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IDEA

**Improved Employability through
Circular Economy Education for Adults**

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Joint Consortium Report from Local Activities





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Introduction

This report is a part of Project Result 2 within the "Improved Employability through Circular Economy Education for Adults" (IDEA) project. The primary goal of IDEA is to facilitate collaborative learning and knowledge exchange among participants on strategies and tools for promoting Circular Economy and Sustainability using art, craft, and Non-Formal Education approaches.

Under Result 2 (R2), the Interactive Toolkit was created through a collaborative process involving adult educators and partner organisations. Local initiatives were then carried out in each partner country to field-test the activities outlined in R2. These activities served as groundwork for developing video tutorials for Result 3 (R3). The participants in these local activities were unemployed individuals aged 45 and above, seeking to broaden their understanding and practical skills in Circular Economy and Plastic Craftworks—this effort aimed to enhance their awareness of the evolving economy and facilitate their social integration.

Following the activities, partners conducted surveys to gather feedback from participants. Subsequently, a Local Activity Report was compiled to document all pertinent information. This report consolidates the findings from these surveys and Local Activity Reports.

Local Activity Reports

Joint Local Activity Report from Poland

The project focused on upcycling to reduce waste and the burden on the environment, promote a more sustainable lifestyle, and repurpose old things into new things without spending money. The host organisations invited participants to the local activity through posters and brochures and a group of fifteen people participated in the workshops.

The workshops aimed to raise awareness about the benefits of upcycling and to turn waste materials into new, higher-quality, or more valuable products. The process began with theoretical training on materials, tools, and techniques, followed by an introduction to the project and the process of recycling.

The participants were encouraged to use the materials they had used to recycle and to learn how new fashion products can be made from unused clothing or fabric materials. Practical activities where participants transformed old clothing and fabric scraps into cute gnomes using basic tools like scissors and sewing machines were prepared. The end result was both creative and environmentally friendly, and the participants created lovely gnomes.

At the conclusion of the activity, an evaluation session was organized to receive feedback from the participants, and the feedback was affirmative. The participants discussed their creativity and skills and increased awareness of the use of upcycled materials and their benefits for the environment.



Local Activity Report from Bosnia and

Herzegovina

During the workshop, 15 participants aged 45 and older actively engaged in various activities. They were initially greeted and given time to acquaint themselves with one another. The facilitator then delivered a presentation introducing the host organisation and the project itself. Following this, the workshop's objectives were outlined and explained to the participants.

To complete the task of creating a vase, participants were provided with plastic bottles, scissors, a scalpel, acrylic paint, brushes, a till, glue, and super glue. The trainer guided the participants through the process of cutting the plastic bottles and assembling them using glue. Each participant demonstrated their creativity by crafting ornaments according to their preferences.

Towards the conclusion of the workshop, the trainer solicited feedback from the group to evaluate the session. The participants responded positively, indicating their satisfaction with the experience. Through this workshop, the participants not only expanded their knowledge of circular economy principles but also acquired new skills. They learned how to repurpose plastic materials to create a vase, demonstrating the practical application of sustainability concepts.

Local Activity Report from the Republic of North Macedonia

Before the activity commenced, the partner initiated a call on Facebook to invite unemployed adults aged 45 and above to participate. The aim was to educate them on circular economy, plastic craftwork, tinkering, co-design, and other relevant skills. In preparation for the event, a substantial number of plastic bottles and other plastic materials were collected.

During the activity, the trainers welcomed the participants and facilitated introductions. The project objectives were presented, including sessions on circular economy, tinkering methodology, and co-design as part of the R2 curriculum. Additionally, participants viewed YouTube videos demonstrating plastic waste reuse, illustrating how recycling materials can create practical products.

The facilitator then initiated the workshop, focusing on repurposing old plastic bottles or cups into wearable jewellery to promote waste reduction and environmental sustainability. Materials such as old plastic bottles, bottle caps, scissors, scalpel, candle, sandpaper, and thread were provided. Participants had the freedom to choose the type of jewellery they wished to create and the tools they preferred to use.

At the conclusion of the activity, a debriefing session was conducted, allowing participants to evaluate both the session and the trainers. As a result of the activity, participants acquired various techniques for cutting, shaping, and decorating bottles to produce unique and eco-friendly art pieces. They also gained the awareness and skills necessary to realise the project's objectives.

Local Activity Report from Italy

In anticipation of the activity, plastic bottles were gathered over the two weeks preceding the event to ensure an ample supply. On the day of the event, the necessary materials were transported to the venue. Before the participants arrived, the space was arranged to accommodate the presentation and design aspects of the activity.

Upon their arrival, participants were greeted and invited to select game cards that described themselves, fostering introductions and getting to know each other. An informative presentation was delivered on the topics of circular economy, tinkering, and co-design as part of the materials for Result 2 (R2). Additionally, sample videos showcasing the reuse of plastic bottles were shown. The presentation emphasized the importance of recycling in enabling the reuse of plastic materials, thereby facilitating the creation of practical and marketable products. This process was highlighted as promoting environmental sustainability and creating opportunities for selling, sharing, or integrating recycled items into daily life through shared economy models. Essentially, recycling plastic addresses environmental concerns while also having economic and practical implications, as recycled products could find new applications in various consumption or sharing models.

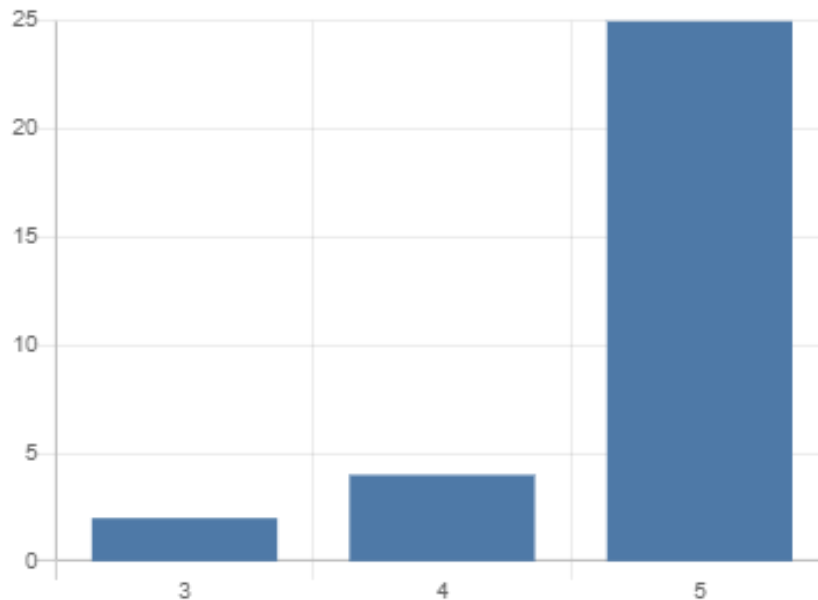
Following the presentation, the workshop was explained to the participants, who were tasked with creating pots using reused plastic bottles. They were encouraged to unleash their creativity by transforming old items into new and exciting products. Activities included cutting clothing and fabric scraps and sewing cute Gnomes, utilising basic tools such as scissors, sewing machines, and needles.

After the workshop activities, photos were taken, and a feedback session was conducted to allow participants to evaluate the training, trainer, presentation, and the overall IDEA project.

Survey Results

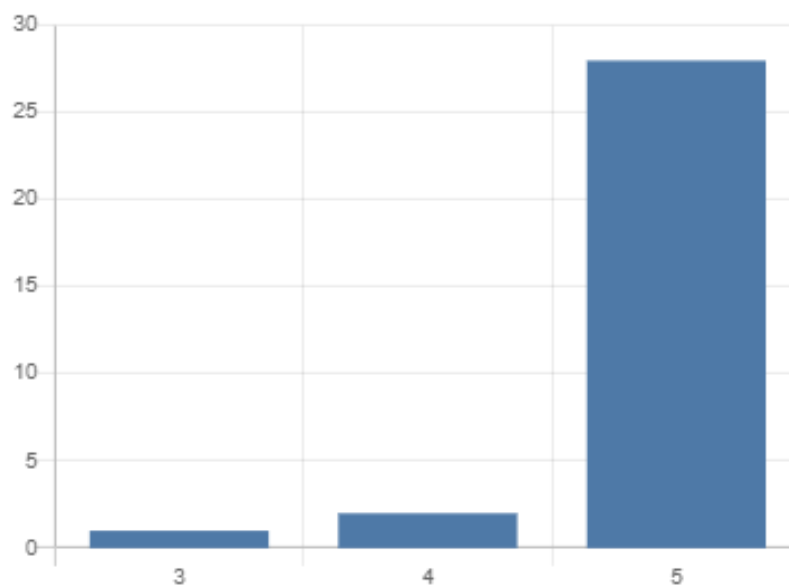
Joint Analysis of Survey Responses in Poland, Bosnia and Herzegovina, Republic of North Macedonia and Italy

Question 1: How relevant was the information presented to your needs or interests?



The participants were questioned regarding the topic's relevance to their needs or interests, and this column graphic presents affirmative responses. It is clear that many participants considered the information shared during the local activities relevant to their needs and interests.

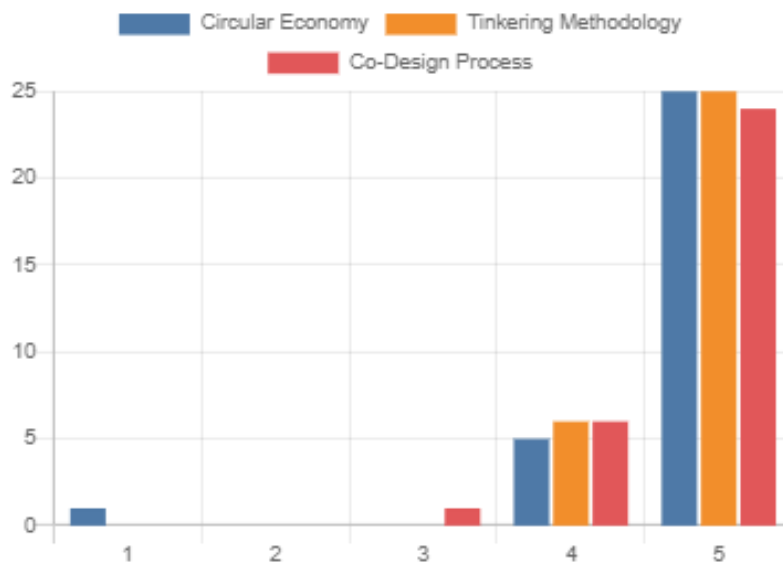
Question 2: Do you think the workshops were useful and engaging?



In the second question, the participants were asked to whether the workshops were useful and engaging or not. More than ninety percent of the participants stated that the workshops organised during the local activities were very useful and interesting for them.

Question 3: Do you have more comprehension on:

Do you have more comprehension on:	Not at all	Slightly	Moderately	Very	Extremely
Circular economy					
Tinkering Methodology					
Co-Design Process					

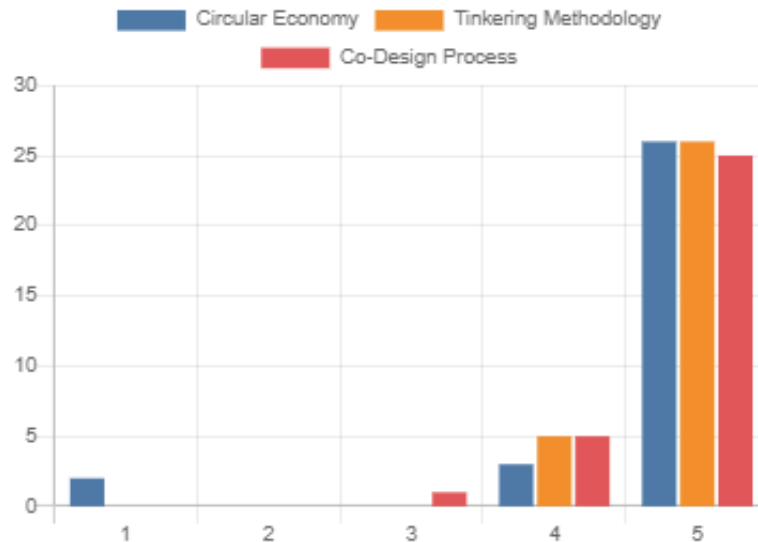


In this question, the participants were asked to evaluate their comprehension level on a scale of 1 to 5 on the 3 main topics given in the table: Circular Economy, Tinkering Methodology, and the Co-Design Process.

It can be stated that eighty per cent of the participants believe that they have more information about the circular economy. However, it can be easily seen from the table that 1 person considers that his/her understanding on this topic has not been expanded after the workshops. In terms of tinkering methodology, it is obvious that 4 and 5 points are most preferred, which shows that people better understand this topic. Finally, it is seen that the results indicate a positive perception in terms of the Co-Design Process, and nearly eighty per cent of the participants rated 5 points.

Question 4:

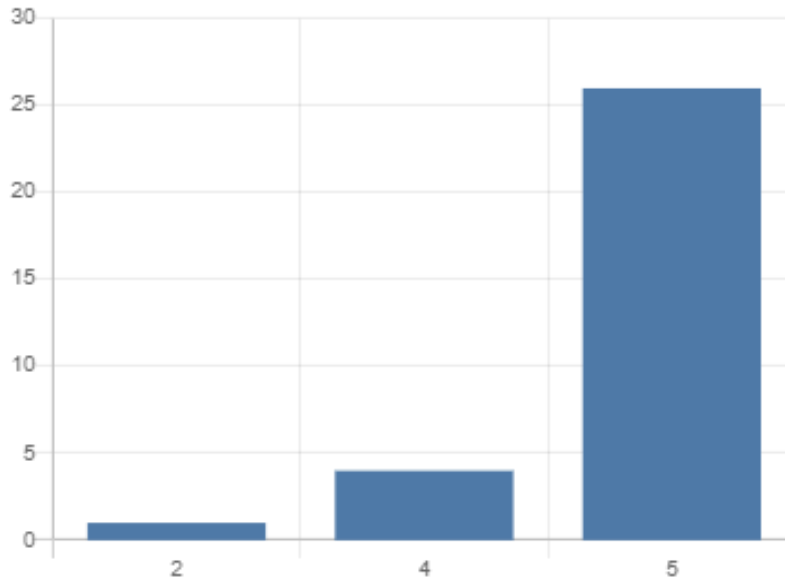
Did the programme increase your awareness of:	Not at all	Slightly	Moderately	Very	Extremely
Circular economy					
Tinkering Methodology					
Co-Design Process					



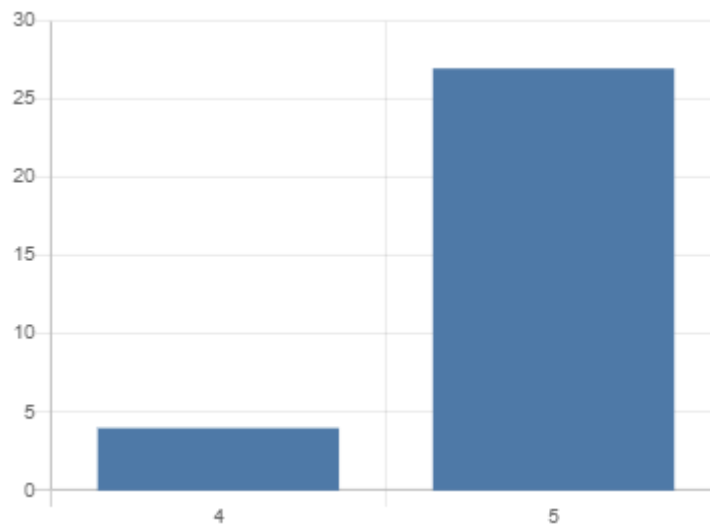
The 4th question aimed to determine whether the program being carried out during the local activities increased the participants' awareness of the 3 main issues mentioned in the table and the previous question. The results are similar to the results in the previous question, and it is seen that 2 participants gave 1 point in this question and considered that the workshops did not increase their awareness of the Circular Economy. Looking at the rest of the graph, it can be seen that most participants gave 5 points for all three main topics.

Question 5: How clear were the instructions for the learning activity?

It was requested from the participants that they rate the instructions for clarity on a scale of 1 to 5. Many partners stated that they were satisfied with the clarity of the instructions for the learning activity. It can be said that 1 participant was not satisfied with the clarity of the instructions.



Question 6: Do you think the facilitator or trainer was good during the activities?



The participants were asked to evaluate whether the facilitator or trainer was good or not on a scale of 1 to 5, and the responses indicated a positive perception. Approximately ninety per cent of the participants indicated that they were satisfied by giving a score of 5.

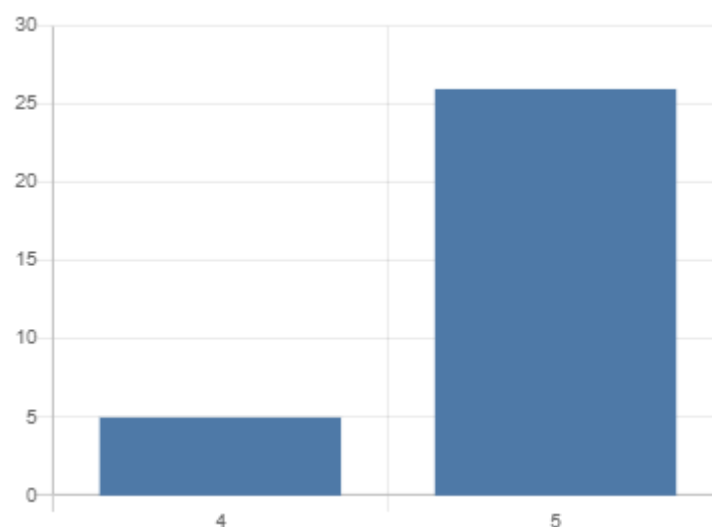
Question 7: What would you improve? Please, offer some comments to add any missing or unclear topic, if you noticed something wrong or that can be improved, please add it here.

Answers:

- It was clear, I hope for more workshops like this was useful, the call for participants was open, and everyone who was qualified was there.
- The workshop was very creative, I had no complaints
- Great workshop
- Everything was great
- No, it was an inspiring presentation and fun, practical work.
- Everything was fine
- Super
- Nic do poprawy. Wszystko było OK (Nothing to improve. Everything was OK)
- Nic (Nothing)
- Everything was OK.
- Brak uwag (No comments)
- Più materiale per realizzare gli elaborati (
- Aumentare la tipologia di materiali che possono essere riciclati (Increase the type of materials that can be recycled)
- Il tempo - dedicherei più giornate (Time - I would devote more days)
- Avrei forse ridotto l'introduzione del tinkering (I would have perhaps reduced the introduction of tinkering)

The participants were questioned to explain what they would improve on the workshops. Most of the participants stated that the workshops were effective and clear, and there are not unclear parts.

Question 8: How was your general satisfaction with the activity?



The participants were asked whether they were satisfied with the organisation of the activity and the result indicates a positive perception.

Summary

The joint report from local activities conducted as part of the "Improved Employability through Circular Economy Education for Adults" (IDEA) project provides valuable insights from the participation of a diverse group of individuals. A total of 30 participants, all aged 45 and above, actively engaged in the workshops organised across partner countries.

Feedback from participants was overwhelmingly positive, indicating a high level of satisfaction with the activities conducted. Participants appreciated the opportunity to learn and enhance their understanding of circular economy principles. They also highlighted the practical utility of the interactive toolkit developed under Project Result 2 (R2), emphasizing its role in facilitating hands-on learning experiences.

Participants underscored the workshops' relevance in fostering skills development and knowledge acquisition. They noted how the activities enabled them to explore creative ways of repurposing materials, particularly plastic, to contribute to a more sustainable economy. Additionally, participants recognised the broader societal significance of such initiatives, acknowledging their potential to foster social integration and economic empowerment among older adults.

Overall, the joint report underscores the effectiveness of the local activities in achieving the objectives set forth by the IDEA project. The positive feedback received from participants reaffirms the value of collaborative learning approaches in promoting circular economy education for adults. Furthermore, the report highlights the critical role played by the interactive toolkit in enhancing participant engagement and facilitating practical learning experiences.

Gallery

