

EDUCATION AND YOUTH ENGAGEMENT

BORNHOLM



ISLAND & IDEA TITLE

BORNHOLM

EDUCATION AND YOUTH ENGAGEMENT - STRENGTHENING YOUNG GENERATIONS AND ISLAND RESILIENCE DESIGNED TO STRENGTHEN YOUTH ENGAGEMENT, IMPROVE EDUCATION OPPORTUNITIES AND SUPPORT COMMUNITY RESILIENCE ON BORNHOLM



TARGET GROUP

YOUNG PEOPLE (AGES 12–25)
STUDENTS & TEACHERS
YOUNG ENTREPRENEURS
CIVIC ASSOCIATIONS
CULTURAL ACTORS



PROBLEM AND OPPORTUNITY

OUTFLOW OF YOUNG PEOPLE DUE TO LIMITED HIGHER EDUCATION PATHWAYS, FEWER SOCIAL OPPORTUNITIES, & PERCEPTIONS OF LIMITED PROSPECTS ON THE ISLAND IMPROVES ENGAGEMENT, SUPPORTS EDUCATION AND SKILLS, AND STRENGTHENS THE LOCAL IDENTITY OF YOUNG RESIDENTS, CONTRIBUTING TO REVERSING DEMOGRAPHIC TRENDS AND BUILDING FUTURE CAPACITY



SOLUTION

YOUTH HUBS BASED IN SCHOOLS, LIBRARIES, AND CULTURAL CENTERS
CROSS-ISLAND YOUTH EXCHANGES AND EVENTS
MENTORSHIP PROGRAMS LINKING YOUNG PEOPLE WITH LOCAL BUSINESSES AND CREATIVES
ANNUAL "BORNHOLM YOUTH INNOVATION FESTIVAL"



WHAT ALREADY EXISTS?

ACTIVE SCHOOLS AND VOCATIONAL EDUCATION PROVIDERS
STRONG COMMUNITY AND CULTURAL SECTOR
YOUTH COUNCILS AND SOME LOCAL YOUTH PROGRAMS
BORNHOLM'S STRATEGY FOR SUSTAINABLE DEVELOPMENT
EU AND NORDIC NETWORKS (THROUGH FREIIA)



WHAT IS NEEDED?

COORDINATED ISLAND-WIDE PROGRAM FRAMEWORK
LEADERSHIP AND YOUTH ENGAGEMENT RESOURCES
SPACES FOR YOUTH HUBS
BUDGET FOR PROGRAMMING, EXCHANGE AND EVENTS
MENTOR NETWORK ACROSS SECTORS



WHO IMPLEMENTS IT?

STUDENTS (FREIIA, UCPh, LOCAL SCHOOLS)
MUNICIPALITY OF BORNHOLM
SCHOOLS AND CULTURAL ORGANIZATIONS
LOCAL BUSINESSES, ARTISANS AND NGOS
YOUTH COUNCILS



WHEN IS IT FEASIBLE?

CO-DESIGN: AUTUMN 2025
PILOT PHASE: SPRING/SUMMER 2026
FULL ROLLOUT: SCHOOL YEAR 2026/2027



EXPECTED IMPACTS

STRONGER YOUTH VOICE, IDENTITY AND PARTICIPATION
EXPANDED LEARNING AND SKILL-BUILDING OPPORTUNITIES
IMPROVED YOUTH RETENTION AND ENTREPRENEURSHIP PATHWAYS
YOUTH LEADERSHIP IN LOCAL SUSTAINABILITY ACTION



RISK FACTORS AND MITIGATION

STRATEGIES

LOW YOUTH PARTICIPATION → CO-DESIGN WITH YOUTH COUNCILS, ENSURE YOUTH-LED APPROACH
PROJECT CONTINUITY → EMBED PROGRAM IN MUNICIPAL EDUCATION AND YOUTH STRATEGIES
RESOURCE LIMITATIONS → LEVERAGE EU AND NATIONAL FUNDING, AND PARTNERSHIPS



POSSIBLE FUNDING OR BUSINESS

MODEL

EU INTERREG (YOUTH, EDUCATION, ISLANDS)
DANISH MINISTRY OF CHILDREN AND EDUCATION
REGIONAL YOUTH AND CULTURE FUNDS
CSR PARTNERSHIPS
EVENT SPONSORSHIPS



SUGGESTED NEXT

STEPS

PRESENT CONCEPT TO MUNICIPALITY OF BORNHOLM AND YOUTH COUNCILS
CONDUCT CO-CREATION WORKSHOPS WITH YOUNG PEOPLE AND EDUCATORS
MAP POTENTIAL SPACES FOR HUBS AND PARTNERS
DEVELOP FUNDING PROPOSALS
PILOT FIRST YOUTH EVENTS AND HUBS IN 2026

Island: Bornholm (Denmark)

Title: **Education and Youth Engagement** – Strengthening Young Generations and Island Resilience designed to strengthen youth engagement, improve education opportunities and support community resilience on Bornholm.

1. Target group

Young people (ages 12–25), students, teachers, young entrepreneurs, civic associations, cultural actors.

2. Problem and opportunity

Bornholm faces an outflow of young people due to limited higher education pathways, fewer social opportunities, and perceptions of limited prospects on the island.

There is an opportunity to build an island-wide youth program that improves engagement, supports education and skills, and strengthens the local identity of young residents, contributing to reversing demographic trends and building future capacity.

3. Your solution

Develop a structured "Youth Engagement & Education Program" on Bornholm, which includes:

Youth hubs based in schools, libraries, and cultural centers
Cross-island youth exchanges and events

Mentorship programs linking young people with local businesses and creatives
Student-driven sustainability initiatives aligned with EU Green Deal
Annual "Bornholm Youth Innovation Festival"

International exchange with other European islands (via FREIIA networks)

4. What already exists?

- Active schools and vocational education providers
- Strong community and cultural sector
- Youth councils and some local youth programs
- Bornholm's strategy for sustainable development
- EU and Nordic networks (through FREIIA)

5. What is needed?

Coordinated island-wide program framework
Leadership and youth engagement resources
Spaces for youth hubs
Budget for programming, exchange and events
Mentor network across sectors

6. Who implements it?

Students (FREIIA, UCPH, local schools) – program concept and prototype
Municipality of Bornholm – strategic facilitation, funding
Schools and cultural organizations – local hosts
Local businesses, artisans and NGOs – mentors and partners
Youth councils – co-design and leadership

7. When is it feasible?

Co-design: Autumn 2025
Pilot phase: Spring/Summer 2026
Full rollout: School year 2026/2027

8. Expected Impacts

Social: Stronger youth voice, identity and participation
Educational: Expanded learning and skill-building opportunities
Economic: Improved youth retention and entrepreneurship pathways
Environmental: Youth leadership in local sustainability action

9. Risk Factors and Mitigation Strategies

Low youth participation → Co-design with youth councils, ensure youth-led approach
Project continuity → Embed program in municipal education and youth strategies
Resource limitations → Leverage EU and national funding, and partnerships

10. Possible Funding or Business Model

EU Interreg (youth, education, islands)
Danish Ministry of Children and Education
Regional youth and culture funds
CSR partnerships
Event sponsorships

11. Suggested Next Steps

Present concept to Municipality of Bornholm and youth councils
Conduct co-creation workshops with young people and educators
Map potential spaces for hubs and partners
Develop funding proposals
Pilot first youth events and hubs in 2026

Municipality's Facilitating Role (RUDDER Framework)

Leadership: Prioritize youth engagement as part of Bornholm's sustainability and resilience strategy; appoint youth engagement liaison.

Connector: Facilitate partnerships between schools, cultural sector, businesses and youth councils.

Facilitator / Creator: Support development of youth hubs and festival events.

Provider: Provide spaces, budget, and organizational support.

Ambassador: Promote youth leadership in regional, national and EU networks.

Leverage / Capitalize: Use youth engagement to drive broader green transition.

Network Orbiting: Connect Bornholm to European island youth innovation networks.

Procurement Trendsetter: Enable flexible procurement processes supporting youth-led initiatives.

Stakeholder	Role in project	Interest/Motivation
Students (FREIIA, UCPH, local schools)	Concept development, co-creation, delivery	Leadership, entrepreneurship and innovation skills
Municipality of Bornholm	Strategic owner, facilitator, funding	Sustainable development, youth retention
Schools and teachers	Hosts, program partners	Innovative learning, stronger student engagement
Youth councils and networks	Co-creators, program leaders	Greater youth voice and participation
Cultural organizations and libraries	Hosts, program contributors	Cultural vitality, new audiences
Local businesses and NGOs	Mentors, partners	Local talent pipeline, social responsibility