



Code4Europe: bringing digital skills within reach across Belgium and the Netherlands

A testimonial by Digitale Wolven

Digitale Wolven is a Belgian non-profit that teaches children and young people how technology works from the inside. We run coding and STEM workshops in schools, after school, and at home. Since 2024 we have also been part of Code4Europe, the European project that grew out of EU Code Week. Within that consortium we are the national hub for Belgium and the Netherlands.

The project in brief

Code4Europe is funded through the Digital Europe Programme (responding to call topic [DIGITAL-2023-SKILLS-04-BOOSTINGDIGIT](#)) with a budget of around 6 million euro. It started in 2024 and builds on years of EU Code Week initiatives.

The consortium is large. More than 40 educational and technology partners are spread across 20 countries. The shared goal is straightforward. Europe needs a generation that is comfortable with digital tools and confident enough to build with them. Code4Europe works on three fronts to get there. It widens digital literacy, it makes coding accessible to people who would otherwise never try it, and it encourages young people to picture themselves working in the digital sector.

What sets the project apart from a one-off campaign is the timeline. EU Code Week used to be a yearly event. Code4Europe turns it into something that runs the whole year, with real structure behind it.

Why we joined

For us the decision was easy. We were already doing this work in classrooms and living rooms across the country. Code4Europe gave us a way to plug that local effort into a European network and to learn from partners who face the same questions in twenty other countries.

There was also an honest, practical reason. A small non-profit can only reach so far on its own. Being part of a funded European consortium gives our work reach, credibility, and a framework that does not hang on a single grant cycle or a single school's enthusiasm.

Our role as national hub

As the national hub for Belgium and the Netherlands, we are the point where the European plan meets the people who carry it out.

In practice that means two communities. Leading Teachers bring coding and digital skills into the classroom and keep it going week after week. Ambassadors give the project a face in the wider community, at events, in local media, and inside their own networks. Our job is to connect those two groups, keep the quality of activities high, and make sure the European vision actually lands as something concrete on the ground.

We are also the bridge back to the central project team. When something works well in a Belgian or Dutch classroom, we feed that back. When the consortium ships new material, we adapt it for our region and our languages.

What implementation looks like

The reality of this work comes down to people in a room. A few weeks ago our Leading Teachers and Ambassadors came together at Smart Toys & Games. We went through the plans for Code Week this October, and the group got a first look at new games from Smart, known for, e.g., Smartgames, before anyone else.

Those sessions matter more than they sound. They are where teachers swap what actually works with a class of eleven-year-olds, where ambassadors pick up ideas they can run with locally, and where the October programme stops being a slide and starts being a plan. The energy in that room is the project working as intended.