

MOVIE MAKERS





KEY INFORMATION

Type of Activity: Erasmus+ youth exchange

Date: April 9-17, 2025

Number of Participants: 7 per country

Age: 20-30

Additional Stay: Allowed, up to 3 days (at own expense)

Travel Budget:

Spain - up to 580 EUR/person

Poland, Lithuania - up to 395 EUR/person

Italy, Romania - up to 309 EUR/person



SUMMARY

The Movie Makers project addresses the rise in youth unemployment in EU countries post-pandemic by focusing on the development of creative, digital, and teamwork skills through video production. By equipping participants with competencies aligned with employers' needs and the European Framework for Key Competences for Lifelong Learning, the project enhances their employability and sparks interest in further creative studies.

The project engages 42 participants from six countries, who will work in six groups to create videos on social issues. Each group will have at least one experienced video maker to guide others, fostering teamwork and learning.

The activities, designed to be flexible, incorporate non-formal education (NFE) methods, and English will be the common language.

The activities include interactive workshops, practical knowledge sharing, and hands-on experience in film production, covering topics such as visual media, critical thinking, film editing, and digital literacy.

Participants will engage in film creation addressing relevant social issues, developing digital competencies and teamwork skills. They will also have opportunities to promote their work through social media, enhancing their employability and ability to contribute to their communities. The project promotes active citizenship by encouraging participants to use their skills for societal benefit, thus combating unemployment and ignorance.

The project's overall goal is to empower participants to combat unemployment and public ignorance through creative skills, teamwork, and digital literacy. By learning the process of video creation and cross-cultural communication, participants will be better equipped to contribute positively to their communities. The skills gained will also enhance their employability, allowing them to create portfolios that boost their career prospects.



FINANCES & TRAVEL

- Accommodation, and other project-related costs are 100% funded by the EU.
- Travel costs will be reimbursed, up to the maximum compensation amounts listed below, upon submission of all required tickets and invoices.
- All travel tickets must be purchased online.
- There is no participation fee.

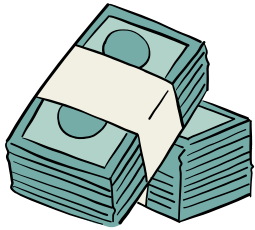
Spain - up to 580 EUR/person
Poland, Lithuania - up to 395 EUR/person
Italy, Romania - up to 309 EUR/person

Travel expenses will be reimbursed after the mobility ends, in accordance with the guidelines of the Erasmus+ programme. To process your reimbursement, it is mandatory to provide all the required travel documents. Please note that if your travel expenses exceed the established limits, reimbursement will be capped at the maximum amount allocated for your country. Failure to submit all necessary travel documents will result in the reimbursement not being processed.

The original documents required for reimbursement are as follows:

Tickets (e.g., bus, train, plane, ferry) and boarding passes.
Invoice/Receipt confirming payment.

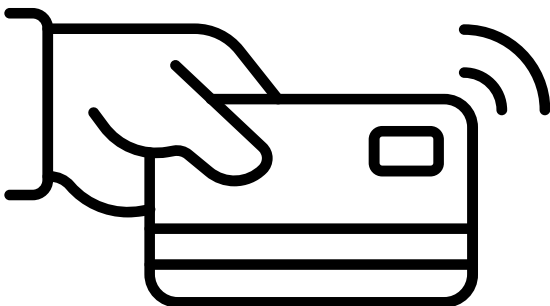
NOTE: Travel by car or taxi will not be reimbursed.



MONEY

The official currency in Turkey is the Turkish Lira (TRY). It's advisable to change or withdraw your money to TRY at the airport to avoid any issues with currency conversion.

Visa and MasterCard are widely accepted throughout the country.



GETTING TO TÜRKIYE

To travel to Türkiye from your home country, the fastest and most secure way is to fly into one of the two main airports in Istanbul:

- Istanbul Airport (IST)
- Istanbul Sabiha Gökçen Airport (SAW)

Once you arrive at one of these airports, you will need to take a domestic flight to Hatay Airport (HTY). We recommend using Pegasus Airlines or Turkish Airlines for domestic flights.

- Arrival Day: 9th of April, 2025
- Departure Day: 17th of April, 2025

Please ensure to check available flights to both Istanbul and Hatay, and plan accordingly to match these dates.

Check-in at the venue will start from 15:00.

Before booking your tickets, please get approval.

Important: Participants must have international passports. Ensure your passport is valid for at least 6 months beyond your intended stay.

HOUSING & FOOD

Venue: To be announced (TBA)

Rooms: Double, triple and quadruple rooms. Towels and bed linen will be provided.

The **activity room** is located at the venue.

WiFi: The WiFi connection will be limited. We recommend purchasing a SIM card with mobile data.

Food: Three meals per day will be provided and served at the venue.

We strongly recommend that each participant inform the organizers in advance about any special dietary needs.

Basic rules:

- Participants must attend all activities, unless they are ill and have informed the organizers. Any participant absent without authorization will be excluded from the mobility and will not be reimbursed.
- Smoking is prohibited inside the buildings.
- Any damage to the property of the hotel or the organizers will result in the cost being deducted from the responsible individual's travel reimbursement.
- This is an EU-funded program, not a holiday. Before applying for this experience, please ensure that you are fully aware of your responsibilities and your commitment to participating in all activities.



PREPARATION

The organizers will not provide any kind of insurance for the participants. Therefore, each participant must acquire travel insurance for the entire duration of the mobility. While we understand that you may feel nothing will happen to you, it is mandatory to have insurance for the safety of the group. Please note that the EU healthcare insurance card is not valid in Türkiye.



Each participating country should:

- Bring all required travel documents as listed above.
- Find interesting games, exercises, or educational activities related to the mobility topic.
- Prepare energizers for the morning.
- Prepare for your country's cultural evening. Be fun and creative! Avoid regular PowerPoint presentations; any kind of activity is welcome (e.g., dances, songs, games, quizzes, etc.).
- Bring clothing and shoes suitable for sports and/or physical activities (e.g., dancing). Don't forget mosquito repellent and any other necessary items.
- Learn about the topic of the mobility, especially in relation to your own country.
- Bring a magnet or another small souvenir from your country to exchange with other participants on the first day (not from the country you represent).

Additional preparation for activities will be posted online after participants are selected.

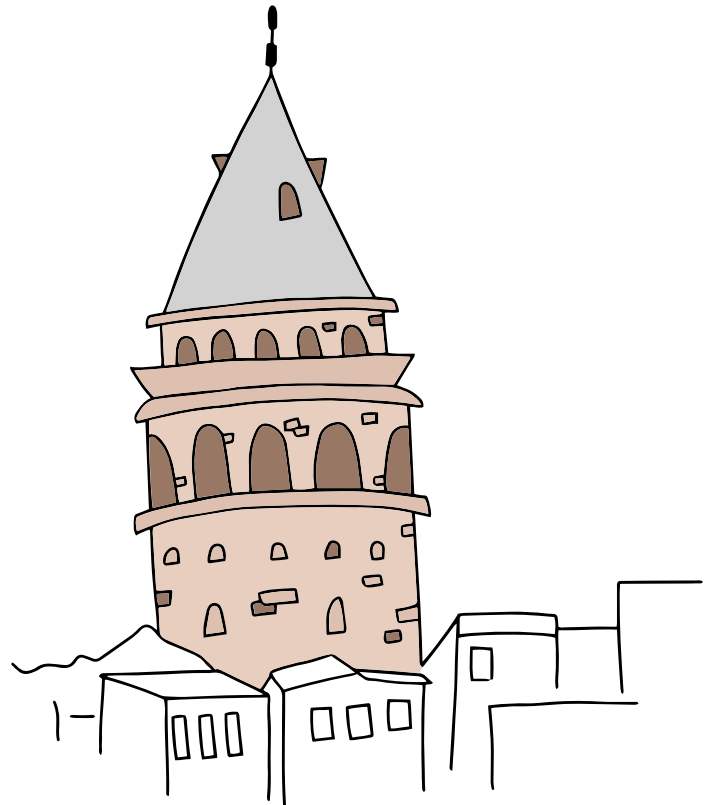
ABOUT TÜRKIYE

Check the following websites to get to know more about the country:

- [Go Turkiye](#)
- [Lonely Planet](#)
- [National Geographic](#)

Interesting fact:

- Let's start with a classic: Istanbul lives on two continents. The city is separated by the Bosphorus, a strait, and thus consists of a European and an Asian part. Overall, 95% of Turkey is in Asia, and 5% is in Europe.
- Many people assume that it is Istanbul that is the capital of Turkey, but actually, it is the city of Ankara that is the capital. Istanbul just happens to be Turkey's largest city.



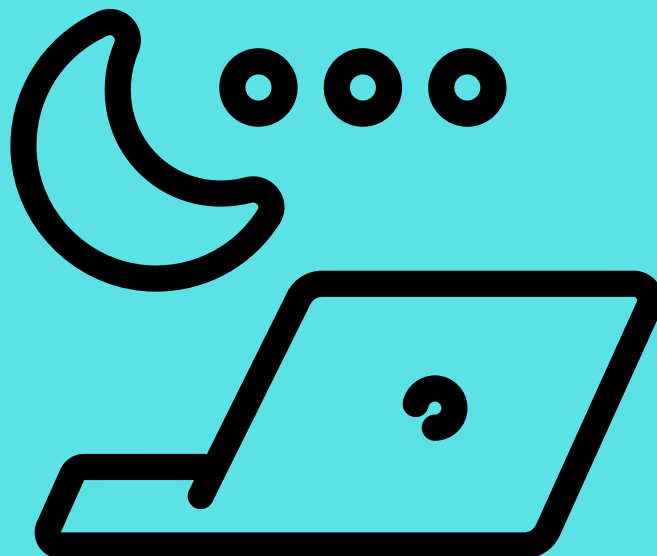
ADDITIONAL STAY

The organization will cover accommodation only for the duration of the mobility. If you arrive earlier or depart later, you will need to cover the additional costs yourself.

We can only cover travel tickets for up to 3 days before or after the mobility dates. If you plan to stay longer or arrive earlier, please inform us before booking your ticket. Otherwise, we cannot guarantee reimbursement.

For additional stays, we recommend using [Airbnb.com](https://www.airbnb.com) or [Booking.com](https://www.booking.com).

Note: Any indirect travel routes taken for personal reasons will not be reimbursed.



CONTACT INFORMATION



Trakų rajono veiklaus jaunimo asociacija



Please do not hesitate to contact us if you require further information.

See U
SOON