

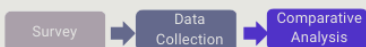
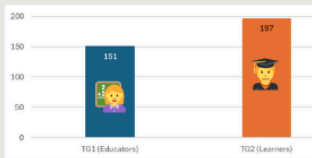
# Blended Teaching & Learning in Youth Education - Comparative Study

## Partners

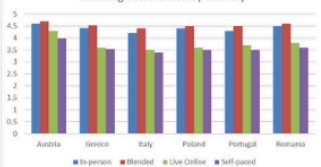


## Methodology Snapshot

6 countries



Learning Preferences by Country



## Format Preferences

- ✓ Blended = most popular across all
- 👩🏫 Educators = more in-person
- 👦 Youth = more open to self-paced

## Digital Tools & Platforms

**TG1 (Institutional)**

**Platform Usage**

- Teams
- Moodle
- Zoom

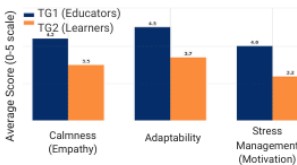
**TG2 (Interactive)**

- YouTube
- Discord
- Canva
- Kahoot!

**In order of preference, from top to bottom**

## Emotional Intelligence

TG1 vs TG2: Emotional Intelligence Dimensions



- **TG1 (Educators): Stronger in Calmness, Adaptability, Stress Management**
- **TG2 (Learners): Weaker stress management & communication → need EI strategies**
- **Coping methods: Peer support & relaxation dominate; narratives confirm that EI fuels resilience & problem-solving**

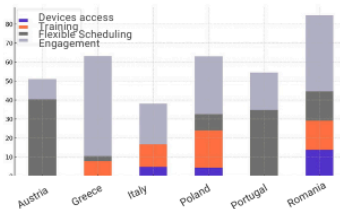
Top 3 Barriers per Country - Blended Learning



## Challenges & Barriers

- Key Barriers**
- Austria: 🔥 Motivation Fatigue (38%) + 📁 Workload (28%)
  - Greece: ⚡ Connectivity (19%)
  - Italy: 🔥 Motivation (14%) + 📁 Workload (9.3%)
  - Poland: 🔥 Motivation (31.2%) + 📁 Workload (22.9%)
  - Portugal: 📁 Workload (33.3%) + ⚡ Connectivity (26.2%)
  - Romania: ⚡ Connectivity (Rural Internet): 23.5% + 🔥 Motivation Fatigue: 39.7%

## Improvements Requested - Blended Learning



## Recommendations

**Infrastructure & Access**

- connectivity,
- devices,
- platform integration.

**Pedagogical Innovation**

- flexible,
- interactive,
- engaging,
- gamified.

**Emotional & Social Support**

- embedded EI in teacher training,
- peer mentoring,
- balance
- digital & human interaction.

Three Pillars for Blended Learning

## Country Spotlights

**Austria**

- Rural Access
- Scheduling

**Greece**

- Gamification
- Culture

**Italy**

- Emotional Connection

**Poland**

Centralized Platforms

**Portugal**

- Gamification
- Integration

**Romania**

- NGO Innovation
- Mobile-first

Co-funded by the European Union

"Blended learning is a sustainable pathway for Europe's youth."  
Aligns with EU Digital Education Action Plan 2027

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