

NEWSLETTER #3

INVEST IN YOUTH

PROJECT COMPLETION

Financial Literacy Meets Civic Participation Through Interactive Play

Project Update & Highlights →

WELCOME TO OUR THIRD NEWSLETTER

We are pleased to welcome you to the **Third and Last newsletter of the Erasmus+ project "Invest In Youth", KA210-YOU-8A369E83**.

The project brings together partners from **Germany, Portugal, and Italy** with a shared mission:
To empower young people, especially those from disadvantaged backgrounds, to become **financially literate, socially aware, and civically engaged citizens.**

Since our last update, we **completed local training and piloting** across all three countries, putting the **board game and Finance is Civic guide** into practice with young learners on the ground. That work has now culminated in our **multiplier events**, opening the project up to a wider public audience, followed by a closing **EU Webinar** bringing the full journey together and sharing what we've learned along the way.

INFORMAmentis EUROPA

EduMansha ASSOCIAÇÃO

Invest in YOUTH

Highlights e.V. MIND, TECH, LIFELONG LEARNING

Project Recap →

Project Recap

The **journey began** with a **kick-off meeting in Germany**, where partners from Germany, Portugal, and Italy aligned on the project's goals and approach.

International training in Italy then brought youth workers and young learners together to test the **Invest in Youth board game** and the **Finance is Civic guide.**

The board game combines financial literacy and civic education on a 69-tile path with five colour-coded tile types: **Expense, Opportunity, Civic Duty, Random Event, and Skill/Task**. Players build up cash, Civic Points, and Reputation Points, and the final score combines all three, meaning the richest player doesn't automatically win.

Local training and piloting followed across all three countries before the **project closed** with **multiplier events** and a **final EU Webinar.**

Multiplier Events →

WHAT WE DID NEXT

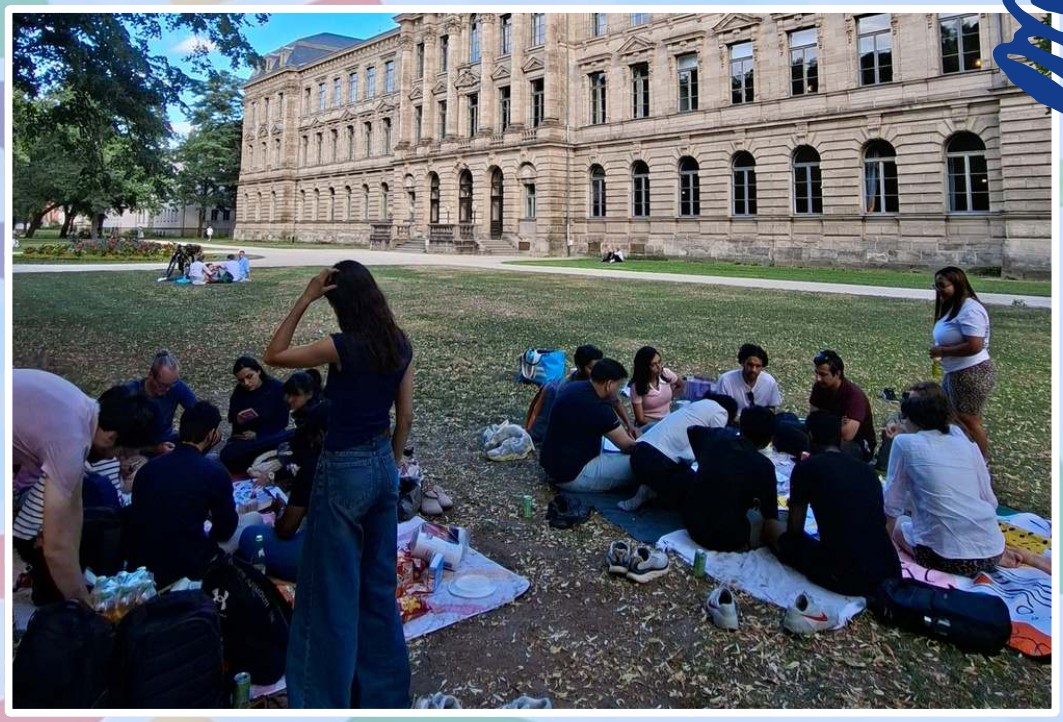
THE INVEST IN YOUTH MULTIPLIER EVENTS

The Invest in Youth **multiplier events** brought the **board game** and the **Finance is Civic** guide out of the training room and into the public. Held in each partner country, the events opened participation beyond the project's usual circles, inviting **youth workers, educators**, and members of the public to experience the game through guided, hands-on gameplay.

Participants worked through the game's tile system, weighing **budgeting decisions, investment risks, and civic choices**, while facilitators connected each moment of play to **real-world financial and civic concepts**. The events also gathered direct participant feedback, confirming what worked well and extending the project's reach to a **wider audience** who can carry the tools forward.




Start
CIVIC DUTY
Public Consultation on School Merger
Two local schools may merge, affecting hundreds of families.
Attend (-€50): +1CP | Write feedback (-€30): +1RP
Stay silent: No change
Education governance



CLOSING IN ON COMPLETION

THE FINAL EU WEBINAR

The Invest in Youth **EU Webinar** brought the **project's full journey to a close** in one final online session, tracing the path from the international training in Italy through local piloting and the multiplier events to this closing milestone.

Open to **youth workers, educators, and anyone interested in financial and civic education,** the webinar walked participants through the finished board game and Finance is Civic guide, sharing what was learned along the way and opening the floor for live discussion.

As the **project's final activity**, the webinar marked the formal **conclusion of Invest in Youth**, handing the finished tools to a broader European audience of youth workers and educators who can carry financial and civic education forward long after the project ends.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INVEST IN YOUTH
Three connected ideas
• FINANCIAL LITERACY
• CIVIC AWARENESS
• ACTIVE PARTICIPATION
Understand your money.
Understand its impact.
Make better decisions.
Highlights e.V.
Funded by the European Union


Raj EduManSha
Riya Edumansha
Muskan Gupta
Divya Mittal
Mustafa Hasnain Pardawala
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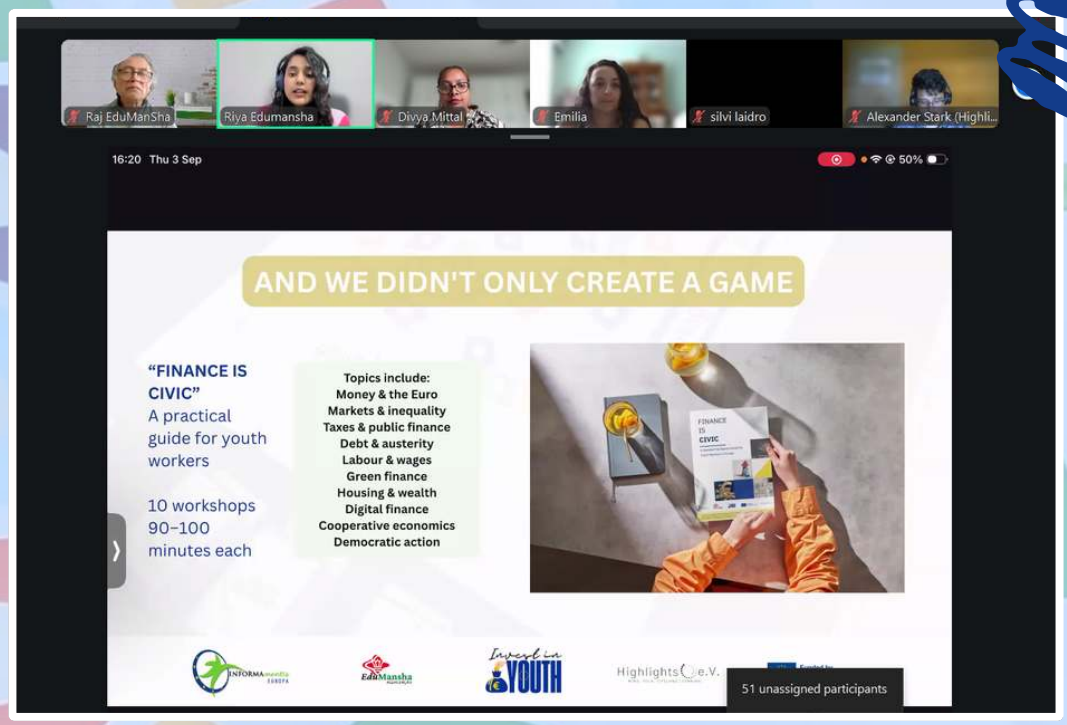
EU Webinar
3 SEPT 2026
Invest in YOUTH
Highlights e.V.
Funded by the European Union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AND WE DIDN'T ONLY CREATE A GAME
"FINANCE IS CIVIC"
A practical guide for youth workers
10 workshops 90–100 minutes each
Topics include:
Money & the Euro
Markets & inequality
Taxes & public finance
Debt & austerity
Labour & wages
Green finance
Housing & wealth
Digital finance
Cooperative economics
Democratic action
51 unassigned participants

THE FINAL SURVEY: DID THE GAME IMPACT ENOUGH?

Building on the early gains seen during local piloting, participants at the **multiplier events** were surveyed again to measure the **board game's impact at full scale**, once the tools reached a wider public audience.

The survey assessed:

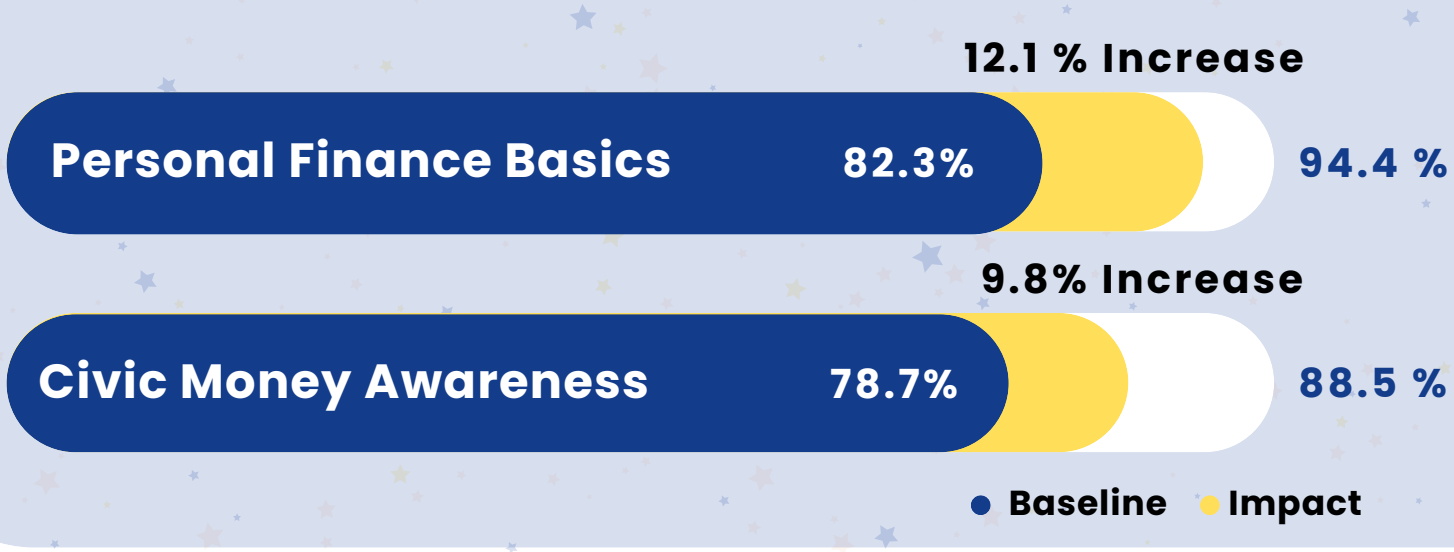
- **Knowledge retention** on personal finance and civic money topics.
- **Confidence, civic attitudes,** and satisfaction with the board game experience.

Why this comparison matters?

This survey confirms the **board game's full impact**, building on the early signals from local piloting to show **how the tool performs** once opened up to a broader audience. It **verifies** whether **the gaps identified** at **baseline were fully closed** and captures richer feedback now that more people have played.

Key Findings: Baseline vs Final Impact

Stronger gains across both personal finance and civic understanding, surpassing the early piloting results



The board game showed even **stronger improvement** at the multiplier events than during local piloting, confirming the tool **delivers on its core goal** of connecting money to citizenship at scale.

Biggest Improvements Identified →

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Comparing responses before and after the board game shows measurable progress across the three areas identified as weakest

1 Compounding & long-term investing

Correct answers rose to 80% post-game, though this remains the area with the most room to grow.

2 Government budgets & public finance

95% of participants correctly explained why governments collect taxes, up from 67.3% at baseline.

3 Inflation & purchasing power

93.3% now correctly grasp related concepts like emergency funds, alongside high confidence (94–96%) in connecting personal choices to community impact.

👉 These results **confirm the board game closed the gaps** identified in the baseline survey, with the multiplier events extending that impact to a wider audience.

Thank you for participating →

Thank *You!*

Your participation, ideas and feedback have helped make this project possible and **meaningful.**

Together, we have shared experiences, learned from one another and **created impact** across our partner countries.

We hope the results and memories of this project will continue to **inspire** you beyond today.

Thank you for being part of the journey!

Project Partners

Germany (Coordinator)

HIGHLIGHTS E.V.

Portugal

EDUMANSHA – Associação para o Aprendizado Contínuo

Italy

Informamentis Europa

Until Next Time →

The journey may have **come to an end**,
but the **impact continues**.

Thank you for your participation, ideas, energy, and support throughout this project.

Until Next Time!

More updates and insights about our future projects will follow on our socials.

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