Project Concept Development Prompts – Treasure Hunt as a Core Methodology

1. Core Idea and Purpose

- What is the central theme or societal issue your project/concept addresses?

- Why are you choosing the treasure hunt method to approach this theme?

- What is the change you want to create through this project?

2. Relevance and Rationale

- Why is this topic important right now in your local or European context?

- How does it align with priorities in education, youth work, digitalization, or inclusion?

- What research, needs assessment, or real-world experience supports your idea?

3. Target Groups

- Who are the main participants or beneficiaries of your project?

- What are their specific needs, interests, or challenges?

- How will you engage them meaningfully in all project phases (co-creation, testing, reflection)?

4. Learning and Impact

- What will participants learn, practice, or become more aware of?

- Which key competences or attitudes are you targeting (e.g., collaboration, creativity, critical thinking)?

- How will you measure and demonstrate this learning and impact?

5. Activities and Methods

- What activities will you implement (besides the treasure hunt)?

- How are those activities connected logically across the project phases?

- What methodology or educational approach underpins your design?

6. Tools, Platforms, and Resources

- Will your project/concept involve digital tools, apps, or media production?

- What tools/platforms support your goals effectively?

- What existing resources can be adapted or reused?

7. Partnerships and Collaboration

- What kinds of partners (NGOs, schools, municipalities, tech organizations) will you involve?

- What is each partner's role and added value?

- How will you ensure good collaboration and communication within the consortium?

8. Dissemination and Visibility

- Who needs to know about your project (stakeholders, educators, youth workers, policymakers)?

- How will you promote your project and share your results?

- What materials or media will you produce (e.g., toolkit, video, event, podcast)?

9. Sustainability and Follow-up

- What happens after the project ends?

- How will your results continue to be used or scaled?

- Can the treasure hunt become a replicable or open-source tool?

10. Innovation Potential

- What is innovative about your approach?

- How does your project add something new to the field of education, inclusion, or youth work?

- Could it influence local or European practices or policies?