and Culture Executive Agency (EACEA)



Key action 3: Support to policy development and cooperation

Key Action 3 provides support to policy cooperation at European Union level, thereby contributing to the implementation of existing policies and the development of new policies, which can trigger modernisation and reforms, at European Union, and systems' level, in the fields of education, training youth and sport.

This Key Action supports:

- The **European Youth Together** action, targeting both youth organisations at grass root level and larger organisations and supporting partnerships across borders.

In addition Key Action 3 covers many other Actions in support of policy reform in the education, training and youth fields that are implemented directly by the European Commission or through specific calls for proposals managed by the EACEA.

These actions are grouped in the following sections:

- Support to European policy development
- Support to union tools and measures that foster the quality, transparency and recognition of skills, competences and qualifications
- Policy dialogue and cooperation with key stakeholders and international organisations
- Measures that contribute to the qualitative and inclusive implementation of the programme
- Cooperation with other union instruments and support to other union policies
- Dissemination and awareness-raising activities

These actions will be implemented by the EACEA.

JEAN MONNET ACTIONS

The Jean Monnet actions offer opportunities in the field of higher education and in other fields of education and training and contribute to spread knowledge about the **European Union integration** matters.

The following actions are supported:

- **Jean Monnet Actions in the field of higher education**
- **Jean Monnet Actions in other fields of education and training:**

Learning about the objectives and the functioning of the European Union is an important part of promoting active citizenship and the common values of freedom, tolerance and non-discrimination.

- **Jean Monnet Teacher Training** - Higher Education Institutions or Teacher Training Institutes/Agencies organise activities under this action enabling teachers in schools and Vocational Education and Training (VET) providers to develop new skills, to teach and engage **on EU matters**;
- **Learning EU initiatives** - support schools & Vocational education and training institutions (VETs), enabling them to provide specific content on EU based subjects (democracy, EU history, how the EU works, cultural diversity – among others).
- **Jean Monnet policy debate (higher education and other fields of education and training)**

These actions will be implemented by the EACEA.



SALTO RESOURCE CENTERS

The aim of the SALTO Resource Centres is to improve the quality and impact of the Erasmus+ programme at a systemic level through providing expertise, resources, information and training activities in specific areas for Erasmus+ National Agencies and other actors involved in education, training and youth work.

[SALTO INCLUSION AND DIVERSITY](#)

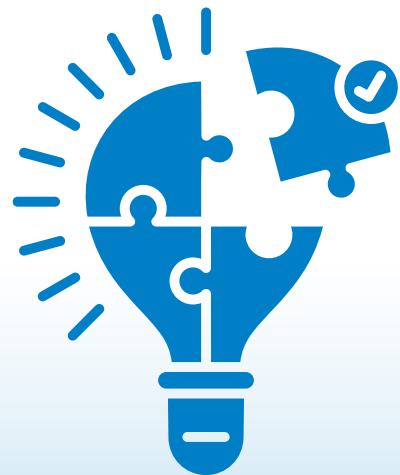
[SALTO ON GREEN TRANSITION AND SUSTAINABLE DEVELOPMENT](#)

[SALTO DIGITAL](#)

[SALTO PARTICIPATION AND INFORMATION \(SE, ADU, HE, VET\)](#)

[SALTO YOUTH](#)

[SALTO TRAINING AND COOPERATION FOR EDUCATION AND TRAINING \(TCA\)](#)



PLATFORMS AND TOOLS

The Erasmus+ Project Results Platform

The Erasmus+ Project Results Platform provides access to information and results concerning all projects funded under the Erasmus+ Programme. Organisations can find their inspiration in the wealth of project information and make use of the results and lessons learned from Erasmus+ implementation.

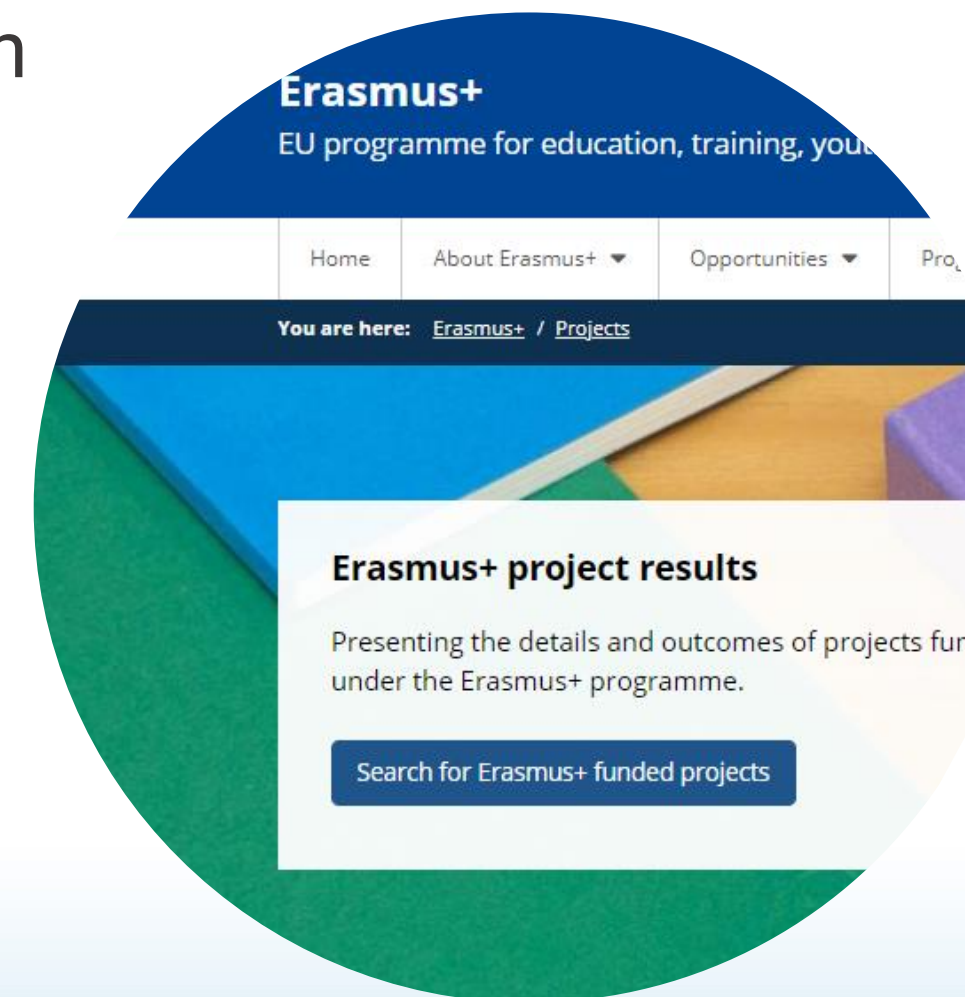
The Erasmus+ Project Results Platform can be accessed here:

<https://ec.europa.eu/programmes/erasmus-plus/projects/>

European School Education Platform (ESEP) and eTwinning

You can access the European School Education Platform and eTwinning at:

<https://school-education.ec.europa.eu/>



PLATFORMS AND TOOLS



Electronic Platform for Adult Learning (**EPALE**)

EPALE can be accessed at: <https://epale.ec.europa.eu/>

Self-reflection on Effective Learning by Fostering the use of Innovative Educational technologies (**SELFIE**) :

[SELFIE](#) is a free, easy-to-use, customisable tool to help schools assess where they stand with learning in the digital age;

[SELFIE for TEACHERS](#) is supporting teachers in building their digital competence;

[SELFIE for work-based learning](#) is a free online tool for Vocational Education and Training (VET) schools and companies. It supports them in making the most of digital technologies for teaching, learning and training.



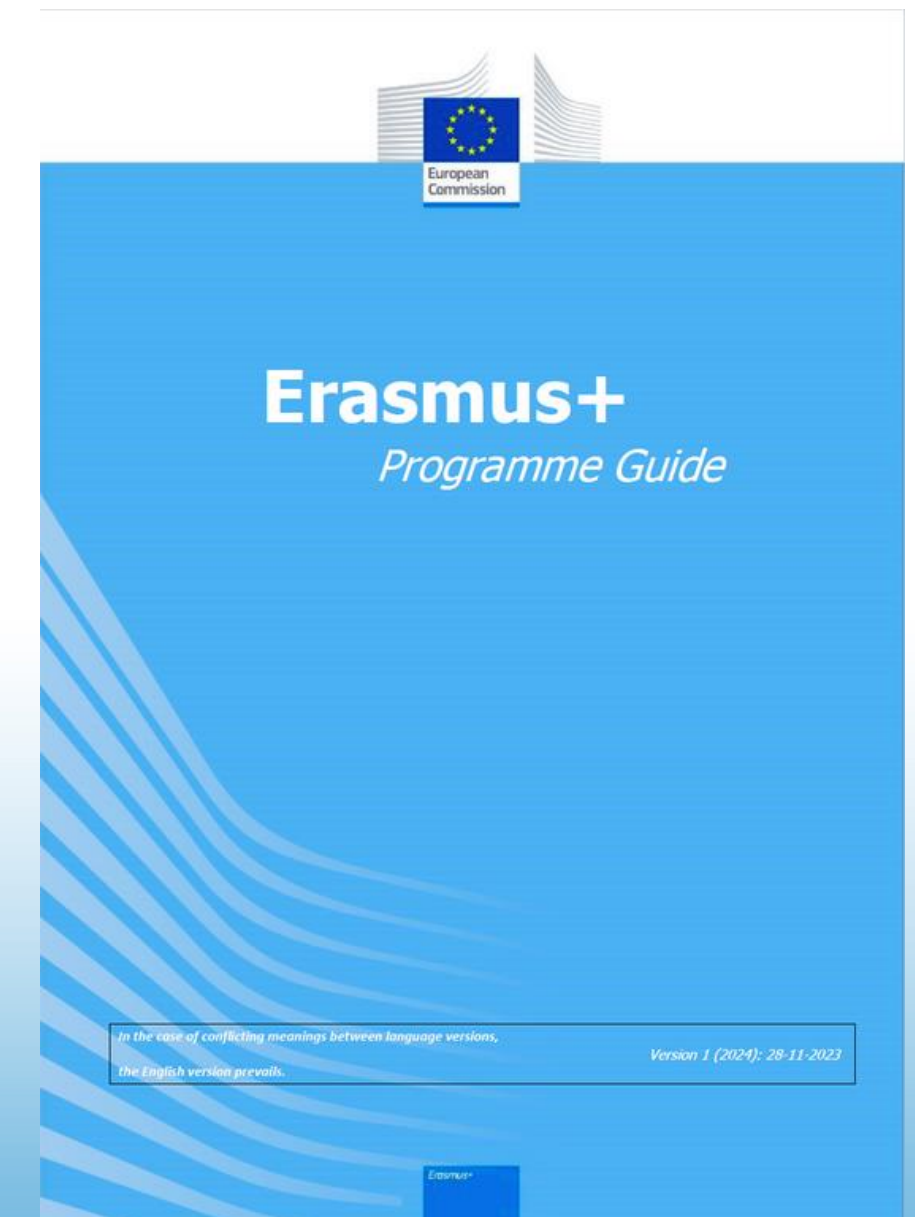
ERASMUS+ PROGRAMME GUIDE 2024

<https://erasmus-plus.ec.europa.eu/erasmus-programme-guide>

Part A – General information about the programme

Part B – Information about the actions

Part C – Information for applicants



A young woman with long brown hair, wearing sunglasses and a backpack, is looking out of a train window. The scene is overlaid with a blue tint. In the background, a train station platform is visible with a digital display board showing train schedules.

Have a great
TCA event!

Erasmus+

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