

# Template for Classifying Quick Wins in Teaching EU Matters

## 1. Basic Information

- Title/Name of the Quick Win: **Virtual Exchanges**
- Country/Region of Origin: **Greece**
- Institution/Organization Implementing the Practice: (e.g., VET Schools, EU Institutions or platforms, Schools, Parents, Students, Public Employment Service, NGOs, Chambers, Freelance trainers, Local community); **VET schools, students**
- Target Audience: (e.g., students with age range if available, teachers, specific VET fields); Young people - 2.500 students from Albania, Montenegro, Kosovo, and EU States (Portugal, Greece, Germany and others) will participate in the Virtual Exchanges
- Duration of the activity: please describe in hours/ units / days; **multiple days throughout the duration of the project**
- Accessibility: Free, Fee (how much if available), **Free**
- Year of Implementation: (if available); **01/07/2023 - 30/06/2026 (36 months)**
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## 2. Description of the Quick Win

- **Description of Activities:**  
*Provide a brief overview (max 2000 characters)*

The **VirtuEU** project is a virtual exchange program designed to unite young people across borders, promoting active citizenship and civic participation. It engages over 2,500 students from Higher Education Institutions in EU Member States and Western Balkan countries through activities that foster a sense of European identity and community involvement.

- **Why is this approach useful to teach EU matters?**

The VirtuEU project is highly effective in teaching EU matters because it provides a digital, accessible, and engaging platform for students across different EU and Western Balkan countries to develop a deeper understanding of European values, active citizenship, and democratic participation.

This virtual exchange model addresses key challenges in EU citizenship education, such as limited mobility opportunities, geographic barriers, and lack of direct engagement with European institutions. By utilizing online collaboration tools, students from diverse backgrounds can participate in discussions, debates, and interactive learning sessions that promote EU values, civic engagement, and cultural exchange without the need for physical travel.

- **Why is it a quick win?**

The VirtuEU project qualifies as a Quick Win because it is a scalable, cost-effective, and easily implementable method of teaching EU citizenship through virtual exchange and online collaboration. Unlike traditional mobility programs, which require significant funding, travel arrangements, and logistical planning, VirtuEU leverages digital platforms to provide instant access to EU-related discussions and learning experiences.

- **How to make this approach successful?**

The instant impact of live interactions and structured discussions fosters active citizenship, while its flexibility allows integration into VET curricula or extracurricular activities. This low-cost, high-impact initiative makes EU topics more engaging, inclusive, and accessible, reinforcing European identity and civic engagement without requiring extensive planning or long-term commitments.

To make the VirtuEU project successful, start by selecting user-friendly, accessible digital platforms like Zoom or Teams, ensuring all participants can easily join. Design short, interactive sessions focused on EU values, using breakout rooms, polls, and debates to keep students engaged. Train facilitators with clear guides to manage discussions and support inclusive participation. Integrate the program into existing curricula or offer it as an extracurricular option for flexibility. Partner with schools and youth networks across EU countries to promote the initiative and recruit diverse participants. Address digital access by working with schools to provide shared devices or internet access. Overcome language barriers by offering multilingual support or translated materials. Boost student engagement through real-life scenarios, gamification, and peer-led activities. Offer flexible scheduling or recorded options to accommodate time differences. Finally, collect feedback and measure impact through simple surveys to continuously improve the experience and foster lasting civic awareness.

- **Related resources**



<https://akmi-international.com/projects/virtueu/>

<https://virtueuproject.eu/>

- **Additional Notes:**

To maximize the impact of the **VirtuEU** project and similar virtual exchange initiatives, institutions should consider expanding participation by integrating these sessions into VET curricula and promoting them through social media and student networks. Offering certificates of participation could enhance student motivation and provide tangible recognition for engagement. Additionally, ensuring high-quality facilitation with trained moderators can improve discussion depth and student interaction. Regular feedback collection through surveys can help assess engagement levels and content effectiveness, allowing for continuous improvement. Schools should also explore hybrid models, combining virtual discussions with in-person activities, to create a more immersive learning experience. Encouraging collaboration with EU institutions, Erasmus+ partners, and industry professionals can further enrich content and provide students with real-world insights into European civic life and employment opportunities.