



EUROPEAN DIGITAL CAMPS FOR THE INCLUSION OF YOUTH WITH RETINOBLASTOMA

Spaces for the digital and social construction of youth with retinoblastoma in Europe

PROJECT NUMBER: 2023-1-ES02-KA220-YOU-000152874

PROJECT DURATION

1st September 2023 - 31st August 2025

TARGET GROUP

Children and young people with retinoblastoma.

PROJECT RESULTS

- R1 EUROPEAN DIGITAL CAMPS FOR INCLUSION OF YOUTH WITH CANCER: A METHODOLOGICAL GUIDE
- R2 FUNCAMP DIGITAL PLATFORM
- R3 NON-FORMAL RESOURCES FOR THE INCLUSION OF AFFECTED YOUNG PEOPLE
- R4 CONSTITUTION OF THE NETWORK OF NON-FORMAL EDUCATION ENTITIES FOR CHILDREN AND YOUNG PEOPLE WITH CANCER
- R5 CAMPAIGN ON SOCIAL NETWORKS
- R6 DISSEMINATION MATERIALS

TEAM



Fundació La Nineta dels Ulls (NDU Foundation) - *Coordinator*



Redtree Making Projects Coop.V. *Valencia, Spain*



Smallcodes srl. *Florence, Italy*



Artistes du Monde for Kids *Bruxelles, Belgium*



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EUROPEAN DIGITAL
CAMPS FOR THE
INCLUSION OF YOUTH
WITH RETINOBLASTOMA



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24

MONTHS

3

MEETINGS

2

CONFERENCES

ABOUT THE PROJECT

Children and young people affected by severe illnesses must spend long periods in hospitals or at home. These are difficult times, away from their friends and the routine that gives them life, so they often fall into depression, thus creating new barriers to their socialization, inclusion, and even their recovery.

For 24 months we will carry out activities to implement the results of this project, thus providing opportunities for Young people with retinoblastoma or other childhood cancers to recover their smile in their most difficult times. These will include holding the first DIGITAL, INCLUSIVE, AND TRANSNATIONAL CAMP, Transnational Meetings, and adapted activities for the creation of results, of training, evaluation, and monitoring, as well as dissemination activities.

A methodology of digital, transnational, and inclusive camps will be created, which will allow children and young people with disabling diseases to access to safe and adapted leisure activities and non-formal training that enhances their youth values and skills.

This strategy will include:

- The guide to create your own digital camps.
- The digital platform with everything you need to implement them.
- Multiple resources and tools for the inclusion of users.

PROJECT WEBSITE



PARTNERS

