



green academy

Introduction of Pilot testing...

Pilot testing was a key component of the Greencademy project, serving to adapt and validate tools that empower youth workers in the green transition. Following the Training of Trainers in Pau, youth workers implemented selected methodologies within their local communities to evaluate the practical applicability and impact of these tools in diverse settings. This process tested the effectiveness of the tools and provided valuable insights into how they could be refined and adapted for various local realities.



The pilot testing targeted diverse groups from local communities, with no age limitations. Activities were inclusive, engaging participants from different social, cultural, and educational backgrounds, with varying levels of environmental knowledge. The goal was to ensure the tools were adaptable and effective across these contexts, promoting active participation, collaboration, and ownership of sustainable initiatives.

Objectives of Pilot testing

The overall goal of the pilot testing phase was to bridge the gap between theoretical training and practical application, ensuring that youth workers could confidently implement Green Skills tools in their local contexts. This phase aimed to create a feedback loop that would refine and adapt these tools to better serve diverse youth communities. To achieve this, the pilot testing focused on the following objectives:

- Equip youth workers with practical tools to enhance their work with young people, focusing on environmental sustainability.
- Test and adapt Green Skills methodologies to diverse local contexts, ensuring they are accessible and relevant.
- Empower young people to take active roles in their communities by initiating sustainable practices and solutions.
- Gather feedback from both youth workers and participants to refine tools and inform future educational and policy interventions.
- Foster cross-cultural learning and exchange by addressing barriers faced by young people with limited access to youth infrastructures or cultural differences.



The pilot testing phase...

involved youth workers from partner organizations,
across all four partner countries,
where each partner tested three different tools
aimed at engaging young people in sustainability-focused activities.



Partner organisations

From 4 countries :

Next Level e.V (Germany)

Rakonto (France)

ARYAS NGO (Romania)

Europa Iuvenis (Poland)



Pilot Testing: ARYAS (Romania)

ARYAS conducted three pilot testings in their local community, focusing on engaging young people from small urban and surrounding rural areas, aged from 14 to 18 years old.

“We are Our Own Superheroes” workshop

- Goal: Help participants recognize their personal strengths as "superpowers" for contributing to environmental change
- Main challenge: Participants interpreted the concept literally, focusing on fictional abilities rather than real-life skills
- Need for clearer instructions and relatable examples to guide participants in identifying practical strengths
- Despite initial misunderstandings, high levels of enthusiasm and engagement from participants
- Participants were actively involved in the workshop



Tool “Building Eco-Friendly Communities”

- Goal: Help participants understand how individual and collective actions contribute to sustainable communities
- High participant engagement, especially during the gonfalon design activity
- Gonfalon activity promoted teamwork and creativity
- Main challenge: Managing time effectively, as some activities took longer than expected
- Feedback showed participants gained a better understanding of their roles and responsibilities in sustainable communities



“Green Solutions Shark Tank” workshop

- Task: Participants develop eco-friendly business ideas
- Positive aspect: Participants enjoyed the creative aspect of the workshop
- Main challenge: Many struggled with budget planning and aligning ideas with the traditional Shark Tank format
- Improvement suggestions: Simplify the budgeting process and provide clearer guidelines for structuring business proposals





Pilot Testing: Next Level e.V. (Germany)

Next Level e.V. implemented three pilot testings as well, each tailored to their sustainability-oriented youth organization.

“Mindful Green Living Challenge”

- Focus: Help participants explore sustainable lifestyle habits and manage eco-anxiety
- Positive aspect: Participants appreciated the initial Eco-Footprint Calculator activity
- Key component: 30-day eco-challenge encouraging daily sustainable actions for a month
- Challenge: Many participants hesitant to commit to the extended period, preferring shorter, more manageable tasks
- Feedback: Suggestion to incorporate more interactive games and educational videos to enhance engagement and make the activity more appealing



“Design Your Eco World”

- Goal: Encourage participants to explore ecological values through creative, visual activities
- Primary challenge: Participants struggled to clearly define their ecological values and narrow down ideas
- Facilitators adapted session flow to maintain energy levels, simplifying or skipping activities as needed
- Feedback: The visual approach was engaging, and participants appreciated the creative freedom



“Building Eco-Friendly Communities”

- Focus: Illustrate how individual contributions can build a sustainable community
- Main challenge: Ensuring content remained relevant, as participants had already addressed rights and responsibilities during the puzzle activity
- Overlap led to the omission of the dedicated phase on rights and responsibilities
- Feedback: The workshop effectively reinforced the importance of collective action and helped participants feel more connected to sustainability goals within their organization





Pilot Testing: Rakonto (France)

Rakonto implemented three pilot testings as well, each tailored to their sustainability-oriented youth organization.

“Design Your Eco World”

- Goal: Explore ecological values and creativity
- Initial challenge: Low focus and engagement due to limited prior exposure to ecology
- Facilitators adapted by simplifying activities and focusing on creative exercises like Dixit storytelling
- Smaller groups improved engagement, fostering collaboration and creativity
- Tested twice with different groups:
- First test: Younger participants (14 years old) with limited ecological knowledge
- Second test: Older participants (20-30) with some environmental involvement
- Findings:
- Tool works best with participants who have prior ecological interest
- Prior exposure enhances engagement and learning outcomes
- Older group engaged more deeply, highlighting the value of prior knowledge



“Dream Your Dream City”

- Goal: Introduce participants to the Sustainable Development Goals (SDGs) through strategic group exercises
- Participants designed their ideal eco-friendly cities and engaged in discussions about sustainability challenges and solutions
- Workshop was highly interactive, with participants actively sharing ideas and setting personal goals related to the SDGs
- Time management challenge: Participants requested more time for city design
- Facilitators recommended extending this phase in future sessions
- Activity concluded with reflections on real-world applications, supported by a documentary clip to ground concepts in practical examples





Pilot Testing: Europea Iuvenis (Poland)

Europea Iuvenis conducted three pilot testings.

"My Dream Eco-Bizz"

- Helped young people explore eco-entrepreneurship and develop managerial skills
- Tested with vocational school group in beauty and agribusiness sectors, connecting sustainability with their careers
- Challenge: Some lacked business planning experience, making it hard to develop eco-business models quickly
- Design sprint method helped structure ideas and spark creativity, even for beginners
- Innovative ideas emerged, like an “eco-beauty farm”
- Feedback: More time for business planning introduction would improve the experience



“Build Your Dream City”

- introduced SDGs through creative exercises, encouraging participants to design eco-friendly cities
- Tested with vocational school students in beauty and agribusiness sectors, linking sustainability to their careers
- Some students struggled with creative thinking, needing more introduction time
- Despite varied experiences, students shared similar visions for ideal cities, highlighting common environmental gaps
- Sparked discussions on sustainability and increased SDG awareness
- Feedback: More time for city planning and drawing would improve the experience



“Expedition in the Urban Jungle”

- encouraged reflection on making urban spaces greener and more sustainable
- Tested with a scout group (ages 12-16) already engaged in environmental activities
- Challenge: Limited time prevented detailed projects or drawings
- Guided walk and reflective questions on infrastructure, tree types, and accessibility were useful
- Brainstorming and discussions were engaging without the project design phase
- Feedback: Participants suggested extending the duration for deeper exploration of ideas

