POLITICAL EDUCATION

SUMATRA INNOVATION

Voting at 16? From 2024, it's possible!
What if we gave our young people the tools they need?

At the last European elections, over 50% of Europeans (including 17% in Belgium) did not exercise their right to vote. Why not? Lack of knowledge, a well-considered decision, or simply a lack of interest? Sumatra aims to ensure that everyone chooses to vote in an informed and responsible way.

We are offering a political awareness-raising program to give young people the tools they need to appropriate, understand and better appreciate politics. And we believe that the best way to achieve this is by experiencing politics. That's why, at Sumatra Innovation, we favour an interactive and participatory approach.

MODULE 1 :
« EU'S HISTORY »

(1) **EU areas of competences**
(2) **Historical context of its foundation**
(3) **Interactive timeline**
(4) **How the EU works: the interplay between the institutions**

MODULE 2 :
« THE MAP »

(1) **The political spectrum**
(2) **Historical values of the Left and the Right**
(3) **Key concepts**
(4) **History and values of the 7 European groups**
(5) **Game 'Who is it'**

MODULE 3 :
« HOW TO VOTE? »

(1) **Voting conditions**
(2) **Practical information**
(3) **How to validly vote?**
(4) **Voting simulation**
(5) **Impact of a blank vote**
(6) **Expressing yourself politically**

MODULE 4 :
« THEMES' ANALYSIS »

Each session takes place in **two stages**: first, an **in-depth exploration** of the key issues linked to the chosen theme, such as climate, agriculture, security or migration. Then we carry out a **detailed analysis** of the policy proposals and programmes of the various European political groups on these issues.

Package:

●●●	●●●	●●●
1 Theme	2 Themes	3 Themes
Between 2 and 4 hours	*Between 4 and 8 hours*	*Between 6 and 12 hours*

MODULE 5 :
« RETROFITTING »

Summary of the last quinquennium :
(1) **Laws passed**
(2) **Positions taken by European groups**

Case study :
(3) **Impacts of these laws on the group(s) concerned**
(4) **Debate**
(5) **Conclusion - Information & political disinformation**

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OUR THEMES

"AGRI"
AGRICULTURE

"GLOB"
GLOBAL AFFAIRS

"DEMO"
DEMOCRACY

"SECU"
SECURITY

8

IS NO
PLANET B

CLIMATE
"CLIM"

MIGRATION
"MIG"

DEFENCE
"DEFI"

TECHNOLOGIES
"TECH"

POLITICAL EDUCATION

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AGRICULTURE

(1) <u>History of agriculture :</u>
- From 80% to 5% of the population in agriculture

(2) <u>Economics & Agriculture:</u>
- 'How to guarantee affordable prices for consumers while ensuring fair remuneration for farmers?'
- Economic mechanisms (CAP, subsidies, reduced VAT)
- The Fair Price' game

(3) <u>Environment & Agriculture:</u>
- How can we feed everyone while preserving the planet and future generations?
- Environmental impact of agriculture and innovations in the sector

(4) <u>Current policies :</u>
- Game on the impact of the Green Deal and the Mercosur Pact on farmers

DEMOCRACY

(1) <u>History of Democracy :</u>
- Evolution of the political model: from dictatorship to democracy

(2) <u>Democracy:</u>
- Definition of democracy, its fundamental values and opposing systems
- What is a State governed by the rule of law?
- Interactive game: "Is this a dictatorship?

(3) <u>Democracy and the European Union:</u>
- Democratic conditions for EU membership
- Presentation of the different democracies in Europe

(4) <u>Democracy and Human Rights :</u>
- History and principles of the European Convention on Human Rights
- Role of the European Court of Justice

(5) <u>Minority Rights :</u>
- Minority rights in EU legal texts

CLIMATE

(1) <u>History of the climate issue</u>

(2) <u>Science of global warming:</u>
- Greenhouse gases: roles and impacts
- The albedo effect and the role of vegetation
- Giant map to locate climate elements

(3) <u>Consequences of global warming:</u>
- Impacts on water, food and natural disasters.
- Consequences for developing countries

(4) <u>Solutions to climate change :</u>
- Political and engineering solutions: carbon tax, renewable energies, electric vehicles
- Sociological approach: changing mentalities, diets, recycling

DEFENCE

1) <u>History of European Defence :</u>
- 80 years of peace and Nobel Peace Prize

(2) <u>European Union and NATO :</u>
- Interactive game on the creation of NATO

(3) <u>US Isolationist Policy:</u>
- Impact on Europe
- The need for the EU to have its own defence?
- Debate on the formation of a European army

(4) <u>Technology & Defence:</u>
- New weapons (drones, cyber, robots)

(5) <u>Current risks :</u>
- War is back in Europe
- Transatlantic dependence

(6) <u>Conclusion:</u>
- Defence = one of the European Commission's priorities for 2024-2029

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TECHNOLOGIES

(1) History and Technological Advances:
- Timeline of major innovations

(2) Technology and the Economy :
- Technology and economic growth
- Technology and employment

(3) Ethics and Technology :
- Ethical dilemmas
- Bias of AI

(4) Technology, Politics and Data :
- Importance of data - Example of manipulation of public opinion

(5) Europe and Technology :
- The EU lags behind other world powers
- The EU's vision of technology as a driver of growth

MIGRATION

(1) History of Migration :
- Migration Crisis 2015

(2) Migration & National Identity :
- Concept of National Identity
- Assimilation, integration and multiculturalism (definitions and examples)

(3) Migration & Demography :
- Ageing of the European population
- Impacts on social systems

(4) Migration and Economy :
A. Employment
- Jobs in short supply, competition on the labour market-> what impact?
- Working conditions

B. Economic analysis of migration
- Comparison of different European countries
- What makes migration economically beneficial for a country?

SECURITY

(1) History of Security in Europe :
- Evolution of policing systems

(2) Crime in Europe :
- Interactive game "Maps & Crimes of the EU"

(3) Fighting Crime :
- Current tools
- Game on the creation of EUROPOL

(4) Threat of Terrorism :
- Definitions and analysis of the problem
- New anti-terrorism measures/weapons

(5) Cybercrime :
- Definition and concrete examples of incidents.
- New laws and protection tools

(6) European Security of Tomorrow:
- Technological innovations in security
- New European strategies under discussion

GLOBAL AFFAIRS

(1) History of the EU on the World Stage :
- From post-war recovery to global diplomacy

(2) Trade and Global Economy :
- Overview of EU trade agreements
- Debate "free trade vs. fair trade"

(3) The EU and the United Nations :
- EU's observer status, influence in UN policy-making, coordination of member states
- Introduction to power imbalances (UNSC)

(4) Diplomacy and External Action :
- Introduction to the EEAS
- Interactive map "Where is the EU diplomatically active?"

(5) Europe's Role in Geopolitics :
- Global power, foreign policy, strategic autonomy
- Game: Create your own EU Foreign Policy Strategy
- Future of Global Affairs (Africa, BRICS, decline of the West)

EU HISTORY

- EU areas of competences
- Historical context of its foundation
- Interactive timeline
- How the EU works: the interplay between the institutions

MODULE ①

THE MAP

- The political spectrum
- Historical values of the Left and the Right
- Key concepts
- History and values of the 7 European groups
- Game 'Who is it'

MODULE ②

HOW TO VOTE

- Voting conditions
- Practical information
- How to validly vote?
- Voting simulation
- Impact of a blank vote
- Expressing yourself politically

MODULE ③

THEME ANALYSIS

- AGRICULTURE
- DEMOCRACY
- CLIMATE
- DEFENCE
- TECHNOLOGIES
- MIGRATION
- SECURITY
- GLOBAL AFFAIRS

MODULE ④

RETROFITTING

- Summary of the last quinquennium :
- Laws passed
- Positions taken by European groups
- Case study :
- Impacts of these laws on the group(s) concerned
- Debate
- Conclusion - Information & political disinformation

MODULE ⑤