

NEWSLETTER

The Pilgrimage for Youth project kicks off!

The Pilgrimage for Youth (P4Y) is a 2-year European project, funded by the Erasmus+ program of the European Commission, with the participation of 6 partners from 6 countries. It started in September 2025 and will end in September 2027



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About the project

The Pilgrimage for Youth project focuses on the **growing worldwide phenomenon of people rediscovering**, especially **in Europe**, medieval pilgrimage paths, trails, and places of worship. Pilgrimages are found in several cultures and religions, representing a **journey of transformation**, breaking away from everyday patterns, habits, and security. Through walking and reflection, the soul, mind and body are activated, boosting our wellbeing and balance.

P4Y reimagines these traditional routes as **powerful educational and digital learning resources** for young people. P4Y aims to empower young people and youth workers by integrating traditional cultural heritage with innovative AI-supported digital technologies, promoting digital literacy, intercultural dialogue, and social inclusion.

Specifically, it seeks to enhance **digital competence by developing and implementing AI-driven digital tools**, interactive training modules, and online platforms that enable youth workers and young people to acquire and refine digital skills.

Key objectives

The objectives of the P4Y project are the following:

- to blend physical and digital pilgrimage experiences by integrating a traditional physical pilgrimage with AI-supported digital experiences inspired by European cultural texts such as "The Canterbury Tales", Dante's "Divine Comedy", and the "Codex Calixtinus";
- to enhance intercultural and personal learning by facilitating personal growth, self-reflection, and intercultural dialogue by using both real-world and digital storytelling, and empowering young participants to explore their identities and engage in meaningful cultural exchange;
- to foster digital literacy and inclusive participation by boosting digital literacy among young people and youth workers by training them with VR/AR platforms, using interactive AI tools, and adaptive digital environments;
- to build sustainable networks and collaborative partnerships by creating a community of practice involving youth organisations, educational institutions, and technology providers.

Our kick-off meeting in Athens, Greece

The Kick-off meeting of the P4Y project was held in Athens, Greece, on the 27th & 28th of November 2025, with the participation of all partners. Throughout the meeting, partners had the chance to discuss the project's objectives, outline key responsibilities, review next tasks & upcoming activities, and plan the next steps to ensure the successful implementation of all the activities.



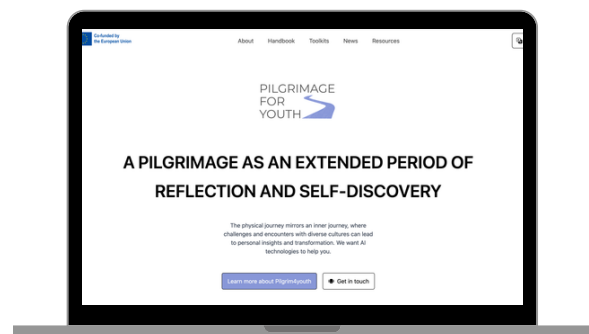
The meeting marked the official beginning of an inspiring collaboration focused on empowering young people and youth workers by integrating traditional cultural heritage with innovative digital technologies to strengthen digital literacy, intercultural dialogue, and social inclusion.

P4Y Website & Social Media

We're excited to announce that our website is now live! You can start exploring it today, and learn more about the project and its next steps!

Stay tuned for updates, and don't forget to follow us on social media to keep up with everything that's coming next!

Visit our [website](https://pilgrim4youth.space) and follow our project on [Facebook](#) & [Instagram](#).



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