



## Main idea



The general idea of this Erasmus+ 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 learning such values as inclusion, respect for diversity, cooperation, etc.

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.

## Objectives

1. Identifying needs of young people in terms of learning and value development
2. 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
3. Training the skills of participants to apply games as an effective non-formal learning method
4. Developing ideas for follow-up initiatives including games to be implemented 2 months after the training (workshops with young people, youth work colleagues, etc.)

## Profile of participants

To achieve the objectives of the training, it is highly crucial that suitable participants are selected. Please see the criteria for candidates.

- Working with young people on regular basis (youth workers, peer-to-peer educators, youth leaders, young activists, teachers, etc.) – not just young people themselves, but someone who already works with them
- Interested to discover the learning approach of games as a learner and later on to use this experience in their work with young people
- Fluent in English
- Within 2 months after the project - ready to implement at least one follow-up activity with young people involving games

If candidates selected by partner organizations will not fit the criteria, we keep the rights to refuse such candidates.

## Dates

**Arrival:** 3<sup>rd</sup> February 2017

3<sup>rd</sup> and 11<sup>th</sup> February are travel days

**Departure:** 11<sup>th</sup> February 2017

## The hosting team

### Trainers:

**Stanislavs Babins** is non-formal education trainer (Latvia) who regularly delivers trainings on national and international level topics of volunteering, active participation, social inclusion, culture and sustainability. He truly believes in power of non-formal and is passionate about visual facilitation, games and enjoys process of game creation/ transformation for the sake of educational purposes.



**Ieva Grundsteine**, trainer (Latvia) has been working in the youth field since 2001 and last 9 years is a trainer of non-formal learning in the field of youth. She enjoys working with youth, youth workers and teachers and likes exploring different approaches – apart from games, also outdoor experiential learning and learning through dance and movement: [www.salto-youth.net/tools/toy/ieva-grundsteine.1858](http://www.salto-youth.net/tools/toy/ieva-grundsteine.1858)



## TOM Dumánci:

Our NGO started by organizing summer camps and other events for children, but in the last 2 years we have also carried out 10 Erasmus+ youth exchanges and training courses, so we can say now we are quite experienced in this field as well. We will be the ones taking care of logistics and paperwork and making sure you enjoy your stay in the Czech Republic!



If you want to know more about our organization and the activities we carry out, check out our website: [dumanci.cz](http://dumanci.cz)

## Accommodation



The training will take place in Hotel Pratul in Říčany, which is a town close to Prague. From the main train station in Prague, the trains go there every 20 minutes, so you can organize your transport there on your own, if you want.

<http://www.hotelpratol.cz/>

### map:

<https://www.google.cz/maps/place/Hotel+Pratul/@50.0032228,14.6605327,18z/data=!4m5!3m4!1s0x0:0x9263483c1a567bd!8m2!3d50.002825!4d14.661312>

## Transport and financial conditions

Country	Number of participants (including trainers)	Distance in kilometers	EUR per 1 participants
Czech Republic	5	10 – 99	20.00
Latvia	4	500 – 1999	275.00
Turkey	4	2000-2999	360.00
Slovakia	3	100 - 499	180.00
Estonia	3	500 – 1999	275.00
Spain	3	3000 - 3999	530.00
Estonia	3	500 – 1999	275.00
Italy	3	500 – 1999	275.00

In this table you can find how **maximum** much money you can spend on your travel tickets. You should buy your tickets ASAP, because the sooner you buy them, the cheaper they are.

When booking the tickets, please consider that the transport in the Czech Republic will also cost some money. Please, try to find the cheapest tickets possible.

**DON'T BUY ANY TICKETS WITHOUT CONFIRMATION FROM OUR SIDE! OTHERWISE WE WILL NOT PAY YOU THE REIMBURSEMENT.**

As soon as we have list of all participants with travel details we will provide you with a travel plan from the airport to the training venue. We hope it will be possible to arrange it in the most comfortable way for all of you.

Also, it is obligatory for you to get **TRAVEL INSURANCE**.

## **How to apply?**

To apply, submit your application form **UNTIL THE END OF NOVEMBER** online:

[https://docs.google.com/forms/d/e/1FAIpQLSf1XN5O5eCHSNks2JRAYPpDrhFOP1hbPXta0RtZtXJmexYVaw/viewform?usp=sf\\_link](https://docs.google.com/forms/d/e/1FAIpQLSf1XN5O5eCHSNks2JRAYPpDrhFOP1hbPXta0RtZtXJmexYVaw/viewform?usp=sf_link)

If you have any questions, don't hesitate to ask: [maja.svobodova@email.cz](mailto:maja.svobodova@email.cz)

## DRAFT TIMETABLE

Time / day	Arrival	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Departure	
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 – experiential 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 parallel 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 necessary for facilitation of “games for change”	Practicing skills of facilitating games: playing games with local youth	Practical part: Laboratory of GAMES – choosing/developing games that tackle concrete values	Implementation of worked out GAMES – part III (in 2 parallel 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 getting 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/developing games that tackle concrete values	Implementation of worked out GAMES – part IV (in 2 parallel groups)  Reflection and feedback	Developing ideas on follow-up steps (personal, community and international level) and Networking		
17:00 – 18:30		Welcome activities and dinner	C o f f e e b r e a k							
17:00 – 18:30			Team & trust-building  Identifying common principles and values for working together this week	Discovering the power of various types of Games – experiential 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 parallel groups)  Reflection and feedback	Implementation of worked out GAMES – part V (in 2 parallel 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