



The "**Training Journey and Learn – TRIP**" (**TRIP**) project is a **30-month** initiative, running from **December 1, 2024, to May 31, 2027**, funded by the **Erasmus+ Programme** under the **KA220-ADU - Cooperation partnerships in adult education** action.

Context and Background: The TRIP project operates in the field of **adult education**. It addresses the need to promote **experiential learning**, enhance the **active participation of adults**, and develop essential **transversal skills** such as communication and problem-solving. The project recognizes that these skills are increasingly demanded by society but often not adequately developed through traditional educational paths.

Objectives: The primary aim of TRIP is to foster **experiential learning** as a catalyst for personal and professional growth among adults. The project has several specific objectives, including:

- Enhancing active adult participation in learning.
- Developing transversal skills like communication and problem-solving.
- Increasing **cultural awareness** and promoting **lifelong learning**.
- Strengthening **active and European citizenship**.
- Creating strong **cooperation networks** among participating organizations and beyond.
- Promoting practical learning approaches and personal and professional growth.
- Improving **soft skills, cultural and environmental awareness**, and a sense of **European citizenship** among adult learners.
- Creating **innovative educational modules and tools**.
- Improving educators' skills in **experiential learning**.
- Promoting active engagement and skills development among adult learners.
- Establishing **sustainable partnerships and networks**.
- Enhancing the quality and effectiveness of adult education through innovative teaching methodologies using travel as an experiential tool.
- Promoting **social inclusion** and active citizenship by engaging disadvantaged groups at risk of social exclusion (e.g., unemployed, disabled, beneficiaries of social assistance).
- Supporting the **digital and green transition** by integrating sustainable practices and digital skills into educational programs.
- Strengthening key competences such as communication, teamwork, problem-solving, and intercultural awareness through hands-on, contextual learning experiences.

Target Groups: The project aims to involve a diverse range of adult learners, including:



- Adults interested in developing their soft skills through experiential learning and travel.
- Disadvantaged adults with limited access to education.
- Unemployed adults, particularly young adults and those from sectors affected by digital and environmental transitions.
- Adults with low levels of literacy, numeracy, or digital skills.
- Educators and trainers in adult education.
- Older citizens.
- Researchers and technicians from partner organizations.
- Participant-investigators (approximately 200, 50 from each partner country).
- Environmental education experts, coaches/mentors, and representatives of local communities.
- Opinion leaders and community representatives.

Participating Organisations: The TRIP project involves a partnership of four organizations from three European countries:

- **FONDAZIONE ALTOPIANO DELLA GIARA (Italy):** The applicant organization, a non-profit foundation focused on the protection and enhancement of cultural heritage and landscape, organizing cultural activities. They will serve as the Project Coordinator.
- **Centrul Succes CONIL (Romania):** A small and medium-sized enterprise conducting programs promoting diversity and inclusion through innovative methodologies and experiential learning.
- **STOWARZYSZENIE CRAS CENTRUM ROZWOJU AKTYWNOŚCI SPOŁECZNEJ (Poland):** A non-governmental organization focused on social, economic, and cultural development, supporting at-risk social groups and improving education quality.
- **FONDAZIONE VILLANOVAFRANCA (Italy):** A foundation managing the cultural heritage of the Municipality of Villanovafranca, including archaeological sites and museums.

The partnership is built on existing professional relationships and a shared desire to address complex adult education objectives using innovative methodologies. The mix of partners brings complementary skills in cultural heritage, archaeology, experiential learning, and social inclusion.

Work Packages: The project is structured into five work packages (WPs):

- **WP1: Project Management:** Focuses on the overall coordination, planning, monitoring, and evaluation of the project, ensuring quality and adherence to timelines and budget. Fondazione Altopiano della Giara leads this WP.



- **WP2: Development of Training Itineraries:** Aims to design and implement innovative and inclusive training paths tailored to adult learning needs, enhancing cross-cutting skills and motivation through experiential activities and digital technologies. This WP will result in innovative training itineraries, experiential activities, an e-learning platform, and an educator toolkit. Fondazione Altopiano della Giara leads the research and design activity, while CRAS leads the creation and development activity.
- **WP3: Implementation and Monitoring:** Involves putting the training programs developed in WP2 into practice with the target groups, evaluating their effectiveness, and collecting and disseminating good practices. Key results include training sessions, an impact measurement toolkit, a good practice report, and multimedia content. Central Succes CONIL leads the training activity, and CRAS leads the monitoring and evaluation activity.
- **WP4: Cultural Events and In-Depth Workshops:** Focuses on organizing experiential activities, virtual workshops, and multiplier events to promote adult education through culture and tourism, foster the exchange of good practices, and strengthen European belonging. Expected results include experiential activities, virtual workshops, multiplier events, and reports. Fondazione Altopiano della Giara leads the creation of experiential activities and virtual workshops, and also the testing activity.
- **WP5: Impact and Sustainability:** Aims to assess the project's impact on participants and organizations, measure results, conduct a SWOT analysis, formulate recommendations, and develop a sustainability plan to ensure the long-term viability of the project's outcomes. Fondazione Altopiano della Giara leads this WP.

Methodology: The project will employ a variety of methodologies, including:

- **Experiential learning:** Learning through active participation in concrete and meaningful situations, including travel-focused activities.
- **Collaborative work:** Encouraging interaction and knowledge sharing among participants and partners from different cultural backgrounds.
- **Digital tools and learning methods:** Utilizing an e-learning platform, online courses, webinars, virtual workshops, and interactive tools to complement physical activities and enhance cooperation.
- **Needs analysis:** Conducting thorough analysis to tailor training content to the specific needs and expectations of the target groups.
- **Continuous evaluation:** Implementing ongoing monitoring and evaluation processes to assess the effectiveness of activities and make necessary improvements based on feedback and data.

Expected Results and Impact: The TRIP project anticipates a range of significant results and impacts, including:

- Development of **innovative training itineraries**, educational modules, and tools.
- Establishment of a functional **e-learning platform** hosting training materials and interactive resources.



- Creation of an **educator toolkit** with guidelines and best practices for experiential learning.
- Improved **soft skills, cultural awareness, environmental awareness,** and sense of **European citizenship** among participating adults.
- Enhanced **digital literacy** and understanding of **sustainable practices.**
- Increased **active engagement** and **motivation** among adult learners.
- Establishment of **sustainable partnerships and networks** for future collaboration.
- Improved skills and competencies of adult education **practitioners.**
- Increased **participation and access to adult education,** particularly for disadvantaged groups.
- Development of a **good practice report** and dissemination of successful approaches.
- Increased **cultural awareness** and **intercultural dialogue.**
- A stronger sense of **European belonging and citizenship.**
- Comprehensive **impact assessment** and **sustainability plan.**

The project expects to have a wider impact on local communities, educational institutions, NGOs, and policymakers by disseminating best practices and offering accessible training resources, contributing to a more educated, inclusive, and culturally aware society across Europe.

Sustainability and Dissemination: The project includes a dedicated work package to ensure its long-term sustainability by integrating successful methodologies into regular programs and fostering autonomous sharing of best practices within networks. A multi-channel approach will be used to share and promote project results, including a project website, webinars, workshops, publications, and social media. The main target groups for dissemination include educational institutions, policymakers, NGOs, and the wider community, with a focus on adult learners and educators.

EU Values: The project implementation adheres to the EU values of respect for human dignity, freedom, democracy, equality, the rule of law, and respect for human rights, as enshrined in the EU Treaties and the EU Charter of Fundamental Rights.

In conclusion, the "Training Journey and Learn – TRIP" project is a comprehensive and collaborative initiative designed to significantly enhance adult education through innovative experiential learning methodologies, focusing on developing crucial transversal skills, promoting social inclusion, and fostering a stronger sense of European citizenship among adult learners. Its structured approach, clear objectives, and dedicated work packages aim to deliver tangible results and create a lasting positive impact on adult education across Europe.