

A training course on using GAMES as an effective tool for value-education and inclusion

"GAMES FOR CHANGE"

October/November 2017 (9 days), Czech Republic

Aim and objectives:

Games don't have to be just fun – they can be also used as an effective tool for personal and social development of youngsters as well as promoting the changes in society. There is still a lot of undiscovered and unused potential in games that can help to tackle very serious issues and problems in society – like fear from the “others”, hate, discrimination, oppression, exclusion.

The general idea of this project is to contribute to increasing the impact and quality of youth work by developing the competences of 24 youth workers from Programme countries on using games as an effective tool for value-based education and inclusion.

The objectives of the training course would include:

- Exchanging experiences on what are the most crucial challenges that youth workers are dealing with in relation to value-based education and inclusion at the local level and providing a space for identifying areas they would like to work on more
- Exploring the concept of games and playing as an effective opportunity for young people's personal and social development and promoting the changes in society
- Training the skills of participants of using already existing games or develop new ones for working on concrete values and changing the attitudes through good quality non-formal learning process (design of game, facilitation, etc.)
- Developing further ideas on using the games as an effective learning opportunity for value-education and inclusion at the local level
- Sharing experiences from the training with wider network of youth work practitioners through the publication

Participants:

24 youth workers, peer-to-peer educators, youth leaders that work with younger youngsters (13-18 y.o.) in youth centers, NGOs, schools, etc. – 2-3 representatives from each country. This project will be open unfortunately only to Programme country participants.

Financial conditions:

The training course will be implemented in the framework of EU “ERASMUS+” Programme (mobility of youth workers, key action 1). The **accommodation and food** will be **covered fully**. **Travel expenses** will be **reimbursed at flat rates depending on travel distance**.

Application procedure:

- 1.) Make sure you have a PIC code (register your organization at: http://ec.europa.eu/europeaid/work/online-services/pador/register_en.htm)
- 2.) Send 2 documents to the main coordinator Maja: maja.svobodova@email.cz by **WEDNESDAY, 11-th of January**: partner identification form and the mandate, signed by your legal representative.

Preliminary Programme

Time / day	Arri val	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Depa rture
09:00 – 09:15	Arrivals and free time in training location	B r e a k f a s t							
09.30 -11.30		Introduction to training Getting-to-know each other through games	Opening discussion on understanding the concepts of value-based education and playing and games	Discovering the power of various types of Games – experianial learning in practice	Study visit to local youth organization/center that is actively using games as a NFL tool	Reflection after study visits Discussion: Games as a Tool for CHANGE	Implementation of worked out GAMES – part II (in 2 paralell groups) Reflection and feedback	The power of games through non-formal learning – personal and group reflection Me and my youth work reality – where is the space for games?!	
11:30 – 12:00		C o f f e e b r e a k							
12:00 – 13:30		Expectations, motivation, approach, methodology, programme Introduction to Youthpass and Identifying Learning objectives	Exchanging experiences on what are the challenges that youth work has to deal with at the local level (exclusion, hate, radicalization, etc.)	The Art of Facilitation of Games: Identifying a set of competences (skills, attitudes, knowledge) that is necesarry for facilitation of “games for change”	Practicing skills of facilitating games: playing games with local youth	Practical part: Laboratory of GAMES – choosing/developin g games that tackle concrete values	Implementation of worked out GAMES – part III (in 2 paralell groups) Reflection and feedback	Brief outline of Erasmus+ programme Sharing useful resources	
13:30 – 15:00		L u n c h							
15:00 – 16:30 16.30 – 17.00		Ice-breaking activities and getiting to know each others’ professional background Team & trust-building games	Building a common theoretical understanding: How can Games contribute change of attitudes and promote positive changes in the society?	Identify own values as a person and youth worker Peer-to-peer support: Exchanging experiences of implementing these values in life and identifying gaps	Excursion	Practical part: Laboratory of GAMES – choosing/developin g games that tackle concrete values	Implementation of worked out GAMES – part IV (in 2 paralell groups) Reflection and feedback	Developing ideas on follow-up steps (personal, community and international level) and Networking	
	Wel com e activ ities and dinn er	C o f f e e b r e a k							
17:00 – 18:30		Team & trust-building Identifyng common principles and values for working together this week	Discovering the power of various types of Games – experianial learning in practice	Forum – sharing the Games that are most commonly used with youngsters at the local level	Excursion	Implementation of worked out GAMES – part I (in 2 paralell groups) Reflection and feedback	Implementation of worked out GAMES – part V (in 2 paralell groups) Reflection and feedback	Summing up the learning outcomes of the training and Youthpass Evaluation Closing	
18.30 – 19.00		R e f l e c t i o n - F a m i l y g r o u p s							
19:00 – 19:45		D i n n e r							
After 20:00		Integration evening	Intercultural Learning for Inclusion Evening	Free evening	Spanish Night	Work in progress ...	Free-style evening	See You Again Ceremony	

Farewell and departure of participants