

#ERASMUS
DAYS

13 > 18
of October
2025



Erasmus Days 2025 – Online Conference Summary Booklet

Organized by IVAIGO (Lithuania)



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1. Introduction

On October 14, 2025, IVAIGO hosted the Erasmus+ Days 2025 Online Conference, bringing together partner organizations from across Europe and beyond.

The aim of the event was to celebrate Erasmus+ achievements, showcase inspiring projects, and exchange innovative practices in education, youth work, and community development.

Throughout the conference, representatives shared their experiences, presented current initiatives, and discussed how Erasmus+ contributes to building a more inclusive, creative, and sustainable Europe.

This booklet summarizes the presentations and best practices shared during the event.

2. Startup Greece

Theme: Entrepreneurship, Sustainability & Digitalization

Summary:

Startup Greece is an organization promoting innovation and entrepreneurship across Europe. Over the past 5 years, it has taken part in more than 50 Erasmus+ KA1 and KA2 projects, impacting over 1500 participants. Their flagship initiative, “From Waste to Worth,” transforms local waste into business ideas through hands-on youth labs and social innovation.

Website: www.startup-greece.org



3. Asociatia Mondo Learning (Romania)

Project: Refuge in Art – Best Practices

Summary:

This Erasmus+ project promotes mental health and inclusion among refugee and migrant women through art-based education. Activities such as painting and mindfulness workshops provided safe creative spaces that encouraged self-expression, emotional balance, and community building.

Partners: EduLActiva (LT), Incirlioiva (TR)

Project Code: 2024-3-RO01-KA210-YOU-000288829



4. INDEPCIE (Spain) – PENTATEAMS Project



Theme: New Skills and Competences for High-Performing Inclusive Teams

Summary:

The PENTATEAMS project focuses on developing teamwork, communication, and emotional intelligence for inclusive and high-performing environments. Based on Google's Aristotle Project, it explores key elements such as psychological safety, structure, and meaning in collaborative spaces.

Website: www.pentateams.eu



PENTATEAMS

5. OPEN UP – Greek Scientific Association of Innovation

Theme: Innovation in Education & Digital Learning

Summary:

OPEN UP presented a series of Erasmus+ KA2 projects focused on innovation in education — including “Smart Lesson” (using smartphones for STEM teaching), “Skills to Catch the Future” (computational thinking & coding), and “Recycle the Nature” (environmental education). Their initiatives integrate technology and inclusivity across schools, empowering educators and students through digital transformation.

Website: www.openup.gr



6. Litorina School (Lithuania)

Project: The Fun Factor – Gamification for Inclusive Education

Summary:

The project promotes inclusive learning through gamified education. It developed 15 original educational games adaptable for various age groups and special needs. These resources support teachers in primary and vocational education, making learning more engaging and accessible.

Website: www.gamelusiveedu.eu



7. IVAIGO (Lithuania)

Theme: Lifelong Learning, Inclusion & Innovation

Highlighted Projects:

- Equal Futures – empowering young feminist activists.
- eSafety Women – digital safety for women online.
- Inclusive Growth – art therapy and green skills for youth with disabilities.
- Outdoor Ventures – outdoor learning for youth entrepreneurship.
- AI in Motion – digital and AI skills for youth workers.

Website: www.ivaigo.lt

8. EduLActiva (Lithuania)

Theme: Creativity, Inclusion & Sustainability Education

Highlighted Projects:

- Refuge in Art – art therapy for refugee women.
- FEAST – eco-friendly cooking and food sustainability education.
- Empowering Adults for a Sustainable Future – sustainability skills for educators.
- Creative Connections – arts and music for children with special needs.

Website: www.edulactiva.lt



9. Cyprus Computer Society

Theme: Digital Transformation and Cyber Inclusion

Highlighted Projects:

- Digital Futures – promoting digital education.
- CODEDU – coding with Arduino in schools.
- CyberME – empowering young women in cybersecurity.
- Digital Skills Wallet – certifying micro-credentials.
- DWELL – digital well-being in education.

Website: www.ccs.org.cy



**CYPRUS
COMPUTER
SOCIETY**

10. Champions Factory (Bulgaria)

Theme: Sports, Non-Formal Education & Youth Empowerment

Summary:

Champions Factory is an international NGO fostering social change through education and sport. With over 12 years of experience, they promote youth entrepreneurship, adult learning, and sports for people with disabilities. Their “Youth Accreditation Programme” and “SISTERS Project” foster gender equality, inclusion, and mental health awareness in sports.

Website: www.championsfactory.bg



11. Summary & Thanks

IVAIGO would like to express sincere appreciation to all partner organizations that took part in the Erasmus+ Days 2025 Online Conference.

Your inspiring presentations, innovative ideas, and dedication to education and inclusion made this event a true success.

Together, we continue to build bridges across Europe, promote lifelong learning, and empower communities through the Erasmus+ spirit.

