



EU Fest Teachers Training Programme

Module 2 - EU Institutions and Decision-Making Process

Module Overview



Module Overview

Module	Module 2 - EU Institutions and Decision-Making Process
Module Duration	2 hours
Target Group	• In-service teachers • Pre-service teachers • Teachers and trainers from all disciplines (general education and VET)
Delivery Mode	In-person / Online / Blended

Learning Objectives

Learning Objectives	1. Identify the main EU institutions and describe their roles in law-making and decision-making. 2. Explain the ordinary legislative procedure and laws are proposed, debated, and adopted. 3. Analyse the interaction between EU institutions in the development of EU legislation. 4. Recognise the role of EU citizens in democratic processes, including participation through elections and the European Citizens' Initiative.
EU Knowledge Areas	• EU Institutions & Governance • EU Law & Decision-Making • Democratic Participation & Civic Engagement
Pedagogical Competences Addressed	☒ Active Learning & Learner-Centred Pedagogy ☒ Critical Thinking & Analytical Skills ☒ Civic & Democratic Education ☐ Digital Pedagogy (DigCompEdu-aligned) ☐ Media & Information Literacy ☐ Inclusive & Differentiated Teaching ☒ Interdisciplinary & Cross-Curricular Teaching ☐ Assessment for Learning ☒ Collaborative & Peer Learning ☒ Reflective Practice & Professional Development

	☒ Innovation & Pedagogical Creativity ☒ European & International Dimension of Teaching ☐ Other: _____
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Expected Learning Outcomes

Learning Outcomes	• Identify the main EU institutions (European Parliament, European Commission, Council of the EU, European Council, Court of Justice of the European Union, European Central Bank, European Court of Auditors) and explain their specific roles in proposing, adopting and implementing EU legislation. • Explain how EU laws are developed through institutional interaction, including the roles of the Commission, Parliament, and Council. • Describe the basic differences between ordinary and special legislative procedures in the EU. • Outline mechanisms for citizen participation in EU decision-making, including the European Citizens' Initiative.
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Detailed Session Plan

Time	Learning Focus	Methodology	Learning Activities	Materials/Tools
0:00–0:15	Introduction to EU Institutions	Interactive quiz + guided discussion	Participants complete the "Identify the Institution" quiz to activate prior knowledge. The facilitator briefly introduces the main EU institutions and clarifies common misconceptions.	Online quiz, presentation slides
0:15–0:40	Understanding the EU Institutions	Interactive lecture + collaborative activity	The facilitator presents the roles of the European Commission, European Parliament, Council of the European Union and European Council, using real-life examples. Participants then complete the Myth or Truth activity to reinforce understanding and stimulate discussion. Other EU institutions are introduced briefly as supporting bodies.	Presentation slides, Myth or Truth activity (online)
0:40–1:00	How EU Decisions Are Made	Mini-lecture + visual explanation	Introduction to the Ordinary Legislative Procedure using a simplified process diagram and a concrete example (e.g., the ban on single-use plastics or the General Data Protection Regulation). Participants identify the role of each institution at different stages of the legislative process.	Role cards, facilitator guide, scenario worksheet
1:00–1:45	Passing EU Law	Role-play simulation	Participants simulate the Ordinary Legislative Procedure by representing the European Commission, European Parliament and Council of the EU. They negotiate and adopt a proposal on a contemporary topic. The facilitator uses detailed role cards and guides the negotiation, followed by a structured debrief linking the simulation to the real legislative process.	Role cards, facilitator guide, scenario worksheet
1:45–2:00	Citizens and Decision-Making	Reflection + wrap-up	Brief presentation of the European Citizens' Initiative and other participation mechanisms. Participants reflect on how citizens can influence EU policies and complete a short exit question identifying one new insight from the module.	Presentation slides, reflection worksheet

Interactive Components

Interactive Components
☒ Group or pair work ☒ Simulation / Role-play ☐ Case study ☒ Debate / Discussion ☐ Problem solving ☒ Digital interactive activity ☐ Other: _____

Final Checkpoint
☒ Short assessment ☒ Reflective task ☐ Practical classroom application ☒ Evidence of Learning (short quizzes or knowledge checks)

Suggested Resources and Digital Tools	
EU official resources	European Union – Institutions, Law and Budget https://european-union.europa.eu/institutions-law-budget_en How EU Decisions Are Made https://european-union.europa.eu/institutions-law-budget/law/how-eu-decisions-are-made_en European Parliament – Topics and Fact Sheets https://www.europarl.europa.eu/topics/en European Parliament – Fact Sheets on the European Union https://www.europarl.europa.eu/factsheets/en/home European Citizens' Initiative https://citizens-initiative.europa.eu EUR-Lex – Summaries of EU Legislation https://eur-lex.europa.eu/browse/summaries.html Council of the European Union – Decision-making Process https://www.consilium.europa.eu/en/council-eu/decision-making/
Educational platforms	EU Learning Corner (teaching resources, games and learning materials) https://learning-corner.learning.europa.eu

	European Parliament Learning Resources https://learning.europarl.europa.eu
Digital tools / apps	
Videos / multimedia	European Parliament – Every EU Institution Explained (YouTube) https://youtu.be/U_C1Bz2lowk European Commission Audiovisual Service – How EU Decisions Are Made https://audiovisual.ec.europa.eu/en/media/video/I-231323 European Parliament – How the European Parliament Works https://www.youtube.com/watch?v=4sJ2gYPsrAI European Parliament – The EU Democratic Process in Under One Minute https://www.youtube.com/watch?v=GOeEjiNbeTI
Further reading	Cini, M., & Pérez-Solórzano Borragán, N. (Eds.). (2022). European Union Politics (7th ed.). Oxford University Press. McCormick, J. (2022). Understanding the European Union: A Concise Introduction (9th ed.). Red Globe Press. Nugent, N. (2022). The Government and Politics of the European Union (9th ed.). Red Globe Press. European Commission. (2024). The European Union: What it is and what it does. Publications Office of the European Union. https://op.europa.eu/en/publication-detail/-/publication/180a7f4d-2f1b-11ef-a61b-01aa75ed71a1 European Parliament. (n.d.). Fact Sheets on the European Union. https://www.europarl.europa.eu/factsheets/en/home

Annex / Attachments

Essential	
Resource	Purpose
Module 2 Presentation	Supports the delivery of the module, including the overview of EU institutions, the Ordinary Legislative Procedure, and citizens' participation.
Myth or Truth Activity	Collaborative activity to reinforce participants' understanding of the roles and responsibilities of the main EU institutions.

Simulation: How EU Laws Are Made – Facilitator Guide	Provides step-by-step instructions, facilitator notes, role descriptions and debrief questions for the legislative simulation.
Simulation Worksheets and Role Cards	Participant worksheets and role cards for the simulation of the Ordinary Legislative Procedure.

Recommended	
Resource	Purpose
Icebreaker Quiz	Activates prior knowledge and introduces the main EU institutions.
Video: How Does the EU Pass New Laws?	Introduces the Ordinary Legislative Procedure and supports the transition to the legislative simulation.
European Citizens' Initiative Worksheet	Supports discussion on citizens' participation and can be used as an extension or homework activity.
EU Institutions Categorisation Activity	Digital formative activity to reinforce participants' understanding of the functions of the main EU institutions.
Branching Scenario – Can This EU Law Be Adopted?	Interactive simulation of the Ordinary Legislative Procedure through a decision-based scenario.

