

ACTIVITY PROGRAMME FOR

Activity n°	
Participating organisations	Amaro Foro (Germany), Nevo Parudimos (Romania), Egyutthato Egyesulet (Hungary) (North-Macedonia), Serbian Roma Youth Association (
Venue	
City	Co
Kratovo	North I
Activity Pr	
Timetable	Activities
DA	
AM	Arrivals of participants
PM	
	Welcoming night
DA	
AM	Official opening. Introduction of the programme

	Getting-to-know each other
PM	Team-building
	Building a common ground - questions and expectations.
	Presentation of Erasmus +. Introduction of YouthPass
	Steaming groups

	Organizational Expo
DA	
AM	Introduction to role-playing
PM	Introduction to the simulation games
	Educating youth about active citizens through role-playing. Perspective of my community
	Steaming groups
	Intercultural night
DA	
AM	Debriefing as a key element of learning process within role-playing and simulation games
	Practicing debriefing

PM	Practicing debriefing
	Visiting Skopje
	Steaming groups
	Free evening / project films
DA	
AM	Practicing creation of role-playing. Choosing the topic
	Practicing creation of role-playing.
PM	Practicing the creation of role-playing.
	Let's try it out
	Steaming groups
	Free evening
DA	
AM	Final Preparation
PM	Local Youth Event
	Dinner out/ Free time
DA	

AM	Evaluation of the youth event
PM	Youth Pass and certification. Trip on my Learning Process Islands.
	Farewell night
DA	
AM	Evaluation and closure
PM	Departure

KA1 YOUTH WORKER MOBILITY

KA1

(ry), ZDRUZENJE REGIONALNA ROMSKA OBRAZOVNA MLADINSKA ASOCIJACIJA KRATOVO (Serbia), ODV Inclusion Go ETS (Italy), Sdruzhenie Mozaika (Bulgaria)

Country	Duration			
	Start date	End date	Activity duration (excluding travel)	Travel days
Macedonia	21.08.2021	28.08.2021	8	2

Programme

Non-formal & Informal learning methods used

Y1

The aim of the activity is to have a space for the participants to get to know each other in a pleasant atmosphere and have a rest after the long road. The activities used during the evening: snow ball name game (Name + association), "Mingling" (the participants will need to go around the room and greet each other according to the description that the facilitator gives: for example, like best friends, like two diplomats, like mother and son/daughter, like youth worker, etc.); "Speed dating" activity (participants stay in 2 circles - inner and outer and they need to move and talk with different people on given by facilitator topic. For example, the trip to the seminar, favorite music, family, favorite music, etc.)

Y2

Presentation of the team, aims and objectives of the project. Presentation of the elements of the programme to the participants, answering the questions towards the programme elements.

Youth workers' Café: the aim of the method is to get to know each other through the process of exploration personalities and background of participants. The description of the method: the participants go through different attractions in the imaginary city: Art cafe - the place where people get to know each other while drawing each other's portraits, learning each others' names and their origins; Passionate Corner - the place where people shares their stories about the passions and what inspires them in their lives; Game shop - In this game shop, the most common game to play is called "6 sentences". Your task is to roll the die and according to the number you got, you need to finish one of the following sentences: 1. If I would have a million Euro, I would...2. Arriving to the seminar, I was thinking...3. If I could change one thing in the world, it would be...4. One thing I am worried about is...5. My dream is...6. My life motto is...; Youth Workers' Club - This is the place where youth Leaders all over the world meet to discuss relevant topics around youth work practice. Key questions: How did you get involved in youth work? What do you actually do in your organization? Who are the young people that you work with? During the whole activity the participants write down notes about their discoveries and reflections on their papers with portraits. After the activity the participants will share their discoveries on the plenary. There will be created the Youth Workers' Cafe Corner with the portraits and discoveries of participants.

"Save the egg". The aim of the activity is to develop cooperation and trust within the participants in the group. Trust fall: Every group member needs to find a partner of approximately equal height and weight. One partner will designate themselves as the faller, and one will be the catcher. Both partners will get the chance to act in both roles. The faller's responsibilities are to stay as straight as possible, not bend at the waist, keep their arms across their chest, and communicate with the catcher. The catcher's responsibilities are to get in a sturdy stance (usually one leg in front of the other in a lunge position), be aware, keep their hands right below the faller's shoulder blades, use the arms as shock absorbers, not underestimate the force being generated by the faller, and constantly communicate with and reassure the faller. The faller will have his/her back to the catcher. The commands are performed, and the faller falls straight back. After three tries, the partners should switch roles.

"Backpack of expectations". The aim of the activity is to learn about expectation, background and fears of participants, to provide teambuilding and sense of understanding each other. "Agreement of Group rules": the participants brain storm together rules which everybody will follow.

The aim of the activity is to provide general information about Erasmus plus: interactive lecture. To build understanding for what youthpass is, how it works, what 8 competences are, what they mean: presentation, individual work, small groups work, discussion on the plenary.

The aim of the activity is to make a reflection on the learning process of participants, discuss their worries, excitements, explorations and expectations.

The aim of the activity is to present the activities of organizations participating in the project for identifying common features for cooperation and to know the organizations better. The method used for the Organizational Expo is an open book represented by the participants. Each participant will need to write the description of the organization, activities, target groups and other details on the flipchart paper and put it on themselves. The participants will walk around the room, "read" each other as open books, ask questions about the activities of the organizations, finding common ground between the organizations participating in the seminar.

Y 3

The aim of the activity is to build clear understanding among the participants of the role-playing as a method, how it works, what are the benefits of using the method, structure and what to remember when you use the method. Activities: short presentation of the method through the discussion, input from the trainer. Practicing role-playing "Guess who is coming for dinner". Analysing the structure of the game and the process of preparation. Discussion on the plenary

The aim of the activity is to build the understanding of participants about the method, why to use it, what to consider. Activities: Short input from the trainer about the background of the method, discussion with the participants of what the method is about. Practicing simulation activity "Mosque in Sleepyville". The analysis of the activity: aims, structure, preparation needed. Discussion on the plenary.

The aim of the session is to analyse the benefits of using the method for education youth about active citizens. Activity: "Pizza Cafe". The participants are joined into 4 groups. Each group has a pizza for the discussion with a pieces with questions on it: the issues in my community to address working with youth; profile of youth in my community; benefits of using role-playing games and simulation with youth in my community; obstacles. The presentation of results, discussion.

The aim of the activity is to make a reflection on the learning process of participants, discuss their worries, excitements, explorations and expectations.

The aim of the activity is explore the cultures of the participants using role-playing method. Activity: the participants are put into small groups in which they discuss the peculiar features in their cultures and they need to prepare a role play for others involving every culture in he group. Presentation of the role-plays, discussion of what was in the role-plays feedback from participants.

Y 4

The aim of the activity is to introduce to the participants of objectives of the debriefing session, how to use it, structure, role of facilitator, the debriefing settings. Activity: interactive presentation from the trainer, discussion on the plenary. "Where do you stand?"

The aim of the activity is to teach participants to use the debriefing method with the group. Activity: the participants are put into 3 small groups. Each group get a small role-playing game to conduct. Their task is to conduct the role-playing with 2 other groups and debriefing after that. The trainers will be the observers and provide a feedback to the participants.

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The aim of this activity it's to have the first contact with the local community.

The aim of the activity is to make a reflection on the learning process of participants, discuss their worries, excitements, explorations and expectations.

Free night is given to participants for non-formal communication and socialization with each other.

Y5

The aim of the session is to encourage participants to create their own role-playing games or simulations. Activity: "Open Space of Ideas". The participants are given time to think and suggest the topic for the role-playing activities. They present their ideas and join into small working groups up to 4 persons in each.

The aim of the session is to encourage participants to work together for developing a joined role-playing game. Activity: participants will need to prepare the role-playing activity together: aims, objectives, time frame, instruction, scenario, roles, describe preparation phase and debriefing phase. Work in small groups.

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The aim of the session is to practice the activities the participants developed on other participants. The participants will conduct 2 parallel role-playing games. Discussion, analysis on the plenary, feedback from trainers and participants, evaluation in the working groups and adjustment of the activity.

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Y6

The aim of the session is to make final preparation for conducting the role-playing games for local youth. Activity: work in small groups.

The aim of the event is to practice prepared role-playing games with local youth, to make cooperation with local community.

The aim of the activity is to get more aware about the culture and community where the seminar takes place.

Y7

The participants will be asked to draw a picture of their reflection on the presentation. Through the picture they will need to answer the following questions: "Me during the event" (Where was I? How did I feel?), "Me and Others" (How did others behave? What did I feel towards others?), "Audience" (How did audience behave? What did audience feel?). Discussion of the results on the plenary

The aim of the activity is • To introduce Youthpass and its competences as a tool for self-assessment of the learning process. • To introduce the key competences by means of a "learning-by-doing" activity. • To provide a tool to reflect and keep track of the ongoing learning process. The method used "YOUTHPASS JOURNEY: YOUTHPASS ISLANDS & CAPTAIN'S LOG". The participants will have the trip of evaluation their learning process through 8 key competences which they acquired during the seminar.

The farewell party will be organized by the participants. This is the time where participants when communicate with each other in nonformal way, evaluate the programme, etc.

Y8

The methods: evaluation forms, "Circle of Quality", Thermometer of Feelings", "Minus and Plus", discussion on the plenary. The aim of the activity is to evaluate the programme, get a feedback from the participants about the programme content, organization, atmosphere at the seminar.