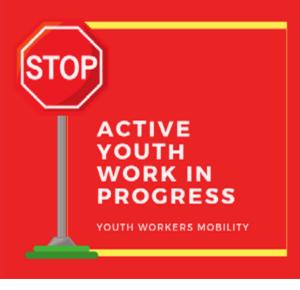
Co-funded by the Erasmus+ Programme of the European Union





## About

Idea for the project Active youth work in progress has descended from direct aims and objectives of the program Erasmus + on developing greater quality youth work and development of skills and of competences of youth workers as indispensable part of society, that importantly influences the development of youth in local, national and European communities.

Youth nowadays is becoming increasingly more demanding and critical about tools and methods that the youth workers are using - they are calling for more interactive and proactive tools; and methods used and at the same time are turning attentions to more traditional contents such as social inclusion, equality, intercultural communication, abolishing of stereotypes, impatience, etc. One of the aims for creating the project is the awareness of the project partners, that reflection of quality youth work is a qualified, confident and contemporary responsive youth worker, which influenes the development of youth.

ers based on their disadvantages and areas where their skills and competencies can be further enhanced. Activities in this project were designed that each project partner carries out and activities where they are most qualified and experienced at; through this making it possible for other youth workers to achieve the desired level of knowledge and skill set for further implementation of such activities in their respective communities. Pro activity of participants with diverse knowledge and skills is put in the forefront of the project in the way that participants carried out some sections of the activities and in others will actively taken part.

The training took place between 10th and the 17th of November

At the same time it is necessary to directed training of youth work-

The training took place between 10th and the 17th of November 2019 and was hosted at Celjski mladinski center. 17 youth workers 8 EU countries came together to share experience, learn and have fun. For more information, you can visit the website by clicking on the picture below.



### Colophon

This document is published by the Active Youth Work In Progress project, prepared by the participants of the international training under the mentorship of the applicant organization Celjski Mladinski Center (SLO). This document reflects the views only of the authors and the European Commission cannot be held responsible for any use which may be made of the information contained therein.

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# Aims of the project





- Transfer of knowledge and skills in the field OF METHODOLOGIES AND CONCRETE ACTIVITIES AND CASES OF GOOD PRACTICES BETWEEN THE ENGAGED YOUTH WORKERS AND PROJECT COLLABORATORS;
- Preparation of E-manual in English, which will BE CONTAINING DIFFERENT METHODOLOGIES USED IN THE TRAINING: SOCIAL INCLUSION, EQUALITY, RECOG-NIZING OF STEREOTYPES, IDENTIFICATIONS OF NEEDS OF THE YOUTH AND INTERCULTURAL COMMUNICATION,
- DEVELOPMENT OF COMPETENCIES OF THE YOUTH WORKERS
- Use of ICT as a mean of interactive tool;
- To qualify the youth workers as independent fa-CILITATORS OF ACTIVITIES IN THEIR LOCAL COMMUNITIES;

# Partner organisations



**SLOVENIA** 



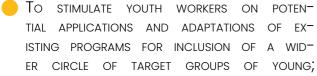
EVROPSKE CENTRUM MLADEZE BRECLAV EUROPEAN YOUTH CENTRE BRECLAV Z. S. EYCB CZECH REPUBLIK



IARODNI PARLAMENT SERBIA



INONIKI SINETAIRISTIKI EPICHERISIELLINIKI SYMMETOCHI NEON - HELLENIC YOUTH PARTICIPATION (HYP) GREECE



- To qualify youth workers in use of New Didactic PROCEDURES (EXAMPLE OF PEDAGOGICAL EXPERIMENT);
- To equip youth workers to know how to RECOGNIZE THE NEEDS OF THE YOUNG IN THEIR LO-CAL COMMUNITIES AND TO PREPARE PROGRAMS TARGETING THE NEEDS OF THE LOCAL YOUTH;
- SUCCESSFULLY IMPLEMENTED TRAINING WITH DER-IVATION AND EVALUATION OF ALL ACTIVITIES;
- TO INFORM PUBLIC AND MEDIA ON EXECUTION OF THE PROJECT OF ITS OBJECTIVES, AIMS AND RESULTS.





H.R.Y.O HUMAN **RIGHTS YOUTH ORGANIZATION** 



OFENSIVA TINERILOR **ROMANIA** 





# Activity Timeline

01

02

03

04

05

06

07

80

ARRIVAL DAY

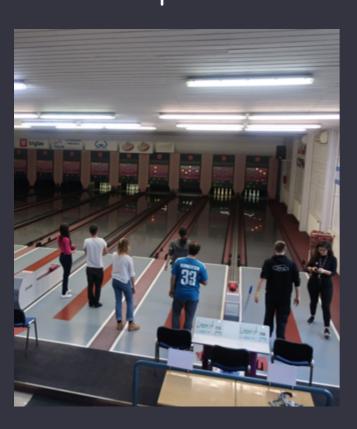
BREAKING THE ICE

Presentation of the project, youth workers, organisations, the Erasmus+ programme and Youthpass aswell.

**GUIDED TOUR OF CELJE** with Klemen

#### **WORKSHOP 1**

How to identify the needs of the youth.



WORKSHOP 2

Enhancement of competences of youth workes in the field of self-awareness: use of new methods Constalation and Narative approach, part 2.

#### WORKSHOP 3

Use of ICT tecnhology and games as tools of intercultural communication.

#### WORKSHOP 4

Approaches and procedures in the field of social inclusion (Romanian team).

#### WORKSHOP 5

Approaches and procedures in the field of quality (Romanian team).

#### WORKSHOP 6

Approaches and procedures in the field of stereotypes (Euro-Rail "but la fried", Italian team.)

#### **WORKSHOP 9**

Use of cultural and natural heritage in youth work (at the Old Castle).

#### **WORKSHOP 7**

Preperation on realisation of the workshop number 8, evaluation questionnaire for the pupils (teaching experiment).

#### **WORKSHOP 8**

Youth work is active (teaching experiment) + evaluation in the evening.

#### TRIP TO LJUBLJANA

We enjoyed a boat trip, visited the EU House and the exhibition Experience Europe. For the last, we made a study visit to Young Dragons, NGO working

with youth.

#### VISIT TO THE REGIONAL MUSEUM OF CELJE

#### WORKSHOP 10

Preperation of the E-manuals for youth workers.

#### **WORKSHOP 11**

Preperation of Youthpass.

#### DEBATE

on possibilites of upgrading and improving the project.

**DEPARTURE DAY** 



The activities are explained in the activity programme on the following page

programme on the following page. The workshops were designed to support the preparation and the implementation of youth workers in which the obtained knowledge in workshops 1-7 was tested in a real life situation with a youth group, which was provided by the hosting organization. Participating youth workers implemented a workshop of their chaosing (either individual or in mixed groups) to a group of young people on the day 4, the 14th of November 2019. The youth workers delivered the activities in Enalish language pupils of two high schools in Celje (Gimnazija Celje-Center and Srednja zdravstvena šóla Celje) and a volunteer from Zavod VOZIM. Two Ślóvenian youth workers delivered the activity in Slovenian language to a group with special needs from VDC Golovec. Through the process of delivering the workshop youth workers learnt the process, experienced direct interaction with the youth and got feedback on their work both from the youth and other youth workers. A full day was intended for this workshop. In the programme it is also written which activitie's were planned to be prepared by the partners.



# MAIN ACTIVITIES



Alongside all the content activities the participants enjoyed several guided tour-ist tours to the Celje Old Castle, the Celje Old Town Centre, Ljubljana, and visited The Celje Regional Museum. Participants were socialized through sport activities, movie nights and intercultural evenings

On the following pages you can find concrete descriptions of activities which were implemented during the training. The descriptions provide clear preparation and implementation steps as well as give insight on materials needed and the evaluation questions for further improvement of the activity and the facilitator. The activities were implemented in the pedagogical experiment on the 14th of November 2019.

TITLE OF THE ACTIVITY	CONCE	NTRIC CIRCLES
GOALS	Т	lce- breaker eam-building ess about social exclusion
DURATION		45 minutes
MATERIALS	Chairs, timer (stopwatch), bell, cop	py of statements, copy of debriefing questions
LOCATION	Mediun	n to big- sized room
TARGET GROUP	Youngsters of	and young adults (15-30)
NUMBER OF PARTICIPANTS		20
NUMBER OF FACILITATORS		2
BACKGROUND	Definition of words (e.g.: Social exclusion, prejudice)	
DESCRIPTION	<ol> <li>Arrange the chairs in 2 concentric circles facing each other.</li> <li>The facilitators will introduce themselves.</li> <li>Describe the activity and what the facilitators are going to do.</li> <li>Explain that in the first part of the exercise, the participants will get to know each other better by discussing topics that the facilitators are going to present.</li> <li>For each statement they will have 2-4 minutes to talk.</li> <li>After each statement, the facilitators will announce when the time is up, by ringing the bell and the participants sitting in the inner circle will have to move one seat to the right.</li> <li>With the newly created pairs, repeat the process until all statements are completed.</li> <li>In the second part of the exercise, ask the participants to form one big circle.</li> <li>The facilitators will deliver the debriefing questions.</li> <li>The facilitators will give the final conclusions and thank the participants for being cooperative</li> </ol>	Statements:  1.) What is your favourite holiday and why?  2.) Describe your favourite teacher and why was he/she your favourite?  3.) Describe a person from a different social group that inspired you (different ethnicity, race, religion, sexual orientation, etc.).  4.) Describe an idea/preconception about people with disabilities or from a minority group that you received while growing up.  5.) Describe a meeting/interaction you had with a person with disabilities or from a minority group.  6.) Share with your partner a preconception about people with disabilities/belonging to a minority group that disturbs you.  7.) Describe a time when you witnessed an act of prejudice on someone because of his/her disability or different social/cultural background.
DEBRIEF QUESTION	Which question did you enjoy answering? Which question was more difficult to answer? Why? How did you feel to share information with your partners? What did your partners do to make you feel that they were paying attention to you? Was there anything surprising or new to you in the exchange of information? What have you learned from this activity?	
EVALUATION	Did you feel that you had enough time to answer the questions? What do you think about the atmosphere that has been created? Did you have any difficulties in understanding the instructions of the activity (something that has	n't been explained clearly)?
POTENTIAL ADAPTATION	Time adaptations, add/cut statements, nr. of participants, pattern of chairs, way of announcing sv	witching seats (bell, toy, speaker).

TITLE OF THE ACTIVITY	ALL ABOUT THE TRUST
GOALS	Spreading awareness about the importance of trust among friends, family and society in general.
DURATION	45 minutes
MATERIALS	Backpack, different objects (ball, mug, pen, spoon, bottle, wooden cube), chairs, guitar
LOCATION	Classroom
TARGET GROUP	Visually-impaired, blind, mentally disabled people
NUMBER OF PARTICIPANTS	Small groups, 5-7
NUMBER OF FACILITATORS	2 ( Make sure the classroom is safe and clean! Try to put yourself into their position.)
BACKGROUND	Ask questions about the disabilities before the workshop. Have a meeting with professional caretakers. Number of participants with certain disabilities.
DESCRIPTION	1. WELCOME – reception. 2. The facilitators will introduce themselves (later participants introduce themselves). 3. Describe the activity and what the facilitators are going to do. 4. First activity – "The surprise bag" – connect an object you chose to real life situation, person, emotion. 5. GAME OF TRUST (walking around the classroom by holding your friend's shoulders; one within the group is a leader; all the participants have to follow his instructions – second game; (the role of the leader vs. role of guided person) + guitar accompaniment within activity & also audible signals. 6. The third game – Imaginary friend. 7. Conclusion.
DEBRIEF QUESTION	Where do you use the detected object?  What is this? How do you feel right now?  Tell me about a time you used it? With whom?  Tell me about your feelings?  How do you usually feel when you are leaded? Do you trust people? Talk about a time you felt really happy/sad? Am I a good leader?  Which position you preferred most – being leader or being leaded?  Who is your best friend? How does he/she look like? Is he/she kind? His/her favourite sport, food, drink, hobby? Which kind of music does he/she like most?
EVALUATION	- self-evaluation (after the workshop) - expectations/goals/purpose/upgrades/next steps - achieved or not? + questions - we asked the participants to evaluate us (within the workshop or at the end) - evaluation of observers (we asked them too) - they evaluated us (caretakers)
POTENTIAL ADAPTATION	Adaptation of activities, time adaptation, +/- number of participants, safe space, way of communication/expression.

TITLE OF THE ACTIVITY	EXPLORE THE DISCRIMINATED
GOALS	To win everyone within the group in the well-known game rock-scissors-paper.
DURATION	5-10 minutes
MATERIALS	No materials needed.
LOCATION	Everywhere.
TARGET GROUP	People of all ages. People with disabilities can be included too, but with some adaptations sometimes.
NUMBER OF PARTICIPANTS	As many participants as the location can take in.
NUMBER OF FACILITATORS	Only 1.  ( Make sure if there are people with disabilities in the group and make some changes if there are. For example, if there is a blind person you need to be somehow like a referee when he/she is playing. )
BACKGROUND	Very well-known game from school. Not much research needed, everyone knows it and everyone enjoys it. You can play it as an ice-breaker also.
DESCRIPTION	Firstly, all people of the group are playing as individuals. They play one round of the game "rock, scissors, paper" with an opponent they choose by luck in the room. They place their hands behind their backs and counting to three. At the same time they appear their hands in the front and show one of the three items with their hand. Open hand means "paper", closed means "rock" and the two first fingers at the hand opened means "scissors". Rock wins the scissors and loses from the paper. Paper wins the rock and loses from the scissors. Scissors win the paper and loses from the rock. The winners of the task try to find another opponent and the one loses becomes a "train" following the winner and shouting his/her name. When only two persons are left, two trains will have been made and the opponents play three rounds for the winner!
POTENTIAL ADAPTATION	Only for diasbled participants.

TITLE OF THE ACTIVITY	EUROPEAN TRAVELS
GOALS	Introduction of facts about selected European countries (on a funny and creative way). To raise knowledge about Europe among the participants. Culture as a crucial point of the workshop.
DURATION	50 minutes
MATERIALS	PPT presentation, projector, papers, rewards.
LOCATION	Classroom, hall.
TARGET GROUP	Pupils + disabled youth (wheelchair)
NUMBER OF PARTICIPANTS	30
NUMBER OF FACILITATORS	3-4 (Clarify the instructions, be honest, be precise, pay attention, be aware if you have participant's attention, be sure they understand all the tasks.)
BACKGROUND	Online.
DESCRIPTION	Introduction of ourselves.  Hangman – name of the "imaginary airlines" (we are travellers!) – as introduction!  Blank map  Presentations  Languages  Quiz
DEBRIEF QUESTION	Have you learnt something new? What was the most interesting fact you have learned? Was it helpful? Did you enjoy it? If not, what could be improved?
EVALUATION	At the end of the workshop ask them what was good and what was missing?  Could we make it better?  How did you feel during the workshop?  Was the presentation clear enough from the beginning?  Questions of evaluation were given to the participants to evaluate us, as peers, and to us, to evaluate ourselves.
POTENTIAL ADAPTATION	You are never over prepared!  Make your PPT presentation more attractive than it is in the school!
FOLLOW-UP	Learn new things about the new countries. Choose your favourite country from our presentation and look for new interesting information.

TITLE OF THE ACTIVITY	ROCK-SCISSORS-PAPER
GOALS	Raising awareness of the discrimination directed to LGBTQ+, immigrants and different genders.  Opening discussion among youngsters about the aforementioned topics.  Finding out the learning needs of the group among those 3 topics.
DURATION	45 minutes - 90 minutes
MATERIALS	Tools (blindfolder, glasses) that cover participant's eyes.  Paper including the questions (for the facilitator(s)).  Papers including questions in capital and big letters (as many papers as questions you include) in which you show the results (proportion of agreements and disagreements in each question) to the participant's.
LOCATION	A place that can fit a circle as big as the number of the participants.
TARGET GROUP	The effectiveness of the workshop increases depending in the heterogeneity of the group (according to culture, religion, sexual orientation, ethnicity, race and gender). The more heterogeneous, the more effective.
NUMBER OF PARTICIPANTS	15 to 30
NUMBER OF FACILITATORS	From 1 to 3 ( Take into account who is your target group in order to adopt the activity to the characteristics of the group.  Keep in mind that the goal of the workshop is raising awareness and opening on discussion, so please do not try to impose your opinion and avoid any kind of hate speech.)
BACKGROUND	The facilitator has to research/be informed/know about the rights of minorities and discriminated groups (LGBTQ+, immigrants, gender) around the world, and more specifically, on the data related to the cultural background of the participants.
DESCRIPTION	Don't forget introducing yourself!  Participants should form one or more lines (depending on the amount of people) and then the instructor is going to say: "Hello, [introduction of facilitators] during this workshop we are going to speak about some social categories that are controversial topics nowadays."  - Explain the participants you are going to read some statements and they have to raise the thumbs up if they agree and down if disagree.  - tell participants to cover their eyes with blindfolders so that they cannot see the answers of their peers. But first tell the participants that if they need a clarification they can do a C with their hand.  - read clearly the statements, count the results and unite them on the "question papers".  - Once the questions have been asked tell the participants to form a circle so that they can see each other and feel in a safe place.  - The next step is to make participants reflect on the topic. For that reason, we are going to guide the discussion by asking the following questions.
DEBRIEF QUESTION	Is there any topic you had never reflected or talked about before?  Have you struggled while making a decision regarding any of the statements?  Is any of these results different from what you were expecting?  In case of this has not worked we pick the most controversial result and ask them why they think the opinions are so different.  Final/conclusive question: If you feel comfortable sharing it with the group, is there any statement which you would vote differently now?
EVALUATION	Once the workshop is finished and you find some time to think about you performance as a facilitator, you can make use of our E-manual and check the questions regarding the self-evaluation of the youth worker.  They might be helpful for you to improve in your future workshops!
POTENTIAL ADAPTATION	A youth worker is a flexible person. All of these points can be modified depending on the needs and conditions of the workshop.
FOLLOW-UP	After delivering the workshop there might be a topic that has been more popular than others. The follow-up would be to focus on it and organizing another activity related to this to go more in depth.

TITLE OF THE ACTIVITY	BIG FISH-SMALL FISH
GOALS	Energizer and a team buliding activity.
DURATION	15 minutes
MATERIALS	No materials needed.
LOCATION	Everywhere.
TARGET GROUP	People of all ages. People with diasbilities can be included too, but with some adaptations.
NUMBER OF PARTICIPANTS	As many as the room or the location can take, but at least 5.
NUMBER OF FACILITATORS	Only 1, can be done with more. (TIP: The faster, the funnier!)
DESCRIPTION	Get Ss to sit or stand in a circle. Extend your hands as widely as possible and tell Ss that this is "small fish". Then, bring hands together so they're only about 10 cm apart and explain that this is "big fish". Big fish swims clockwise and small fish swims counter-clockwise. It sounds horrendously complicated but it's not. This diagram should help. When student 1 turns to her left to student 2, she does "big fish" by bringing her hands close together. Student 2 can either turn to student 3 and do another "big fish" or do a "small fish" back at student 1 by extending her arms out wide and thusly the game continues. Players get out if they get the actions wrong (put their hands together for small fish etc.) or get the directions wrong. Point out that fish swim fast and Ss should similarly react quickly.
POTENTIAL ADAPTATION	Cheer every time somebody do a mistake. Adoptions for disabled people only.

TITLE OF THE ACTIVITY	OLYMPIC CULTURAL GAMES
GOALS	Explore the culture of the participants.  Provide equal opportunities to all the participants.  Familiarize our target group with the international culture and show them that we are all connected.
DURATION	35-40 minutes
MATERIALS	Papers, pens, laptop, sound system, board, colored pens, glue.
LOCATION	Classroom, hall.
TARGET GROUP	People from 15-30 years old.
NUMBER OF PARTICIPANTS	25-35
NUMBER OF FACILITATORS	2-3 facilitators (TIP: Be confident, be closer to the participant, be more involved, make sure to have the attention of the participants, be sure to have the right level of energy.)
BACKGROUND	Culture is not easy to define. Basically it is the identity of a group or people or a nation. It may contain art, music, food, movies etc. It was born by ancient civilizations and evolved through the years. Nowadays event though each country has its national culture, there is also international culture. People from all over the world can recognize songs, movies etc. coming from other countries as part of their own culture.  Activities:
DESCRIPTION	Introduction:  topic – reason;  presentation of the whole activity;  divide the participants into groups;  ask them to pick a name of group.  A) MUSIC QUIZ: explain the activity; hand out papers and pens; play songs for 15 seconds and give them 5 seconds to write their answer; count the results;  B) FOOD AND DRINK QUIZ: explain the activity; 14 questions; write the results;  C) PUZZLE: explain the activity, puzzle time, counting for the game and total counting.
DEBRIEF QUESTION	What comes in your mind when you hear the word culture? Which fields are included in culture? Which facts may influence the evolution of culture? Is there an international culture or only a national one?
EVALUATION	Did we introduce ourselves properly?  Was our pronunciation clear enough?  Did we involve all the participants?  Did we use technology or not?  Did we explain the activities clearly?  Did everyone enjoy the games?  Did we manage properly the time?
POTENTIAL ADAPTATION	We could adjust the time of the introduction depending on how long the activities will take. We could make a few changes in our games, if the participants are blind or hearing impaired, but it is not possible to alter the main concept. We could form the groups based on the number of the participants.
FOLLOW-UP	After delivering the workshop there might be a topic that has been more popular than others. The follow-up would be to focus on it and organizing another activity related to this to go more in depth.

TITLE OF THE ACTIVITY	HERITAGE VS. ALPHABET
GOALS	Team work, creativity, research and argumentations.
MATERIALS	sticky notes, pen, English alphabet
LOCATION	OUTDOOR; Old Castle Celje
NUMBER OF PARTICIPANTS	15 to 20
NUMBER OF FACILITATORS	1 or maybe 2 for bigger groups.
DESCRIPTION	For each letter of the alphabet, participants must find a word that starts with this letter and is associated with the heritage. Each decision shall be justified by the participants

TITLE OF THE ACTIVITY	SCULPTOR
GOALS	Learning about different professions, fun and bonding participants
MATERIALS	images of different professions, people
LOCATION	In the nature or a big room/ hall
NUMBER OF PARTICIPANTS	15 to 20
NUMBER OF FACILITATORS	1 or maybe 2 for bigger groups.
DESCRIPTION	One of the participants is a sculptor, the rest are statues. The sculptor has one minute to make the composition of the living statues. At this time, only 2x can see the original image.

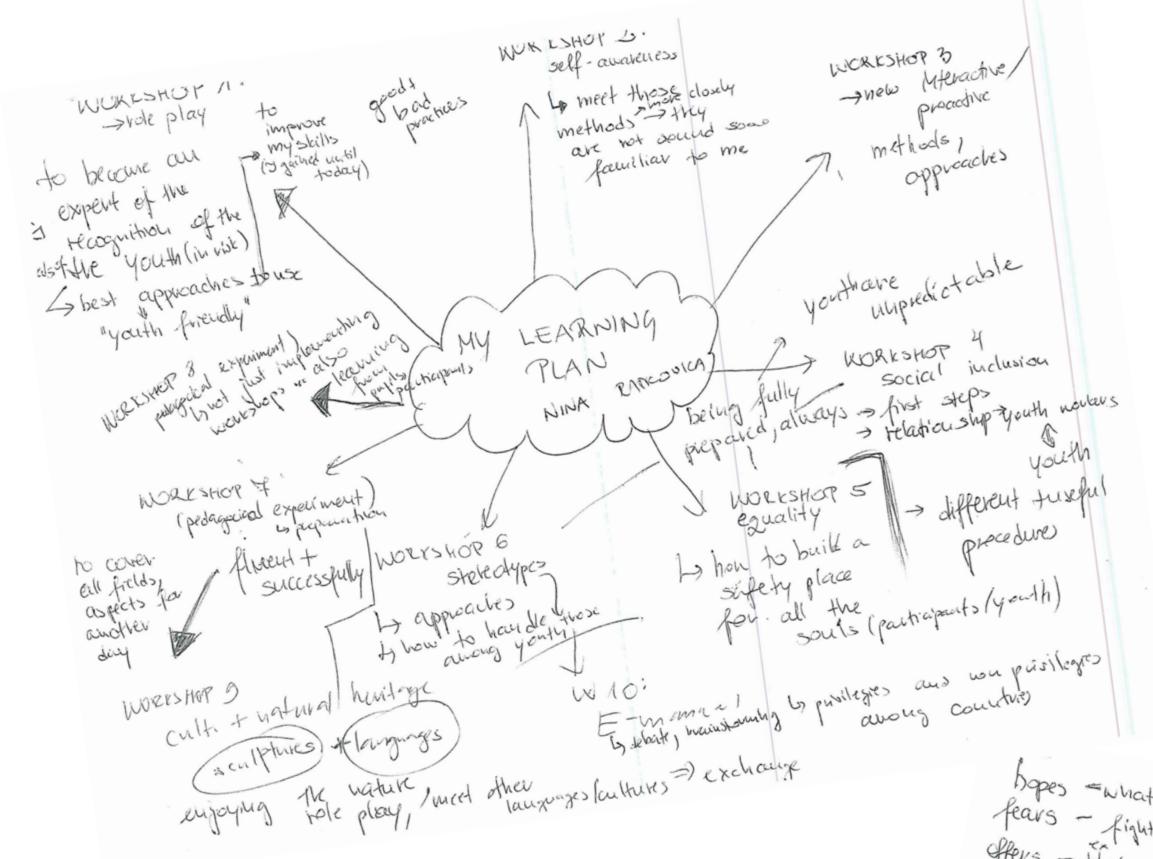


# My learning plan



Each of the activities within the training had set aims and learning outcomes. In order for the youth worker to recognize and be aware of them it is recommended that youth workers write down their own individual learning plans. On the following pages you will find examples of such learning plans made by the youth workers in the training.





fears - fight, harmony among our group woluntear,

Achuiques

MY LEGIMON DIAKY

V1: Learn to think like a young, improprie my eappety to lister and und

Us: Learn new methods to try to work with the young in a stimes was stimes was stimelant "innovarsi" per crease on perebro condiviso con govani con i pali si è entati in contatto attroverso altre attività P.S. = inarrare a entare in contatto con le me emotioni visseent ad espirante.

13: prendere un consideratione l'idea che la tecnologie sia un poule tro le collère, princhi imparare ad store giochi e stumenti templogici

14: # I thought is a very bad moment I in the world if we talk shoot social melusion and epocality. We have in a world where a lot of people one violent, we have speech and think about the the diversity in a bad way. So, is alway sepfort to remember that send inclusion and epolity are two amorning concepts that all of we need to use and improve in the daily life.

No: Totti pounti siamo vittime e consulfici pounds portiamo di pregniditi. Imparismo a riconossere presta tendenta per provere a sconficienta

W7: Leann to creak a prestronnaire in base at publico de prode los

W8: importare a gestire ou purpo medio/proude, espermi, parlore in suglest in mounière un po pré fluente

W/O: imporare le régle fondamental pa se vere su manvole e ripertonce nel mis lavors di totte i joven

W11: in priore of essere più to obsettiva

Claudia Gallego Ariño SPATIV
I expect that the lecturers give me some tools in order to improve the recommunication skills with Kids: how to connect with them, get their attention and undertranding their needs.
Maughe it is about trying to help children to do introspective activities and finding out how to express better their feelings
I expect learning way more (I than barely nothing) about how to incorporate ICT to the field of teaching and communicating
I expect to talk about privileges and minorities and discriminated groups and tools to deal with intolerance and discriminately
I expect to learn more about gender, class, race, privileges and maybe legal stuff or beaties where we can find those things
I copect learning and Journing on ament issues (Extreme right, Jascest parties, islampholaia, disconnication of poor.) and learn methods and holes to construct a
Since I be never done such a ship, I hope to be given tools in order to works works and world situation works in a real world situation order to works ach teaching especiment

Youth work its achie:

Treating experiment

I walky hope to be able to cornect with those tayest graps and to be able to cornect with those tayest graps and to be able to apply all the ideas and purposes in a right way, or that at least I can improve a boat didden intraction.

Workstop of Culture and not I hope hearily more about the non-worken larger. I know very little and I am really interested in learning more

Workstop 10

I espect to be able to improve my academic skills an order to apply them to my studies

Workstop 11

Preparation of upont

Techniques

Bruing absociate

Techniques

Review of the property of the part of that is usefulk for my future gibbs.

## · WORSHOP 4

- to find out move ways or ideas how to include people from different cultures, with different social status etc. into the society
- why "the others" tend to exclude people how the group/society based on their differences
- difference between being "normal" and being "different" standardized type

## · WORKSHOP 5

- different points of view by zeople from different cultures

#### · WORSHOP 6

- what are the stereotypes in other countries

## , WORKSHOP 7 + WORKSHOP 8

- to come up with an appropriate topic that the pupils will be interested in and

## Washide

-to leave (from the evaluation) the strengths and weathnesses, what are the main things they have leavet from the achieves

### · WORKSHOP9

- to know about cultural heritage from different cultures

· WORKSHOP 10

- to have something that I can use in the future in my professional

## earning plan

PODESVOVA

#### · WORKSHOP 1

- methods or tools now to identify the reeds of the youth
- how to be a good "mentor" to these Youngsters in risk
- how to solve by help them to find a solution was for their problem

#### ·WORKSHOP 2

- to learn about the 3 methods constaca-TION, NARATIVE, COMPOSITION - in theoretical way
- now to use them in practice
- -why are they helpful?
- are they effective?

### · WORKSHOP 3

- what is the best way how to get the youth's attention by using technologies
- how to make the youth be interested in a topic by using ict technologies or

ACTIVE YOUTH WORK IN PROGRESS 1) Wordshop 1: | expect to leave a little bit more about Suil's that I heed to solve youth problems, to man how to idea 2) Wornship 2: learn about different merhods. 3) Noruglas of thou can games import communications suits? Walkerd type 4) least about different procedures and the importance of quelon 5) learn the importance of eguality and how does equality affect us. 6) how stereotypes affect us? 8) socialise and make places was a group and france great action we make an amorting resoults get to mon Celje's costle and have fun there outside. been how to write an E-manuel. 11) talu a little bit more about the youth pass. Stasco

We to kind kun (3) KT and games as and interesting took of communication mays of moleing To gain the skills to a marrial to learn witch gaves identify needs the can be used as not yet though about tools (are effective LEARNING (A) New aproches of methods in Nothing .) self-auexeness E) Get the skills the field of Learning anything social inclusion to marrage a (I alveady have some) workshop. about these 3 methods 8) To ope tubel De Neu apresdes 6. to learn about 5 can do for equality storeotypes and how incorrect they leaun On 1 Do

## Activities

- 1) Wornshop 1: Role play
- 2) MOLKS pob 3: 2018 comareness
- 3) Marksych 3: Interlacting wethor of learned
- 4) Workshop 4: Social inclusion
- 2) Merkshop 2: Ednaying (Engamental priman right)
- e) Markshop e: Stateoffles
- 7) Workshop 7: Preparection (working together)
- 8) Work shop 8: Teaching
- d) Morksyob d: Feary gitterent conforces
- 10) Overkshop 10: E-manual (writing)
- (1) cours you !! ; Nontheass

Fari Kardara

- D. Being able to stape my session according to the DEOPLE BEING ABLE TO LOCATPY THE MEGDS (LEGRIME NEGOS)
- 2) learn Abri HOW DOES THOSE TOOKS WORKS AND
- 3) LOAR NEW TOOLS AND WHAT I GOV ACHIVE WITH
- 4): LEARN ABOUT SOURCE INCCUSION
- 5) N EQUITY
- 5) N STEREGIYPES
- 7 LEAR 1904 TO ROW
- 3) Cet concettacos AND WARN BY DOME
  - Sel-c different approches
- FICHT PRESUDICES
- (e) DIECEMENT GERMOCHES GEWIN HOW TO TORRE MANUAL
  - " See viewenen ourcomes
- 1) . CON NOW TOOLS FOR REFLECTIVE ON WAST I'VE COSTONT
  - LEAN FOR ABOUT YOUTHPOSS OF A TOOK.

WORLISHOP 2: LEARN MURE ABOUT MYSELF AND HOW TO BE ABLE TO FEEL CLOSER TO PEOPLE, HOW TO UNDERSTAIN AND WELP THE OTHERS.

WORK MISHUP 3: LEARN NEW TOOKS TO IMPLEMENT WHEN WORLLING WITH YOUNG STEKS

WORKSHOP 4: LEARN. MURE ABOUT SOCIAL INCLUSION AND BE NORE MWARE OF MY OWN PRINCEGES.

WORKSHOP 5. LEARN WAYS OF USING MY CHIN PRIVILEGES TO GET EQUALITY IN SOCIETY LOR HT LEAST IN MY SURROUNDING ATMOSPHERES, WHERE I CAN MAKE AN IMPACT.

WORKSHOP 6: LEARN WAYS OF BREAKING STEREDTYPES AND BE MORE AWARE ON HOW THEY CAN SCHETIMES MAKE AN EFFECT ON HE AND ON MY WAY OF BEHAVING.

WOLLISHOP 7: LEARN HOW TO ORGANISE AN ACTIVITY OR WORKSTOP IN THE BEST WAY ITHINK THIS WILL BE USEFUL EVEN FOR MY WORK UFE ).

WORKSHOP 8: USARN MORE PROUT COMMUNICATION SKILLS, AND PROBA-BLY LEHRN A LOT ABOUT MYSELF LUSTRING OUT OF THE COMPORT BINE).

WORKSHOP 9: LEARN MORE ABOUT THE "HISTORICAL" PART OF WORK.

PURZA MARA

My learning plan

Wi; the right approved in how to identify the rulds

We : to home to opply new and effective muchods in sensitive subjects

W3: eryphosize the educational purposes of using technology

W4 + W5: leons how to inuprose my skills & receive feedback (pos > nup.)

WE: how to fight stereotypes & learn multhods of discouraging plan.

W7; how to properly prepare for a sy with an activity for a specific torget proup

W8; learn how to get everyone to learn what I teach

Wa : leone how diverse people are and how we con work together as a vall group with a corumen purpose ediff, cultural teckgrounds

WID; how to openine advittes & ideas step by step

WII; to analyse my skills and what else needs to be inuproved / achieved

Learning Ran - Andrea Costinius

Workshop 1 - identifying needs of young-exoct ce sice acale who was ce competente our sice pat Submatati

W3-cump part folosi tehnologia in ovantajul tain

W4- Nearn how to improve our facilitating stills

W6-um sa cambali sternolipuile

W9- where some youthpass si ca a sa il am

LEARNING DIAGRAM. I IN IN TRATRICIA CANETE LORENTO, SPAIN.

### LEARNING PLANS

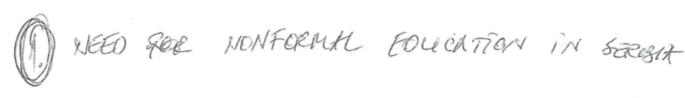
JAN BABLY 1 QUALITY / QUANTY

- I WANT TO LEARN / GAIN
- 1) FIND OUT THE NEEDS OF OTHERS + LEARN HOW TO INSELT PY THEN
- TO BE AWARE OF MYSELF AND FIND BETTER WAYS
- 3) HOW TO USE ICT TECHNOLOGY PROPERLY + USE CORRECT TOOLS FOR IT
- 4) TALL ABOUT SOCIAL INCLUSION AND DISCOVER HOW PEOPLE CARE ABOUT
- 5) TO LEARN HOW EQUALITY INVOLUE OUR LIVES
- ) TO FILD OUT STERGOTYPES OF PEOPLE PRON PORFIGN COULTRY
- 48) TRY TO EXPLAIN OR TEACH SONEBODY
- 1) LO BE A BETTER PERSON AND VIDERSTAND AND BE AWARE

# Gerg bagg

- (1) I want to indenstand the psychological side of the hids from to touth theyou
- (2) I vodol like to bom new nethods, new tods (digital, very gous)
- 3) that that Essie holde ef the kids, understand them
- (5) Impore my english long stills, more confidence
- D Improve problem solving stills, find the soldion for.
- F) Give helping hand for the kid who has social problem, who is made inde frieddings hander how con you do the.
- 8.) I would like to lear more about equality and stereotypes
- 3. Underdies of how thinking the yorth works or the kids, I wanted to know different corpects.

# Sabahudh Abdage



(2) i Wout to leaky NEXX METHODS

NEWD TO BEARN SOME WELL GAMES HID BEERGIZER

(4) juppose My PRESENTATION SKALS

(GETTING TO LEAR IN DIPERETAL PEOPLE

I NEED TO LEARTH HEATTERD NOW MERHOUS OF TEACHING IN IN KICK KSTYCOPSET THIS IN NEW 1025

APOITOLOS BOURGANIS

Workshop 1: Identifying the needs of the young

- See Learn how different people can have the same needs and the opposite, how some people can have completely different was (-different and some with the wirming of bridgiound, in Kirsis ethy)

- Leavy how to had out what things are helpful for young page.

Workshop 2:

- find the new weeks on youth not and what to do in ander.

Workship 3: 1 CT technology games as took at commication.

Workship 3: 1 CT technology games as took at commication.

Those technology games as took at commication.

Workshop 4: Social inclusion

Different types of approaches, their boughts and
the distantingers Merch one has in social incharior.

Distant inges at approaches, their benefits and distantages 19 equality.

Workshop 6: Stereotypes

How the stergetypes can be broken in order for the young people to the cube their life ewier.

Workshop 3: pedagocical expression.

Workshop 8: pedagocical expression.

Workshop 8: pedagocical expression.

See how our planed schedule is correct based on the needs and try to help pupils based on it.

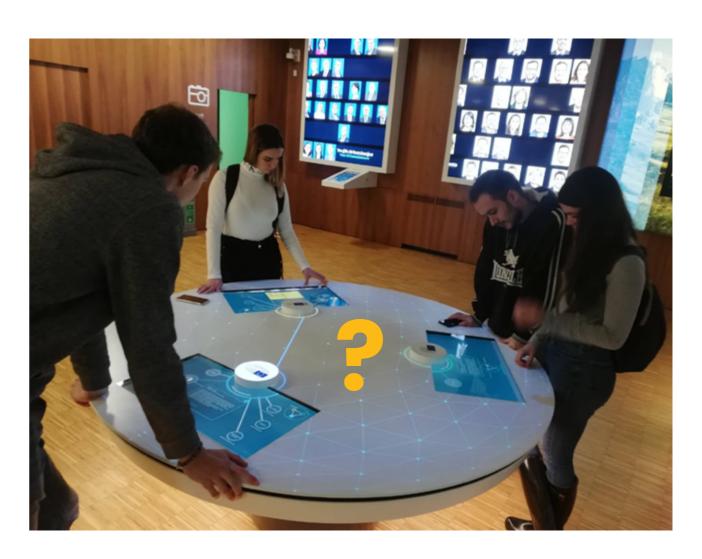
Workshop 9: expose the cultural bese of other postici pants

Workshop 10: How youth work can be added to a e-wound and how the will be practical for offers

Mostehop Il == Learning to Alling the Youthpass.



Youth workers mobility 49



# EVALUATION QUESTIONNAIRE FOR

# YOUTH WORKERS

One of the aims of the training was to create evaluation questionnaire for youth workers in order to evaluate their performance throughout the implementation of an activity. The evaluation questionnaire is meant as a guide for the youth worker for further improvement of their delivery, communication, preparation and implementation of the activity. Following the questionnaire you can also find a Youthpass diary which was prepared in order to help youth workers recognize the key competences they have improved over the course of the entire training.

## Did I introduce myself?

- A) Yes, just my name.
- B) No
- C) Yes, with some sentences about my personal life.
- D) Yes, with some sentences about my work.

## Did I clearly present the goals?

- A) Yes, in the beginning.
- B) Yes, in the end.
- C) Yes, but on purpose.
- D) No, I forgot.

# Did I use the proper vocabulary of the communication according to the target group?

- A) Yes!
- B) No :(
- C) Yes, but they asked some questions.
- D) Didn't think about the wording.

# Did I use the suitable tempo of communication?

- A) Yes, I was aware about the tempo.
- B) No, didn't think about it.
- C) Yes, and I modified it.
- D) Yes, but it's how I speak.

## Did I use a suitable pitch of speech?

- A) Yes, it was perfect.
- B) Yes, and I modified it.
- C) No, didn't think about it.
- D) No, I didn't want to change it.

## Did I involve everyone equaly?

- A) Yes, it happened naturally.
- B) Yes, but I had to try.
- C) No, I didn't care.
- D) No, but I tried.

# Did I manage the dynamic of the group properly?

- A) Yes.
- B) No.
- C) No, I didn't have to.
- D) No, I didn't know what to do.

# Did I create a comfortable and safe space?

- A) Yes, both.
- B) Yes, comfortable but not safe.
- C) No, not relevant.
- D) Yes, safe but not comfortable

# Did I deliver the activity within the time frame?

- A) Yes, without modifications.
- B) No, I wasn't looking at the time.
- C) No, I knew the time, but didn't want to change the activity.
- D) Yes, with modifications.

# Did I have to adjust the time for certain tasks within the activity?

- A) Yes, and I did.
- B) No, but i should.
- C) Yes, but I didn't adjust.
- D) No, I didn't have to.

## Were the materials relevant for the activity?

- A) Yes, entirelly.
- B) Yes, but I could modify some parts now.
- C) No, but it's fun to have them.
- D) No, I didn't use them.

## Have I done the final reflection?

- A) Yes, ully as planned.
- B) Yes, but only partially.
- C) No, I wanted to, but I didn't have time.
- D) No, I wanted to, but because of the dynamic of the group decided to skip it.

## Did I use suitable gestures?

- A) Yes, I was aware of the gestures I made.
- B) No, I didn't think about them.
- C) Yes, and I modified.
- D) Yes, but I don't care.

## Was my pronounciation clear enough?

- A) Yes, it was clear.
- B) Yes, and sometimes I pronounced several times.
- C) Not relevant.
- D) No.

# Did I give the participants enough time to reflect?

- A) Yes.
- B) No, should I?
- C) Yes, I lead the topic.
- D) No, it was not relevant dor the activity.

# Was the pedagogical experiment relievant for my learning process?

- A) Yes, it was.
- B) No, it wasn't.



# MY YOUTHPASS EVALUATION DIARY PROCRESS

DAY:

**DRAWING OF MY MOOD...** 

**MY AHAAA MOMENT WAS ...** 

#### WHAT I GAINED IN 8 KEY LIFELONG LEARNING COMPETENCES?

2)         3)         4)         5)         6)         7)         8)	1) _	
4)         5)         6)         7)	2) _	
4)         5)         6)         7)	3) _	
<ul><li>6)</li><li>7)</li></ul>	<b>4)</b> _	
<ul><li>6)</li><li>7)</li></ul>	<b>5)</b> _	
7) 8)		
8)	7) _	
	8) _	

KNOWLEDGE-METER

IDEA-METER
||IIII||III||III||III||III||

SHARING-METER

OTHER COMPETENCES AND SKILLS OBTAINED:





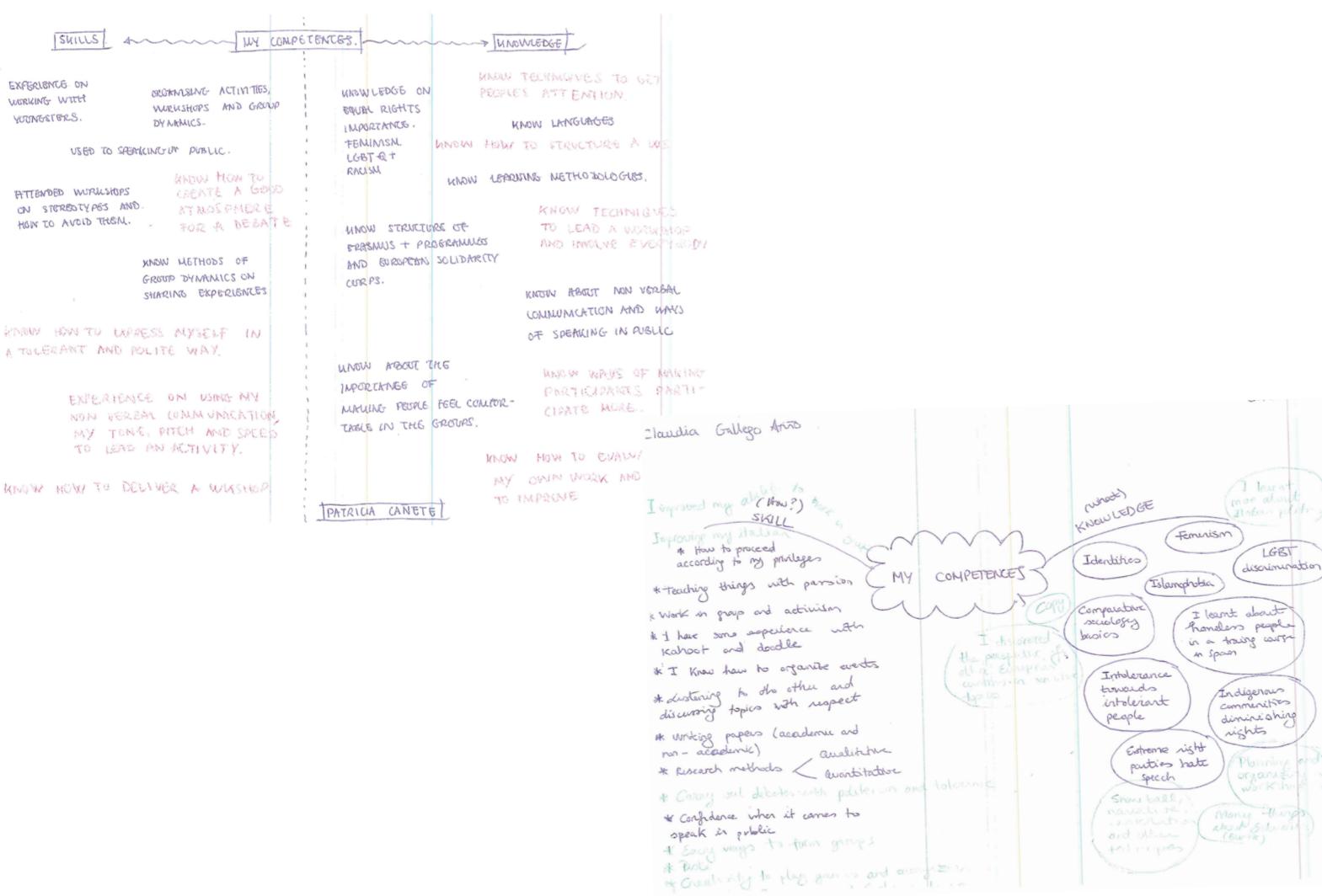


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# RECOGNITION OF LEARNING OLITOOMES

In order for youth workers to recognize their learning outcomes it is imperative to assess their skills and knowledge they already posess. On the first day of the training the youth workers had to write down their existing skills and knowledge on an A4 paper with one color of choice. On one side the skills and on the other their knowledge on the topics what were covered in the training. On the last day of the activities they wrote new skills and knowledge on the same paper but with another color. This is one of the simple tools to use for recognition of learning outcomes. Examples from youth workers are on the following pages.



Able to communicate

My competencies

- · Fight against sterreotypes. defend fundamenal chipir women
- · Volumeering in Helsenic Yourn Participation (NGO)
- . france more efficiently pure commen on main plicas syon situations
- · Facilitate marketant and

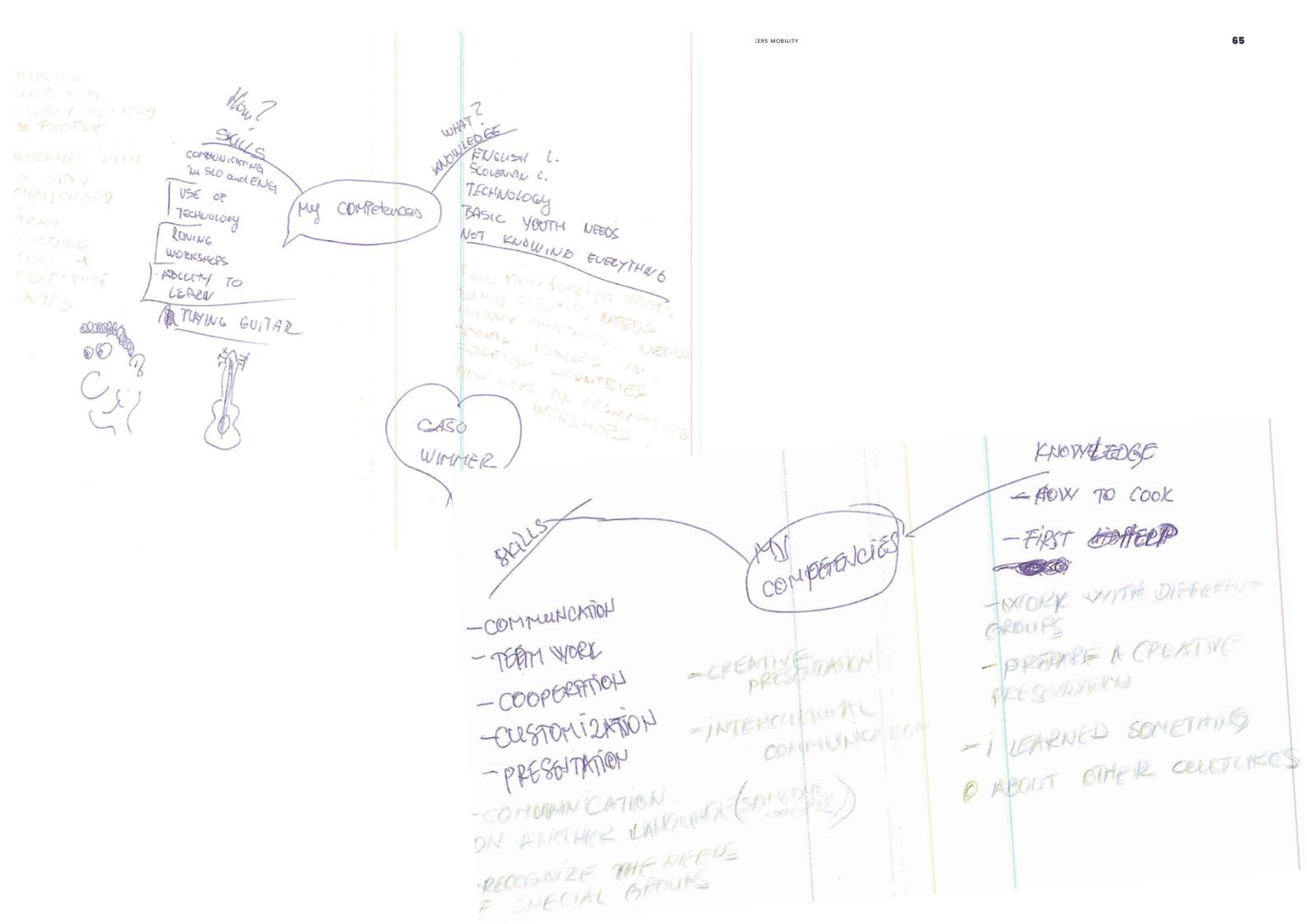
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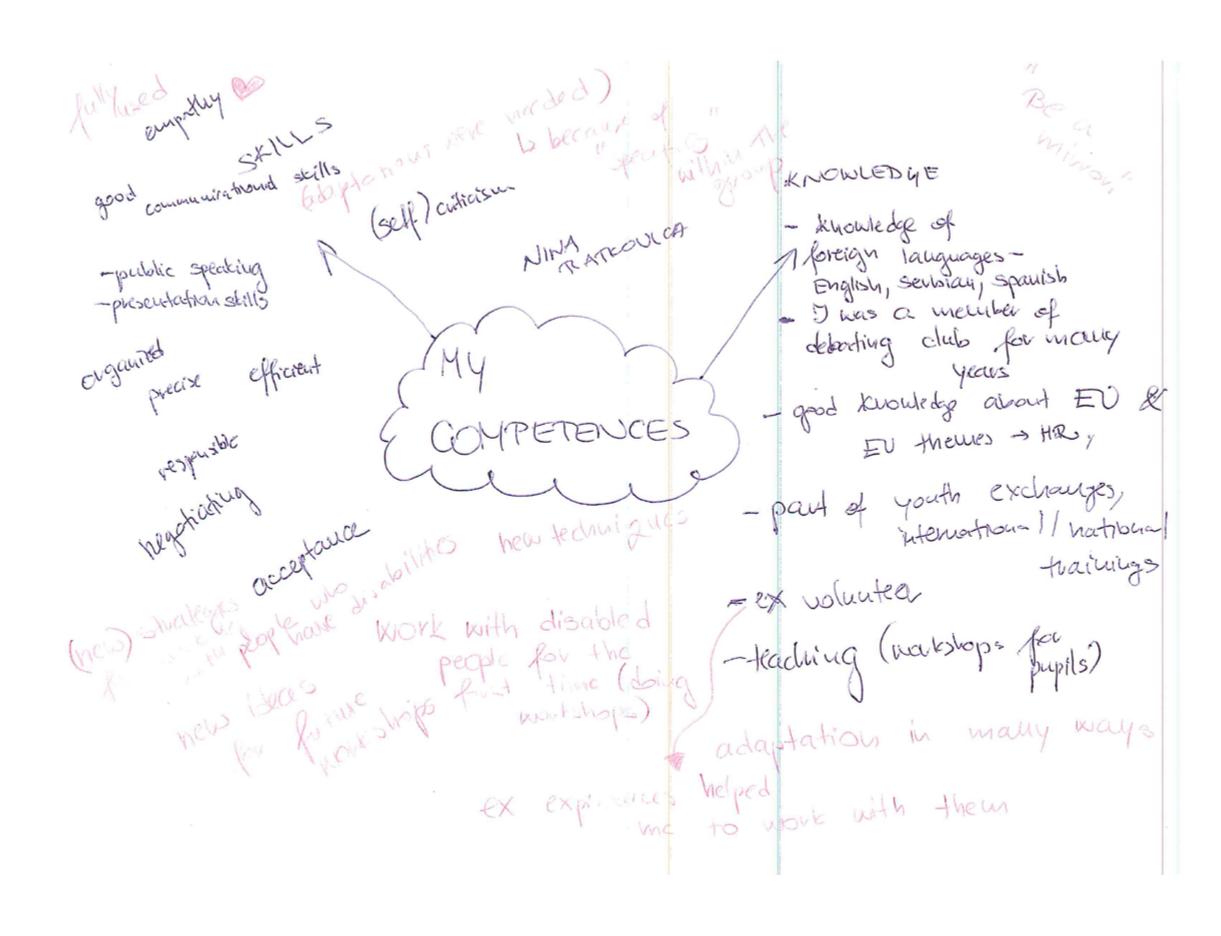
· Foreign languages (english, French)

- · International and European studies
- · Exasmos + brodraw and European Dolidarity Corps

· Examino + yould examind experience

a uperences Steveotypes - teach about -learning = unowing history - vaisng the equality = sharry my





- forther and ons + with information, type along The figure our which morning the purilides I better a look other stills + HARV underanding of his eg in time, a take what in my MORROSI COSON + + to diance Serlink drate, Sparah etc. and the and are some t permoduce the activity based on - English language intercultural communication ano supposed to expression each of shows , olso seeing == - problem which bus a si yemu good - Osting questions to Monovements Jonity Mings - Evantege of through outlines. - Ecoberation international approaches and no bound you'rd privato privarious to see of work NO KENCHES GXO town to specularly - enough of how to be to - OKOGKUKU - instabling mindlet Old a Celie, cins gobshuant lastings toth - brainstaming 00,00 lasitivaget fonting to philips noiso asis garint - management (timesteam-s etc.) + what opport To weed to 30+ 8 1 - 1

/ My Competences

Skills
Listen people
Understand people
) pen mind/prot Judging pench
Comonication (more in italian!)
Nork with little proup of persons
'oordination of group of volunteers
Diplomatic

THYDUSED A. GROUP OF ALMOST

INVE WANGEMENT

Skille

STOVERLAN "
STOVERLAN "
SPEAK IN PUBLIC and
IN English with a tile
Light & HOLLING F VOICE
SOUDUCT A WORKSHOP
DIEL THE ENERGIZER

Groliane Pompilonia

Psycology
Socialogy
Autropogy
Social-melision

Minorities Disability

Eurotion/Feelings Human rights Feminism

Politic inFORMAL EDUCATION

Formal Education

· RULES and WAYS to

#### KLOWEDGE

- · TE CHIQUES and WETHORE.
  · DIME NEW WORDS I'M
  SLOVENIAN "
- NEW GLANES Phengreus
- Hystory of Cayle starl
- SO NETHING MORE ABOUT MY CAPACISY / Skills

of I good SHO my hove.

WHORLEDGES IN COMPRETENCES - English languages + - give holping hand to gree - Understanding the kids of dealer - make them smile, - Organize soughing +1+ to-fel thomselves well, +++ - cultural knowledge + ful comproble -potier - posience + - experiences & from the youth projects - how to some problem + + - for leaving ++ With good communication - leoning I think my organization and Down icotion July Hymno want unproved. As I see, the bids felt youselves ruly from in . prisance I A losed some to be form the different Chillers I do look I don't con't get if

ABOTTOROS BOURGANIS KNOWLEPGG. Competences Salls Cultural heritage al of the tendon - knowledge of pecultural -To understand their beritage from a lot of contras Tools of commentary - How to Olse language - Studing International relations in order to commente in a better wy Nou To undestand their rights - Train for trainers on Rown issues " So to when they we violated, Try to pass Evaledge to you've people I such it has - Human orghits and How to protect rights of Ckeople commy brong lumosities Up Hummy law. and groups of people with (65) app: (mms 2) How key affect people in their lives Steveotypres penens Fond way Heeds of routh

TURZH MARA

# My competences

- communication - analyzing situations form an effective point of view - how to bring arguments to clorify & my strengthen my point of view - postile e constructive feedback -adapt the time rules and not han I

courts of of the situation

Knowledge people are discriminated: - to instruct with the youth organize ideas portragio de nuerd a sole 8 complitable diversity is becartiful but also the of direction windton - Shildren need education in ma

Andrea Castiniuc My competences

Skills

how to behave with joining people because of stru cum sã mã organise?

· com sunta persacuna empatica

· comunicare

· citire a limbajului carpului

· posibilitatea de a identifica ese afenseara

a anumità persaana

· neralvare de conflicte

SULLS	CORM KNOLEEGE COMMENCE
. HOLKSTOP POR STOROTYPG	· STE NOOTUPES
. WO MESOOP FOR ISOTOPHOLD  THEN ORGANISE ACTIVITY WHITCH FIT WITH OFFEREN CULTURE	OFF-EOGNES
· ON FERRING TYPO OF  FOTIVATION  inahoot /	· MOTIVATION  · IT OPPS
operates a personal.	, ISCAPA HARYO
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* 760 × 8×20 €	- (04/- 30st)
	- HOW TO USO 6000/100

EXISTIAL CONPETENCES	JAN BABKA) CONPETELCE
SKILL S	KNOW LEDGE
- SPEAR ALD WRITE  - USE IT, EXJOYED IT  - USE IT FOR MY SUCCESS  - SLEEP EIGHT HOURS	- ELGLISH CANGUAGE  - OF NEW TECHLOLOGY & CHAPPL, MOSILE PHACE  - TO BE AWARE OF MY FREEDOOM (GREATFUL)  - HOW TO SLEEP PROPERLY
- WRITE IT HERE!  - COLECT INFORTALT STUFF  OF THE STUFF	- DOLT KNOW WHAT IS MY KNOWLEDGE  - IN-DEPT LISTELIKG  - BEDPLANDE  AND ALS SINE WALLELL
- LEARLY TO DE MICH	er or which the company
- defer and angress	OF SHE PROPER SPECIAL PROPERTY AND SPECIAL PROPERTY OF SHEET AND SECURITION OF







