



Validation System in Lifelong Learning Experiences of Youth Volunteering

Aims

- enhance the learning dimension of volunteering work
- maximize the transferability of this learning to other dimensions of people's life
- help understand the global benefits of volunteering in terms of social integration and (re)engagement, civic participation, mobility opportunities, etc.

Target groups

- Young people with focus on disadvantaged groups
- Staff in volunteering and youth organisations



Main Outputs



Community and e-platform:

- good practices + update information on volunteering opportunities for youngsters

LEVEL5 validation system

- validate competences acquired in volunteering work

Online toolbox

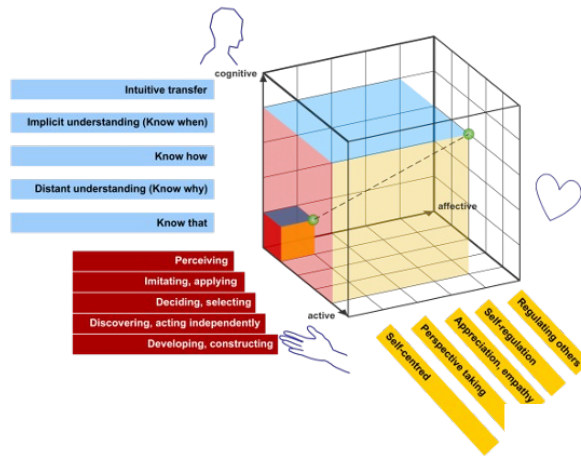
- validation methodology
- volunteers mentoring guidelines for staff/trainers,
- good practice examples



Validation

LEVEL5

... because learning happens everywhere



... learn more consciously and make it visible.

5 DOCUMENTING, EVIDENCING, VISUALISING

- Rate competence levels at different times and reasoning them
- Describe learning outcomes
- Visualise competence development in the LEVEL5 cube
- Create a LEVEL5 evidencing document (certificate)

4 ASSESSING

- Select assessment methods from a catalogue
- Measure competence levels on basis of the reference systems at the beginning and at the end



1 DESCRIBING YOUR PROJECT

- Context
- Target Group
- Objectives
- Resources
- Aspired competences

2 CREATING AN INVENTORY OF COMPETENCES

- Select competence(s) from the inventory
- If needed add a new competence
- Substantiate/contextualise the competence