EXECUTIVE SUMMARY

The report on self-assessment of Non-Formal and Informal Learning is done in the framework of the project "GR-EAT - Guidelines for Recognition - European Advanced Tool". For the purposes of this report the following organizations have worked together; YEU, EUCIS-LLL, WOSM, VUB and AEGEE.

The executive summary of the report showcases the main elements of the report. The report firstly outlines 11 self-assessment tools in the field of youth and lifelong learning. Topics such as strengths and challenges, the quality assurance and impact assessment of the self-assessment are also examined for each tool. The tools analysed are:

- Youthpass
- Volunteering and skills
- Europass Mobility
- Valorise-toi! (Empower yourself!)
- Scout leader skills: The tool for recognising and valuing skills acquired by scout leaders and managers
- ProfilPASS
- Lorfolio
- C-Stick
- Council of Europe Youth Work Portfolio
- Mozilla Open Badges
- Unique Learning Badges

Following this, feedback on the self-assessment tools analysis from two significant stakeholders, university and employers was asked. Based on the feedback of both stakeholders, conclusions were drawn on the best suited-methodologies that should be used in the self-assessment of NFIL. Therefore, the best-suited methodologies that should be taken into consideration when designing a self-assessment process are:

According to the formal education's perspective:

It is highly recommended to combine several assessment methods with attention to the learner's point of view. The sooner it is taken into consideration, the better the tool will align with the learner's needs. Importantly, quality control should constantly be part of the assessment process.

According to the employers' perspective

- *Credibility:* The employers seek for credibility in the self-assessment.
- Accuracy: The employers need to know that the competences claimed by a
 person are true and accurate. In order to achieve it, the following elements
 where highlighted from the interview with the employers: involvement of a
 mentor or a trainer, involvement of an external organization who will verify
 the competences gained by the person, justifications and explanations to
 each competence claimed.
- *Common competences/criteria:* The employers suggest that it would be better if all the self-assessment tools had the same competences on which the learners would be assessed against.
- *Clarity of the results:* Clarity of the results is also very important, providing an ease understanding on the outcome of the self-assessment.

In addition to all stated above, some other recommendations for the future work on the self-assessment process are:

- Self-assessment and guidance: It is important to reflect on what guidance is provided before, during and after the process and what type of mentoring.
- Tools: Tools that are simple and ergonomic in use and those favoured by learners. On employer's side, the importance is being put on the terminology that is being used. It is also important to choose the appropriate method of assessment among the existing ones.
- Competence descriptor: The 3 main competences gained by young people during a long-term youth volunteering period that are most relevant for the labour market are:
- 1 The capacity to take initiative and entrepreneurial mind-set;
- 2 The sense of initiative and pro-active attitude;
- 3 Intercultural and interpersonal skills.

The self-assessment tools should take into consideration these competences.

• Communication: Another element that should be explored in the selfassessment process is the extent of usage of each tool

Given all these, 3 options derive for the following steps of the project:

Option 1: Use the outcomes of the research to anchor the recommendations into the development of existing EU tools

Option 2: Use the outcomes of the research to identify success factors and give examples of tools

Option 3: Use the outcomes of the research to develop a new tool

Given all these, the current report lays the foundations based on which the following steps of the project can be built on.



