

citigen[★]Z

www.citigenz.eu



RAISING AWARENESS ABOUT THE EUROPEAN UNION



Co-funded by
the European Union

AUTHOR(S)

Elie Demerseman

YES Forum

www.yes-forum.eu



CONTRIBUTORS

Paula Mendes

Associação Mais Cidadania

www.maiscidadania.pt



Taja Kavčič

PiNA

www.pina.si



Agnès Denjean Gautier

Pistes Solidaires

www.pistes-solidaires.fr



Emmanuelle Schon-Quinlivan

University College Cork

www.ucc.ie



DATE OF PUBLICATION

February 2025

DISCLAIMER

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.





Context

While the 2019 European Parliament elections saw a peak in young people's participation, a decrease in youth turnout was reported in the 2024 ballot. And yet young Europeans do not lack interest in the European Union: almost nine out of ten want more EU citizenship education at school! (*Flash Eurobarometer 455*)

Youth work has a key role to play to bridge that educational gap. With their expertise in non-formal education, youth workers are specifically well-equipped to support an emerging generation in their civic engagement: most young people from the “GenZ” (born 1997-2012) were first-time voters in 2019 and 2024 or will be in 2029.

Because the so-called “Zoomers” share, among other characteristics, a preference for hands-on, interactive educational material, this handbook provides youth workers with 11 ready-to-use activities to help GenZ participants learn, exchange and debate about the European Union.

Compiled through the CitiGen’Z project, these activities were designed and/or tested and approved by NGOs experienced in EU awareness- raising. They go hand in hand with a wealth of interactive educational material created by the CitiGen’Z partners to address all learning styles.

So ... enjoy!



EU Puzzle Rules

Print the set of puzzles as many times as needed. Each set is planned for 6 participants.

Split your participants in groups of 6 each.

Cut and mix the pieces of each set of puzzles of 5 institutions. Ask the groups to put them back together.

The winning group is the one that has all 5 puzzles put back together first.

Enjoy!









