

"LET'S GO 4 GAMES!"

5-13 March 2018

KA1 Project Mobility for Youth Workers
2017-3-NL02-KA105-001846



GENERAL INFO

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 29 youth workers from 14 Programme countries on using games as an effective tool for value-based education and inclusion.

The objectives of the seminar 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

Due to unique character of the project, it is very crucial for us that Partner organisations spread the information through suitable channels and select relevant participants (we keep the right to reject participants that do not fit the profile).

PROFILE PARTICIPANTS

This is application to Erasmus+ non-formal learning training course for people that already work with youth on using GAMES as an effective tool for value education and promoting personal development of youngsters and social change.

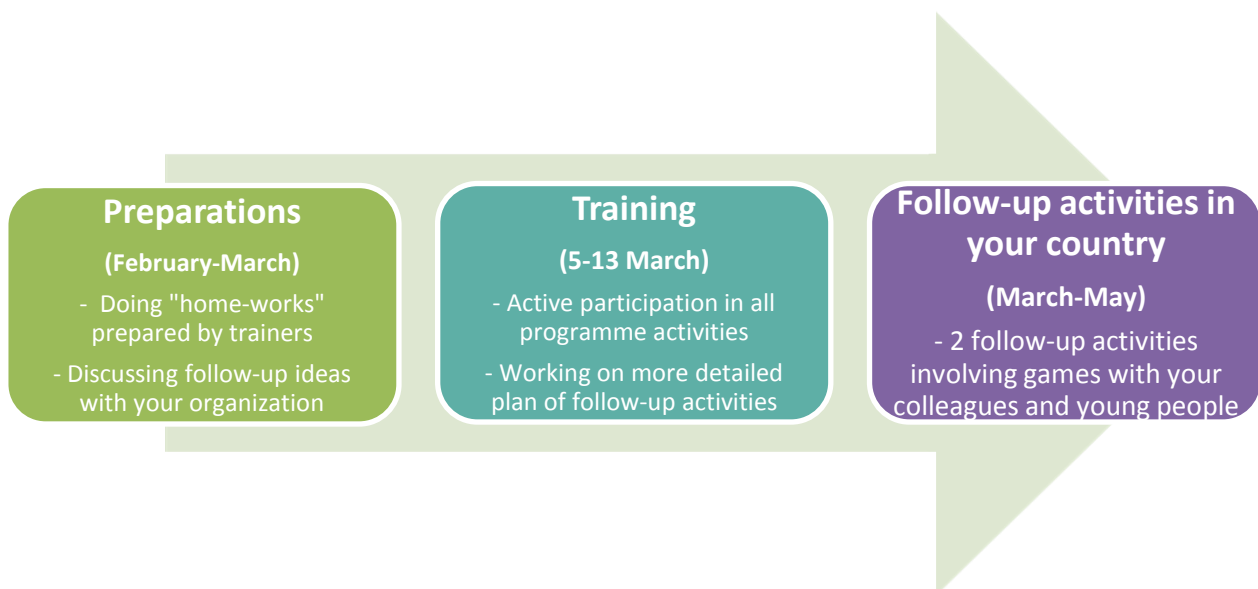
Participants applying for this project should:

- 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
- Open to challenge themselves and learn a new approach of using games and participate in the intense programme of the training (sometimes even 12 h per day :))
- Committed to be promoters of social change in their community
- Ready to organize at least 2 follow-up activities using the experience from this training (individually or together with another person from the same country) within 2 months after the training
- Working Language: English

Duration:

Arrival Day: 5. March 2018 (travel day) preferably late afternoon

Departure : 13. March 2018 (travel day) departure in the morning



Venue:

Poort van Amsterdam, Uitdam, The Netherlands

- There will be 3 meals per day – breakfast, lunch and dinner
- Special diets/requirements please fill out the application form
- There will be WiFi, you will get login data upon arrival

<https://en.europarcs.nl/holiday-resorts/resort-poort-van-amsterdam>



Participants will be accommodated at Poort van Amsterdam. The resort area is situated in Uitdam, a small town about 20 minutes from Amsterdam. You will be hosted in double rooms, same gender. Preferably you will share your room with someone from different nationality.

****Exact details of address and logistics will follow after all participants are selected.****

Host / Applicant Organisation:

Stichting WOW Go Amsterdam, the Netherlands

WOW Go Amsterdam is a non-profit organization, created at the initiative of having the purpose to positively contribute to the life of youth and youngsters. WOW Go Amsterdam started in 2011 and during the years the organization has gained a core group with youth workers and youngsters who are directly involved in the set up and promotions of their activities. We support non-formal education methodology based on activities, projects and events that contribute to the fields of development of educational and social activities. The activities aim to encourage acquisition of new skills that will have a positive impact for their future life and personal growth development.

E-mail: info@wowgoamsterdam.org

Website:

<http://www.wowgoamsterdam.org/en/organisation/>

Facebook:

<https://www.facebook.com/WowGoAmsterdam/>



Our Activities:

- Youth Exchanges
- Training Courses
- EVS (Sending)
- Capacity building in the field of youth (outside EU)
- Local activities AMS

Contact Office:

Postal address:
 REsedastraat 9-B
 1031 BH, AMSTERDAM

Visit address:
 Wingerdweg 4-A
 1031 CA, AMSTERDAM

WOW Go Team:

Manuela Renjaan (Founder)

Manuela is the founder of the organization and coordinator of this project. She is working in the field of project management and international cooperation.



Michael van Leeuwen (Project leader)

Michael has been working for several years as a social worker with homeless and addicted youngsters in the centre of Amsterdam. He has been trained as a MTFC-Coach (Multidimensional Treatment Foster Care). Since the start of WOW Go Amsterdam in 2011 Michael is mentoring local youngsters, to train and lead them for international projects and youth exchanges.

Henri Dikkenberg (Youth Worker) has become part of the core team of WOW Go Amsterdam since early 2016. His experience includes working for several years with local NGOs that work with minority groups of children and young people in social care.



<http://www.wowgoamsterdam.org/en/wow-go-team/>

Partners organisations:

Each organization should be sending 2 participants.

The Starry Start of Talents Foundation, Bulgaria
Iformal Youth Group– IDA, Croatia
Cyprus Youth Clubs Organisation- KOKEN, Cyprus
United Societies of Balkans, Greece
Associazione di Promozione Sociale Young Effect, Italy
Asociacija Aktyvus Jaunimas, Lithuania
Youth Organisation Alexis Prilep, FYR of Macedonia
Empowering Youth in Care, Malta
Fundacja Ra I Do Miedzynarodowe Centrum sparcia mlodziezy I Doroslych, Poland
Asociația Școala Inovației, Romania
ADEL, Slovakia
Društvo za razvijanje prostovoljnega dela novo mesto, Slovenia
Asociacion Juvenil Intercambia, Spain
1 external participant, the Netherlands

Trainers:

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 – as a local and European project initiator and manager. She has carried already more than 100 international trainings for different target groups (youth workers, teachers and others): www.salto-youth.net/tools/toy/ieva-grundsteine.1858



Antonio Benaches, trainer (Spain) is youth worker since 1997 and active trainer in international youth projects since 2003; started in youth work in the Scout movement and then participated in local and regional Youth Councils. At the moment, he is working for different local municipalities and for different NA: www.salto-youth.net/tools/toy/antonio-benaches-bodi.2424

Participants:

Each organization will delegate a team of 2 participants to develop their professional competences. Ideally, the participants of this training will be people that are involved in the partner organizations.

Once you have someone in mind, please ask them to fill in the online application form:

https://docs.google.com/forms/d/e/1FAIpQLSfHwvhN35ok0IcZwjObHzXUI8OYk3ZVY6_lzgJ7T2tiGNIfA/viewform?usp=sf_link

Also, if you are not able to find participants, please let us know as soon as possible. We will be able to help you find suitable replacements out of our own network. So please start your selection.

DEADLINE FOR SUBMISSION IS 20 JANUARY 2018

Things to bring:

- Towel
- Shampoo/soap
- Insurance card
- There is (small) indoor pool. There might be time for swimming, so please bring swimming suit + flip flop shoes.

COST FUNDED

The project seminar costs related to travel; accommodation and activities are covered within the project, and will be handled by WOW Go Amsterdam. For other expenses (souvenirs, extra food) each participant should bring money as much as he/she thinks will be needed. Accommodation and lodging covered by 100% by the Erasmus.

HOW TO BUY TICKETS? AND HOW WILL BE REIMBURSED?

Flight tickets:

Please book your flight to Amsterdam Schiphol Airport (AMS).

Please buy yourself the tickets through Skyscanner or similar websites. Before buying the ticket, you may need to send us your itinerary and budget for our approval.

If you buy your ticket without our approval, you risk of not get any reimburse for it.

Handwritten invoices are not accepted.

You can start book your flight tickets after 1. January 2018

Please find below the maximum amounts for return travel from your country:

Bulgaria	€ 275,00	Poland	€ 275,00
Croatia	€ 275,00	Romania	€ 275,00
Cyprus	€ 360,00	Slovakia	€ 275,00
Greece	€ 275,00	Slovenia	€ 275,00
Italy	€ 275,00	Spain	€ 275,00
Lithuania	€ 275,00	Latvia	€ 275,00
FYR of Macedonia	€ 275,00	The Netherlands	€ 20,00
Malta	€ 275,00		

These are maximum amounts for the whole sum spent on all tickets (both ways).

Please keep in mind that you will need to buy train tickets as well from AMS Schiphol Airport to Central Train Station Amsterdam.

You will only get reimbursement according to the total sum of the invoices.

Exceeding the maximum amount will not be covered.

- The necessary documents for reimbursement: if all documents provided (original ticket, boarding passes....) the reimbursement will be done, after the course, by bank transfer.
- Taxis will not be reimbursed.
- We need your all receipts, tickets and boarding passes (for both ways). So when you are coming, keep them. After the project you should send us (scanned by email and originals by post) all the tickets and boarding passes of the travel back home.
- Insurance will be participants' responsibility.

ORGANISATION NOTES

- Taking into account the educational kind of the project, it is forbidden to use alcohol and other drugs during the project activities. In the evening (after the activities) please consider limitation of beer/wine so we will not disturb other guests at the resort area.
- The project assumes that attendance in all activities for all the participants must be 100%. Failure to attend the activities may result in our inability to reimburse the travel expenses.
- If an emergency happens and for some reason you are not able to attend some session, the team should be informed immediately.

EMERGENCY CONTACTS

Please contact us in case of emergency, during the training: Manuela Renjaan +31-6-1393.4045 (also Whatsapp)

Activity Programme

Time / Day	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8	Day 9	
	5 March 2018	6 March 2018	7 March 2018	8 March 2018	9 March 2018	10 March 2018	11 March 2018	12 March 2018	13 March 2018	
8.30 - 9.15	Arrivals	Breakfast								Final individual reflections on outcomes from the training and closing ritual of "saying goodbye" Farewell and departure
9.30 - 11.30		Intro Getting-to-know each other Ice-breaking	Needs of young people in different countries in relation to accepting and appreciating diversity and promoting inclusion (based on home-work)	Games for social change	Summing up the power and potential of games as a tool for learning Good quality non-formal learning	Lab: Working in smaller teams – last preparations for the implementation	Lab: Implementing and testing the tools IV	Reflection on learning outcomes of the training and Youthpass		
11.30 - 12.00		Coffee break								
12.00 - 13.30		Programme, approach, motivation and Youthpass Group building activities	Set of competences to contribute to great appreciation of diversity and promotion of inclusion	Visiting local youth center in Amsterdam to discover the use of games for learning	Skills of facilitation Intro to Lab phase	Lab: Implementing and testing the tools I	Lab: Evaluation, feedback and learning points (discussions in teams)	Reflection: Me as a youth worker applying learning in/from nature and outdoors as an approach Erasmus+ opportunities		
13.30-15.30		Lunch								
15.30-17.00		Group-building activities through games	Group work - deeper research on dimension of each competency	Action-bound - ICT game to discover diversity of Amsterdam	Lab: Working in smaller teams – designing NFL activities involving games for Diversity and Inclusion	Lab: Implementing and testing the tools II	Lab: RE-Testing some tools	Follow-up activity planning in national groups Reflection on learning outcomes of the training and Youthpass		
17.00 - 17.30		Coffee break			Coffee break					
17.30 - 19.00		Getting to know each other	Opening discussion on positive social change, diversity and inclusion and learning through games	Game Fair - games for learning	Free time	Lab: Working in smaller teams – designing NFL activities involving games for Diversity and Inclusion	Lab: Implementing and testing the tools III	Closing of Lab phase General questions and answers	Summing up Evaluation Closing	
19.00-19.30		Time for reflection in group		Time for reflection in group						
20.00		Dinner								
After 21.00	Welcome Dinner	Family Game evening	Intercultural discoveries through games	Evening out	Free evening	Free evening	Dutch evening	Farewell dinner and evening		