Name of the project: JOB LABYRINTH - Fostering youth inclusive education and transition to work through game-based approaches integrating active employment and web-based guidancein Europe

PROJECT TIMETABLE

Project activity*	M1	M2	M3	M4	M5	M6	M7	M8	M9	M10	M11	M12	M13	M14	M15	M16	M17	M18	M19	M20	M21	M22	M23	M24
MONTHS	ott	nov	dic	gen	feb	mar	apr	mag	giu	lug	ago	set	ott	nov	dic	gen	feb	mar	apr	mag	giu	lug	ago	set
A1 Project management/implementation A/O/C/E	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
A2 Preparation of activities	■	■		■	■	■			■		■		■	■		■	■	■			■	■		■
A3 4 awareness raising seminars																	■	■						
A4 2 National ToT and 2 Web seminars														Tot	WS									
A5 Pilot testing of Job Labyrinth Game and etools																			■	■	■			
A6 Wide scale-up testing																					■	■		
A7 Implementation of quality plan and Milestones (KM)		KM1				KM2			KM3			KM4				KM5						KM6		
A8 Interim and final evaluation													■											■
A9 Implementation of the dissemination/communication plan																								
A10 DBI coordination meetings				■	■												■							
A11 MoU and agreements with stakeholders and key actors						■							■									■		■
M1 kick off meeting		ES																						
C1 peer learning - social integration of vulnerable youth		ES																						
O1 Good practices web/game base approaches		■	■	■	■																			
O1/n.1 Analysis of gamification approaches		■	■																					
O1/n.2 Analysis web based guidance tools			■	■																				
O1/n.3 Pedagogical/technological guidelines				■																				
O1/n.4 Capitalization on the project			■	■																				
O2 Repository on youth active employment			■	■	■	■																		
O2/n.1 Data base framework			■																					
O2/n.2 gathering and updating information				■	■																			
O2/n.3 youth guidelines "How to move"					■	■																		
O3 Capacity building modules			■	■	■	■	■	■		■		■												
O3/n.1 Pedagogical/educational guidelines			■	■																				
O3/n.2 Methods/procedures to deliver and validate ToT				■	■	■																		
O3/n.3 Development of 4 ToT modules					■	■	■	■																
C2 peer learning - validation of non-formal competences						IT																		
O4 JOB LABYRINTH Technological Framework		■	■	■	■	■	■	■	■				■	■		■	■	■		■				
O4/n.1 Technological learning environment		■	■	■	■	■																		
O4/n.2 Analysis and development of JL Game						■	■	■	■				■											
M2 Meeting JL framework and e-tools,									SL															
E1 Effective web based guidance									SL															
M3 planning roll out											HU													
C3 Peer learning - Competence bilance and guidance									SL															
C4 Peer learning - ICT based learning/guidance											HU													
O5 JOB LABYRINTH Community of Practices						■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
O5/n.1 Linguistic/pedagogical development etools						■	■																	
O5/n.2 Development of the Community of Practices								■	■	■	■	■	■	■	■	■	■	■						
O5/n.3 Animation of the Community of Practices													■	■	■	■	■	■	■	■	■	■	■	■
M4 validating roll-out and planning wide dissemination																ES								
E2 Fostering active employment of vulnerable youth																ES								
O6 e-toolkit package and guidelines									■	■	■	■				■	■	■	■	■	■			
O6/n.1 Adaptation/development etools/guidelines									■	■														
O6/n.2 Building packages and guidelines																■	■	■	■	■	■			
O7 Impact assessment and recommandation						■			■	■			■			■	■	■	■	■	■	■		
O7/n.1 Gathering data on impact													■	■										
O7/n.2 Impact assessment																■	■							
O7/n.3 Final Recommendation (development + promotion)																					■	■		
M5 final meeting																								IT
E3 JOB labyrinth impact on ALMPs and youth engagement																								IT

Please insert rows as needed

Project activity types:

A*n*	- PROJECT MANAGEMENT AND IMPLEMENTATION ACTIVITIES
O*n* /A*n*	- INTELLECTUAL OUTPUTS/ACTIVITIES
M*n*	- TRANSNATIONAL PROJECT MEETINGS
E*n*	- MULTIPLIER EVENTS
C*n*	- LEARNING/TEACHING/TRAINING ACTIVITIES
n	- number of the activity

Please enter all main project activities and meetings, intellectual outputs and related activities, multiplier events and training/teaching/learning activities. Use the reference numbers as they appear in the application form. Where no numbers exist in the application form (i.e. for activities included in project management and implementation), use reference numbers A1, A2 etc. For each activity, meeting or event, indicate the month(s) in which they will be produced/take place by colouring the corresponding cells.