

CCG INSIGHT NEWSLETTER

Weekly Funding Insight
Week Commencing 19th January 2026



CORMACK
CONSULTANCY
GROUP

Internationalising Higher Education



CLUB
ORIZONT

FROM CORMACK
CONSULTANCY GROUP

NEW OPPORTUNITIES	4
SUPPORT TO PROJECTS OF LOCAL MEDIA OUTLETS AND CIVIL SOCIETY ORGANISATIONS (CSO) IN WESTERN BALKANS	4
Programme: MEDIA – Lit	4
Total Budget: €400,000	4
Deadline: 02/02/2026	4
Blue Ocean Student Entrepreneur Competition	4
Programme: Blue Ocean Student Entrepreneur Competition	4
Total Budget: €N/A	5
Deadline: 22/02/2026	5
CALL FOR RESIDENCY HOSTS 2025-2026	5
Programme: Culture Moves Europe	5
Total Budget: €100,000	6
Deadline: 16/03/2026	6
Team Up for Climate Challenge	6
Programme: EGIS Impact Hub	6
Total Budget: €100,000	7
Deadline: 28/03/2026	7
VOCATIONAL EDUCATION AND TRAINING: DEVELOPING BASIC SKILLS IN VOCATIONAL EDUCATION AND TRAINING	7
Programme: European Commission (EC) - Erasmus+	7
Total Budget: €5,000,000	8
Deadline: 08/04/2026	8
DIGITAL EDUCATION: AI-POWERED PERSONALISED LEARNING PATHWAYS FOR BASIC SKILLS	8
Programme: European Commission (EC) - Erasmus+	8
Total Budget: €5,000,000	9
Deadline: 08/04/2026	9
VOCATIONAL EDUCATION AND TRAINING: IMPROVING TRANSPARENCY AND RECOGNITION OF VET QUALIFICATIONS	9
Programme: European Commission (EC) - Erasmus+	9
Total Budget: €8,000,000	9
Deadline: 08/04/2026	9
ADULT EDUCATION: MOTIVATION IN MOTION: EMPOWERING ADULTS TO UP- AND RESKILLING	9
Programme: European Commission (EC) - Erasmus+	9
Total Budget: €5,000,000	10
Deadline: 08/04/2026	10
SCHOOL EDUCATION: STEM EDUCATION CENTRES	10
Programme: European Commission (EC) - Erasmus+	10
Total Budget: €6,000,000	10
Deadline: 08/04/2026	10

SCHOOL EDUCATION: PROFICIENCY IN BASIC SKILLS	11
Programme: European Commission (EC) - Erasmus+	11
Total Budget: €9,000,000	11
Deadline: 08/04/2026	11
MICRO-CREDENTIALS – FOCUS ON ECO-SYSTEMS	11
Programme: European Commission (EC) - Erasmus+	11
Total Budget: €3,000,000	12
Deadline: 08/04/2026	12
ADULT EDUCATION: SUPPORT TO THE REGIONAL SKILLS PARTNERSHIPS IN THE PACT FOR SKILLS	12
Programme: European Commission (EC) - Erasmus+	12
Total Budget: €5,000,000	12
Deadline: 08/04/2026	12
DIGITAL EDUCATION CONTENT: SUCCESS FACTORS IN DECISION MAKING AND USE BY TEACHERS, TRAINERS AND SCHOOL/INSTITUTION LEADERS	13
Programme: European Commission (EC) - Erasmus+	13
Total Budget: €2,000,000	13
Deadline: 08/04/2026	13
DIGITAL EDUCATION: PUBLIC-PRIVATE PARTNERSHIPS FOR ETHICAL DESIGN, DEVELOPMENT AND USE OF ARTIFICIAL INTELLIGENCE TOOLS IN EDUCATION AND TRAINING	13
Programme: European Commission (EC) - Erasmus+	13
Total Budget: €6,000,000	14
Deadline: 08/04/2026	14
Submissions open for World Food Prize	14
Programme: The World Food Prize Foundation	14
Total Budget: €N/A	15
Deadline: 01/05/2026	15
GRANT ASSISTANCE FOR GRASSROOTS AND HUMAN SECURITY PROJECTS (GGP) – PALESTINE	15
Programme: Representative Office of Japan to Palestine	15
Total Budget: €100,000	16
Deadline: Ongoing	16
LINK TO PREVIOUS FUNDING NEWSLETTERS	16

New Opportunities

Call Title:		SUPPORT TO PROJECTS OF LOCAL MEDIA OUTLETS AND CIVIL SOCIETY ORGANISATIONS (CSO) IN WESTERN BALKANS
Programme: MEDIA – Lit		
Objective:	Objective Centre for Civic Education (CCE/CGO) and partners within the project MEDIA – Lit (Media Enhancement and Information Literacy for Democratic Engagement) opens a call for the support to projects of local media outlets and civil society organisations (CSO) in Western Balkans.	
Eligible Activities:	Project proposals should contribute to enhanced professional capacity of journalists, media outlets and media institutions to exercise the right to freedom of expression and access to information and to promote media pluralism, as well as to empower local media outlets and CSOs to produce solution-based and constructive stories at the local level. Actions must take place in Albania, Bosnia and Herzegovina, Croatia, Kosovo, Montenegro, North Macedonia, and Serbia.	
Eligible Applicants:	In order to be eligible for a grant, CSOs must fulfil criteria as follows: be a legal person; be non-profit-making; have media sector in their statute and legal association documents; be nationals of the five WB countries (Montenegro, Albania, Bosnia and Herzegovina, North Macedonia and Serbia) and be directly responsible for the preparation and management of the project.	
Total Budget: €400,000		
Deadline: 02/02/2026		
More information and official documents:	https://atlantskainicijativa.org/call-for-proposals-for-the-support-to-projects-of-local-media-outlets-and-civil-society-organisations-cso-in-western-balkans/	

Call Title:		Blue Ocean Student Entrepreneur Competition
Programme: Blue Ocean Student Entrepreneur Competition		
Objective:	The Blue Ocean Student Entrepreneur Competition is a leading virtual pitch competition designed to prepare high school students worldwide for real-world entrepreneurship while empowering them to create innovative blue ocean businesses.	
Eligible Activities:	The competition emphasizes global participation, virtual pitching, blue ocean strategy, entrepreneurship education, opportunity creation, risk minimization, differentiation combined with low cost, systematic innovation, structured tools and templates, student and teacher engagement, practical learning, recognition for participation and achievement, and global accessibility for high school students. This prestigious competition attracts thousands of high school-aged entrepreneurs each year who present their innovative business ideas to experienced entrepreneurs and business professionals. Participants receive valuable feedback, engage with a global community of like-minded peers, and compete for thousands of dollars in cash prizes while gaining hands-on entrepreneurial experience.	

	<p>Unlike traditional pitch competitions that often treat innovation as a high-risk endeavor and require face-to-face presentations or an existing startup, the Blue Ocean Student Entrepreneur Competition provides a structured methodology that significantly reduces risk. Students are encouraged to pursue both differentiation and low cost, and they are supported with proven tools and templates to help them build and communicate their business ideas effectively. The competition is inspired by the global bestseller Blue Ocean Strategy by Chan Kim and Renée Mauborgne, which challenges students to look at the world with a new perspective, identify opportunities beyond existing boundaries, and create growth where others see constraints. Through this approach, students learn to solve problems that have never been solved before using systematic frameworks and innovative thinking.</p> <p>Recognition for the competition extends beyond student participation, as it has been shortlisted for the Thinkers50 Ideas Into Practice Award for its impact in stimulating business innovation in high schools. Students, teachers, judges, sponsors, ambassadors, and global partners all play key roles in making the competition accessible and impactful on a global scale.</p>
Eligible Applicants:	Participation is open to high school students competing individually or in teams of up to four members. Students identify a pressing global problem or an untapped market space, develop a unique business idea, and submit a structured five-minute video pitch using the blue ocean pitch template through an online platform. Through participation, students gain practical entrepreneurial experience, strengthen their communication and teamwork skills, enhance college applications, receive feedback from seasoned entrepreneurs, and have the opportunity to win cash prizes for themselves and their schools while engaging in a challenging and rewarding global competition.
Total Budget: €N/A	
Deadline: 22/02/2026	
More information and official documents:	https://blueoceancompetition.org/

Call Title:	CALL FOR RESIDENCY HOSTS 2025-2026
Programme: Culture Moves Europe	
Objective:	Through the Call for Residency Hosts, they provide financial support to legal entities (organisations or individual professionals) wishing to host artists and cultural professionals (referred to as residents) for a residency project at their premises.
Eligible Activities:	<p>Culture Moves Europe encourages collaboration between hosts, artists, and cultural professionals from different sectors, educational backgrounds, and countries. The scheme aims to contribute to a diverse, interconnected artistic and cultural ecosystem in Europe and beyond.</p> <p>Actions must take place in EU member states plus others.</p>
Eligible Applicants:	Eligible are legal entities that: (1) are registered and based in one of the Creative Europe countries, including the overseas countries and territories and outermost

	regions; (2) have the capacity to host the proposed residency project with artists and cultural professionals from other Creative Europe countries (3) regardless of being a newly or well-established entity, applicants must be active in one of the eligible sectors: architecture, cultural heritage, design and fashion design, literature, music, performing arts, and visual arts.
Total Budget: €100,000	
Deadline: 16/03/2026	
More information and official documents:	https://culture.ec.europa.eu/culture-moves-europe/call-for-residency-hosts-2025-2026

Call Title:	Team Up for Climate Challenge
Programme: EGIS Impact Hub	
Objective:	Applications are now open for the Team Up for Climate Challenge to support students and young graduates from around the world come together in teams of 2 to 5 to come up with an innovative solution on the topic: adapting and living together in the face of climate risks.
Eligible Activities:	<p>The challenge focuses on several key areas, including Inform & Raise Awareness, Anticipate & Repair, and Protect, alongside providing Benefits, Mentorship with Experts, and opportunities for Entrepreneurial Experience. Participants also have the chance to compete for Prizes for Top Teams and join an Alumni Network to access future opportunities and professional connections.</p> <p>As teams advance in the challenge, they gain access to a range of support to help shape their projects. This includes collective workshops training them on pitching, business models, and entrepreneurship, as well as mentors paired with each team to focus on the technical aspects of their ideas and their impact on climate adaptation. The top three teams will be awarded personal prizes, along with additional funding to help bring their projects to life during the first six months. Participants are invited to transform a local area they know well, making it more resilient to climate change. Teams begin by identifying the climate risks and vulnerabilities in that area. The project can focus on one or more of the adaptation approaches: Inform & Raise Awareness, Anticipate & Repair, or Protect.</p> <p>During the second phase, the top 15 teams from Phase 1 receive seven weeks of deeper support, including workshops and dedicated technical mentorship. Teams refine their projects into more concrete and actionable plans, benefiting from expertise in technical, social, and business aspects. This phase also encourages community building among participants, with virtual events to connect teams and share inspiration.</p> <p>The jury selection takes place at the end of Phase 2, where teams present their projects to a panel that selects the top two winners, while the third prize is determined by an employee vote. Winning teams receive individual coaching on project management, financial planning, and project incubation. Guidance is provided through interactive webinars on project methodology and key topics, as well as Q&A sessions with recent challenge laureates. After registration, teams receive exclusive content via the challenge newsletter, including training materials on climate change adaptation and project development advice shared through the discussion wall.</p>

	The awards ceremony is held in October, where the first prize team showcases their project to a wider audience in Paris, while second and third prize teams join virtually to present their work.
Eligible Applicants:	Students and young graduates from around the world come together in teams of 2 to 5
Total Budget: €100,000	
Deadline: 28/03/2026	
More information and official documents:	https://egis-impacthub.agorize.com/en/challenges/team-up-for-climate-2026?lang=en

Call Title:	VOCATIONAL EDUCATION AND TRAINING: DEVELOPING BASIC SKILLS IN VOCATIONAL EDUCATION AND TRAINING
Programme: European Commission (EC) - Erasmus+	
Objective:	Projects under this topic will aim to foster the application of (ethical, transparent, and explainable) AI-based PLPs at school education and initial VET level, specifically addressing learners at EQF levels 1 to 4.
Eligible Activities:	<p>The projects should target one or more of the basic skills focusing on the priorities below (projects should show awareness of all priorities, but the depth and focus can vary depending on the project's scope):</p> <ul style="list-style-type: none"> ▪ Support the deployment of AI-powered PLPs for basic skills development: leveraging PLPs that use AI, machine learning, or other innovative methods to tailor learning journey, content and pace to individual learners' needs. ▪ Improve basic skills acquisition: improving learners' skills in the basic skills set, as laid out in the Action Plan on Basic Skills, to enhance their learning process and increase their employability and participation in society, through an interdisciplinary approach. ▪ Measure the improvement of basic skills education: learning progress and basic skills development should be made measurable through student and teacher dashboards and learning analytics, complemented by systematic feedback collection from learners and educators. ▪ Enhance innovative pedagogies and approaches, by supporting adaptive, data-driven teaching, learning, and assessment methods (such as micro-learning and competency-based progress) enabling schools to foster effective, learner-centred, and inclusive environments that strengthen basic skills, to enhance the effectiveness education and training for basic skills provision. ▪ Foster a level-playing field among learners: proposing innovative pedagogical approaches to use AI-based PLPs in a collaborative environment that supports learners at different levels of attainment to progress together and inclusively towards shared learning goals. ▪ Promote an effective and ethical use of AI in education, ensuring the AI systems used are transparent, explainable, ethical and in accordance with European data and privacy regulations.

	Activities must take place in EU Member States or third countries associated to the Programme.
Eligible Applicants:	Applicants must be legal entities (public or private bodies) active in the field of education and training, research and innovation or in the world of work
Total Budget:	€5,000,000
Deadline:	08/04/2026
More information and official documents:	https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/ERASMUS-EDU-2026-POL-EXP-T07-VET-BS

Call Title:	DIGITAL EDUCATION: AI-POWERED PERSONALISED LEARNING PATHWAYS FOR BASIC SKILLS
Programme:	European Commission (EC) - Erasmus+
Objective:	Projects under this topic will aim to foster the application of (ethical, transparent, and explainable) AI-based PLPs at school education and initial VET level, specifically addressing learners at EQF levels 1 to 4.
Eligible Activities:	<p>The projects should target one or more of the basic skills focusing on the priorities below (projects should show awareness of all priorities, but the depth and focus can vary depending on the project's scope):</p> <ul style="list-style-type: none"> ▪ Support the deployment of AI-powered PLPs for basic skills development: leveraging PLPs that use AI, machine learning, or other innovative methods to tailor learning journey, content and pace to individual learners' needs. ▪ Improve basic skills acquisition: improving learners' skills in the basic skills set, as laid out in the Action Plan on Basic Skills, to enhance their learning process and increase their employability and participation in society, through an interdisciplinary approach. ▪ Measure the improvement of basic skills education: learning progress and basic skills development should be made measurable through student and teacher dashboards and learning analytics, complemented by systematic feedback collection from learners and educators. ▪ Enhance innovative pedagogies and approaches, by supporting adaptive, data-driven teaching, learning, and assessment methods (such as micro-learning and competency-based progress) enabling schools to foster effective, learner-centred, and inclusive environments that strengthen basic skills, to enhance the effectiveness education and training for basic skills provision. ▪ Foster a level-playing field among learners: proposing innovative pedagogical approaches to use AI-based PLPs in a collaborative environment that supports learners at different levels of attainment to progress together and inclusively towards shared learning goals. ▪ Promote an effective and ethical use of AI in education, ensuring the AI systems used are transparent, explainable, ethical and in accordance with European data and privacy regulations.

	Activities must take place in EU Member States or third countries associated to the Programme.
Eligible Applicants:	Applicants must be legal entities (public or private bodies) active in the field of education and training, research and innovation or in the world of work
Total Budget: €5,000,000	
Deadline: 08/04/2026	
More information and official documents:	https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/ERASMUS-EDU-2026-POL-EXP-T03-DIGITAL-BS

Call Title:	VOCATIONAL EDUCATION AND TRAINING: IMPROVING TRANSPARENCY AND RECOGNITION OF VET QUALIFICATIONS
Programme: European Commission (EC) - Erasmus+	
Objective:	The pilot projects need to focus on developing joint VET programmes (full or partial) in a transnational setting at EQF levels 3-5. Various approaches are possible, such as creating modules developed by VET providers from different countries or sectoral/craft organisations at the European level.
Eligible Activities:	<p>The projects should aim towards integrating these into qualifications registered in a national or regional qualification framework or system, for example by utilising the optional areas within vocational training programmes. Projects could also aim to develop a comprehensive qualification in a transnational context to address gaps within national and/or regional formal qualification systems.</p> <p>They should utilise EU instruments and transparency tools such as EQAVET, EQF, Europass and ESCO and could build on the outcome of existing transnational cooperation initiatives which have developed joint training content and modules.</p> <p>Activities must take place in EU Member States or third countries associated to the Programme.</p>
Eligible Applicants:	Applicants must be legal entities (public or private bodies) active in the field of education and training, research and innovation or in the world of work
Total Budget: €8,000,000	
Deadline: 08/04/2026	
More information and official documents:	https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/ERASMUS-EDU-2026-POL-EXP-T08-VET-QUALIFICATIONS

Call Title:	ADULT EDUCATION: MOTIVATION IN MOTION: EMPOWERING ADULTS TO UP- AND RESKILLING
Programme: European Commission (EC) - Erasmus+	
Objective:	This topic asks for proposals to pilot innovative approaches to stimulate adults to engage in learning activities in their usual and trusted environments, as well as

	providing a flexible offer that helps them overcome barriers to training such as time constraints or care duties.
Eligible Activities:	<p>This can include libraries, community, cultural, sport, health and social inclusion centres, but also the workplace and public employment services. Partnership approaches between different kinds of organisations are often most effective.</p> <p>Activities must take place in EU Member States or third countries associated to the Programme.</p>
Eligible Applicants:	Applicants must be legal entities (public or private bodies) active in the field of education and training, research and innovation or in the world of work
Total Budget: €5,000,000	
Deadline: 08/04/2026	
More information and official documents:	https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/ERASMUS-EDU-2026-POL-EXP-T10-ADULT-EMPOWER

Call Title:	SCHOOL EDUCATION: STEM EDUCATION CENTRES
Programme:	European Commission (EC) - Erasmus+
Objective:	<p>This topic would aim to support a gradual establishment and development of transnational collaborative partnerships and networks of STEM Education Centres to strengthen and/or build up local and regional STEM/STEAM learning ecosystems for educational innovation and social inclusion. Such ecosystems should respond to different cultural and educational contexts and varying, specific needs in each EU country, while building on existing structures and initiatives where available, or creating new ones.</p>
Eligible Activities:	<p>The Centres should be guided by the community-based learning concepts such as the whole school approach or an open schooling, and align with the latest advances in STEM fields e.g. linked to the green and digital transitions, based on research; they should promote a systemic approach in STEM and STEAM education, e.g. with aggregated pedagogical standards, monitoring of learning outcomes, and professional development of educators, going far beyond a simple provision of quality STEM and STEAM education teaching and learning.</p> <p>Activities must take place in EU Member States or third countries associated to the Programme.</p>
Eligible Applicants:	Applicants must be legal entities (public or private bodies) active in the field of education and training, research and innovation or in the world of work
Total Budget: €6,000,000	
Deadline: 08/04/2026	
More information and official documents:	https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/ERASMUS-EDU-2026-POL-EXP-T05-SCHOOL-STEM

Call Title:		SCHOOL EDUCATION: PROFICIENCY IN BASIC SKILLS
Programme: European Commission (EC) - Erasmus+		
Objective:	Europe's competitiveness and social cohesion depend on strong basic skills. Too many young people across the EU struggle with reading, mathematics, science, digital and citizenship skills. Underachievement in basic skills is threatening innovation, democracy and economic competitiveness.	
Eligible Activities:	<p>In the Action Plan on Basic Skills the European Commission addresses underachievement in basic skills and promotes inclusion and excellence, starting from early childhood education and care and through all stages of school education. The Action Plan comprises measures directed at learners, educators, policy makers, parents and the wider community.</p> <p>The objective of topic 6 is to test and validate measures at the school level that have the potential to reduce underachievement in basic skills among children and young people, with a view to supporting school authorities in implementing these measures at scale through impactful structural reforms, policies or initiatives.</p> <p>Activities must take place in EU Member States or third countries associated to the Programme.</p>	
Eligible Applicants:	Applicants must be legal entities (public or private bodies) active in the field of education and training, research and innovation or in the world of work	
Total Budget: €9,000,000		
Deadline: 08/04/2026		
More information and official documents:	https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/ERASMUS-EDU-2026-POL-EXP-T06-SCHOOL-BS	

Call Title:		MICRO-CREDENTIALS – FOCUS ON ECO-SYSTEMS
Programme: European Commission (EC) - Erasmus+		
Objective:	The objective of this topic is to support reforms and policy impact in Member States and/or third countries associated to the Programme in the implementation of the Council Recommendation of 16 June 2022 on a European approach to micro-credentials for lifelong learning and employability, as well as implementation of other policy objectives (in particular developing micro-credentials' eco-systems in STEM). Micro-credentials are the record of the learning outcomes that a learner has acquired following a small volume of learning. Micro-credentials make it possible for individuals to acquire knowledge, skills and competences in a flexible and targeted way.	
Eligible Activities:	They can be instrumental in upskilling and reskilling of learners, including disadvantaged and vulnerable groups, so that they can adapt to a fast-changing labour market. Micro-credentials do not replace, however, traditional qualifications. Under the Union of Skills, the focus is on expanding the use of micro-credentials as flexible learning solutions, in line with the European	

	<p>approach, to ensure that they are trusted, understandable, issued digitally and comparable across sectors and countries, for which the engagement of all kind of stakeholders (also beyond formal education and training providers) is fundamental.</p> <p>Activities must take place in EU Member States or third countries associated to the Programme.</p>
Eligible Applicants:	Applicants must be legal entities (public or private bodies) active in the field of education and training, research and innovation or in the world of work
Total Budget: €3,000,000	
Deadline: 08/04/2026	
More information and official documents:	https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/ERASMUS-EDU-2026-POL-EXP-T04-MICRO-CRED

Call Title:	ADULT EDUCATION: SUPPORT TO THE REGIONAL SKILLS PARTNERSHIPS IN THE PACT FOR SKILLS
Programme:	European Commission (EC) - Erasmus+
Objective:	This topic aims at supporting existing regional partnerships (partnerships at the level of one region within a country or involving more than one region, within one or more countries) in the Pact for Skills to develop and implement concrete activities/commitments to train people of working age.
Eligible Activities:	<p>Projects should implement all the activities listed below:</p> <ul style="list-style-type: none"> ▪ Develop and support governance structures or arrangements connecting members within the same Regional Skills Partnership. ▪ Support the definition, implementation, and monitoring of concrete commitments of a Regional Skills Partnership, such as: gathering skills intelligence; upskilling of low-skilled people; reskilling people for new tasks in their jobs or reskilling of people from certain sectors with skills transferable to other sectors according to regional needs. ▪ Develop and support cooperation in the above fields of activity between regional and/or local authorities and other stakeholders that are members of the same Regional Skills Partnership. <p>Activities must take place in EU Member States or third countries associated to the Programme.</p>
Eligible Applicants:	Applicants must be legal entities (public or private bodies) active in the field of education and training, research and innovation or in the world of work
Total Budget: €5,000,000	
Deadline: 08/04/2026	
More information and official documents:	https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/ERASMUS-EDU-2026-POL-EXP-T09-ADULT-PS

Call Title: DIGITAL EDUCATION CONTENT: SUCCESS FACTORS IN DECISION MAKING AND USE BY TEACHERS, TRAINERS AND SCHOOL/INSTITUTION LEADERS	
Programme: European Commission (EC) - Erasmus+	
Objective:	<p>This topic invites project proposals that:</p> <ul style="list-style-type: none"> ▪ Promote and establish collaboration and agreement between teachers/educators, creators/providers of digital education content, and educational authorities on the necessary quality criteria for the selection, creation, adaptation, use and evaluation of DEC, using the European Commission Guidelines on “Making informed choices on digital education content” as a starting point. ▪ Apply quality criteria on digital education content (based on “Making informed choices on digital education content – EU guidelines for teachers and educators”) in real contexts and verify their relevance or adapt them, if necessary, while also proposing the most effective methods for sharing experiences and lessons learnt with the wider community of stakeholders. ▪ Provide capacity building to teachers and school leaders, in primary and secondary education, to confidently contribute to all stages of decision-making regarding DEC (i.e. selection, creation, access, use, adaptation, and evaluation), effectively involving them as early in the process as possible. Create connections between teachers and school leaders and their relevant educational authorities (whether in charge of curricula, budgets allocated to acquisition or creation, public procurement) and public/ private providers of digital educational content.
Eligible Activities:	<p>Activities must take place in EU Member States or third countries associated to the Programme.</p>
Eligible Applicants:	<p>Applicants must be legal entities (public or private bodies) active in the field of education and training, research and innovation or in the world of work</p>
Total Budget: €2,000,000	
Deadline: 08/04/2026	
More information and official documents:	https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/ERASMUS-EDU-2026-POL-EXP-T01-DIGITAL-CONTENT

Call Title: DIGITAL EDUCATION: PUBLIC-PRIVATE PARTNERSHIPS FOR ETHICAL DESIGN, DEVELOPMENT AND USE OF ARTIFICIAL INTELLIGENCE TOOLS IN EDUCATION AND TRAINING	
Programme: European Commission (EC) - Erasmus+	
Objective:	<p>This topic invites proposals that successfully establish public-private partnerships for the pedagogically driven design, development, deployment and use of ethical, trustworthy AI-based resources to improve teaching and learning. Proposal should demonstrate that their outcomes can be transferable and scalable across the EU</p>

	Member States and third countries associated to the Programme and should focus on formal education and training.
Eligible Activities:	<p>Projects should propose activities promoting trans-national cooperation and mutual learning to define particularly effective ways to facilitate public-private partnerships in AI that integrate the ethical dimension by default and propose guidance for its implementation at different steps of its development and use (including AI literacy and skills).</p> <p>Activities must take place in EU Member States or third countries associated to the Programme.</p>
Eligible Applicants:	Applicants must be legal entities (public or private bodies) active in the field of education and training, research and innovation or in the world of work
Total Budget: €6,000,000	
Deadline: 08/04/2026	
More information and official documents:	https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/topic-details/ERASMUS-EDU-2026-POL-EXP-T02-DIGITAL-ETHICSAI

Call Title:	Submissions open for World Food Prize
Programme:	The World Food Prize Foundation
Objective:	Applicants are now invited to submit applications for the World Food Prize to award for a specific, exceptionally significant, individual achievement that advances human development with a demonstrable increase in the quantity, quality, availability of or access to food through creative interventions at any point within the full scope of the food system.
Eligible Activities:	<p>The fields of achievement span the entire food and agriculture system, including soil and land management, plant and animal science, food science and technology, nutrition, rural development, marketing, food processing, packaging and storage, water and environmental management, natural resource conservation, physical infrastructure, transportation and distribution, special feeding programs, social organization and poverty elimination, economics and finance, policy analysis and implementation, and public advocacy.</p> <p>The achievement must demonstrate a clear increase in the quantity, quality, availability of, or access to food for a large number of people, with impact that is measurable, quantifiable, or otherwise demonstrated through reduced poverty, hunger, or suffering, or through enhanced health, nutrition, quality of life, and well-being. It must be clearly established that the improvement in food security was the direct result of the nominee's specific actions, such that without this accomplishment, no change would have occurred.</p> <p>Nominees must be living and in sufficiently good health to attend the World Food Prize Award Ceremony, deliver an acceptance speech, and participate in selected media events and the World Food Prize Global Youth Institute at the time of the ceremony. The Prize is generally awarded to one person, though in exceptional circumstances it may be shared when multiple individuals have collaborated in an indispensable and essential manner, as determined by the Selection Committee.</p>

	The Selection Committee evaluates nominations based on the scale of impact, the number of people affected, the complexity of the challenge addressed, and the ingenuity and determination demonstrated in achieving results. Consideration is also given to balance across the food system, global diversity, and efforts that promote peaceful resolution of conflict through food security initiatives.
Eligible Applicants:	Nominations may be submitted by academic institutions, private or public organizations, or governmental units, with no limit on the number of nominations submitted by an eligible entity. All nominations remain confidential, and self-nominations are not considered. Individuals may initiate nominations, but submission must be endorsed and filed through an eligible organization. The deadline for submission is May 1. Required nomination materials include nominator and nominee information, biographical details, a photograph, a concise synopsis, a detailed statement of achievement, a statement of impact, seconding letters from at least two independent individuals, and supporting documents. All materials must be submitted digitally in Microsoft Word or PDF format. Nominees remain eligible for consideration for three years from the year of submission, with the possibility of extension at the discretion of the Selection Committee.
Total Budget: €N/A	
Deadline: 01/05/2026	
More information and official documents:	https://www.worldfoodprize.org/index.cfm?nodeID=87515&audienceID=1

Call Title:	GRANT ASSISTANCE FOR GRASSROOTS AND HUMAN SECURITY PROJECTS (GGP) – PALESTINE
Programme: Representative Office of Japan to Palestine	
Objective:	As part of its Official Development Assistance (ODA), the Government of Japan has offered financial aid particularly for development projects initiated by local communities in order to meet a diversity of basic human needs at the grassroots level. Known as the “Grant Assistance for Grassroots Human Security Projects (GGP)”, this aid scheme provides funds for organizations such as non-governmental organizations (NGOs) and local authorities on a project basis. Once a project proposal is submitted by an eligible organization, it is examined by the Government of Japan in various aspects, and it will be awarded only when judged as feasible, sustainable, and beneficial to the entire community. We believe that the GGP, by making financial support more open to the grassroots level, will directly empower people, especially those in marginalized or any other disadvantaged groups, and contribute to immediate improvement of their living conditions.
Eligible Activities:	The “Grant Assistance for Grassroots Human Security Projects (GGP)” first aims to better ensure “human security” through implementing projects to empower people and communities and address basic human needs in such fields as health, basic education, water supply, poverty alleviation, and any other fields related to basic human needs. The GGP also aims to foster peace-building from the bottom by assisting local organizations, including local councils, in establishing social and economic infrastructure at the community level. Such bottom-up approach is

	complementary to the efforts exerted by the central government towards establishing a viable Palestinian state. Actions must take place in Palestine.
Eligible Applicants:	Eligible are: Officially recognized as a non-profit organization (non-governmental organization, village/local/municipal council, educational institution, medical institution, cooperatives, etc.)
Total Budget: €100,000	
Deadline: Ongoing	
More information and official documents:	https://www.ps.emb-japan.go.jp/GGP.htm

Link to Previous Funding Newsletters

<https://www.consultcormack.com/funding-newsletter>

Disclaimer:

The content of this funding insight reflects only the author's view. The European Commission is not responsible for any use that may be made of the information it contains.

The goal of this newsletter is to keep this information timely and accurate. The information contained herein is not necessarily comprehensive, complete, or all embracing. If errors are brought to our attention, we will try to correct them.

Despite careful content control, we do not accept responsibility for any pages owned by third parties that are linked to ours. The operators of linked sites are exclusively responsible for their content. We do not claim any ownership of the target contents available through the links.



**CORMACK
CONSULTANCY
GROUP**

Internationalising Higher Education



**CLUB
ORIZONT**