

EU PROJECT MANAGEMENT THE DESIGN AND MANAGEMENT OF PROJECTS FROM A TO Z

A one-week interactive journey along the life of EU projects, from programming through to tender writing, project implementation and evaluation.

MONDAY 18 NOVEMBER	TUESDAY 19 NOVEMBER	WEDNESDAY 20 NOVEMBER	THURSDAY 21 NOVEMBER	FRIDAY 22 NOVEMBER
09:30 - 09:45 Welcome and presentation of the programme 09:45 - 10:45 Ice-breaking exercise	09:30 – 11:00 Designing a project – Part 1 Key concepts: project as a Logic Model, Project Life Cycle and stakeholder analysis	09:30 – 11:00 Designing a project – Part 3 Risk management tools: assumptions and risk management	09:30 – 11:00 Procurement concepts and preparing technical proposals Key tips to prepare a winning technical proposal	09:30 – 11:00 Evaluating a project Assess, draw lessons and learn
VIRTUAL COFFEE BREAK	VIRTUAL COFFEE BREAK	VIRTUAL COFFEE BREAK	VIRTUAL COFFEE BREAK	VIRTUAL COFFEE BREAK
11:00 – 12:30 The policy context Multiannual Financial Framework, Recovery Plan and strategic priorities	11:30 – 12:30 Designing a project – Part 1 Work in small groups: Identify stakeholders	11:30 – 12:30 Designing a project – Part 3 Indicators and Work in small groups: Define your risk management strategy monitoring system	11:30 – 12:30 How to build a budget: Rules, templates, key concepts	11:30 – 12:30 Evaluating a project Work in small groups: Key Evaluation questions and suggested evaluation methods for your project
LUNCH BREAK	LUNCH BREAK	INTERNATIONAL LUNCH	LUNCH BREAK	LUNCH BREAK
14:00 – 15:30 Introduction to EU Project Management Main definitions and concepts	14:00 – 15:30 Designing a project – Part 2 Analytical & planning tools: problem analysis, results chain and planning activities	14:00 – 15:30 Designing a project – Part 4 Monitoring tools: indicators, sources of verification and the Log Frame Matrix Introduction to OPSYS	14:00 – 15:30 How to prepare a budget Simulation exercise	14:00 – 16:00 Overall Context of (Development) Project Management and Project Managers' skills Wrap-up session
Introduction to EU Project Management	Designing a project – Part 2 Analytical & planning tools: problem analysis,	Designing a project – Part 4 Monitoring tools: indicators, sources of verification and the Log Frame Matrix	How to prepare a budget	Overall Context of (Development) Project Management and Project Managers' skills











