



# STAY+



- STAY+ is a project to **gamify positive behaviours** of young people during the pandemic and beyond. It seeks to **provide an innovative solution** for **VET professionals** that have found it challenging to **engage young people** (aged 15–21 years old) through the **transition to online/distance learning**.



- The **STAY+ Platform** will be developed with the overarching objective of empowering young people to become **advocates of digital vocational training**; with increased **awareness** of a **subject area, health and wellbeing**, and how to **maintain their own motivation, manage their time and complete tasks**.



- Programme: Erasmus+ Key Action 2 VET  
Project No: 2020-1-UK01-KA226-VET-094578  
2021–2023

[stayplusproject.eu](https://stayplusproject.eu) ➤



Co-funded by the  
Erasmus+ Programme  
of the European Union