



10 steps to implement the COMANITY programme

In the European Union, one of the main challenges is the **social, economic and political exclusion of young people**. In the frame of the COMANITY project, 9 partners worked together to develop a **new programme for youth and social inclusion**. The final result of this project is a **Toolkit**, which aims to ensure the **transferability** and **replicability** of the programme in youth organisations and other sectors (social field, therapy, adult citizenship).

One of COMANITY's main objectives is to develop a new youth work and volunteering role – the **Community Animateur**. This new role aims to enable youth workers to “step into the shoes” of marginalised young people, understand their needs, and provide a credible and trusted source of support to help them realise their potential and play an active role in improving their communities.

This Toolkit brings a **10-step solution** for the inclusion of young people through a **community-based 'inclusive learning ecosystem'**. It provides guidelines, procedures, tools and practice examples to support the successful transferability and implementation of the COMANITY programme within local environments. It also provides policy recommendations to support the sustainability of COMANITY in the wider EU long-term youth and social work sectors.

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