

ACTIVITY PROGRAMME FOR A YOUTH EXCHANGE

Activity n°	A2				
Participating organisations	Asociația Tholus - România, SHAFT(Selim Halki Azeri Folklor Toplulugu) - Turcia, UCAM (FUNDACION UNIVERSITARIA SAN ANTONIO) - Spania, Asociacija "Apkabink Europa" - Lituania, WalkTogether - Bulgaria, Evropske centrum mladeze Breclav/European Youth Centre Breclav z.s. - Cehia, Straßenkunst - Verein für innovative Jugendarbeit - Austria				
Venue			Duration		
City/Town	Country	Start date	End date	duration (excluding)	Travel days
Târgu-Ocna	România	29/08/2016	07/09/2016	10	2
Activity Programme					
Timetable	Activities	Non-formal and informal learning methods used			
<i>DAY 0</i>					
9.30 - 11,00	arrival of participants				
11,30 - 13.00					
14,30 - 16,00					
16,30 - 18,00	ice breaking games	Paper Facebook games, Dragons and Princesses, what do I do			
19,30 - 23,00	Knowledge activities	Name games and features, who writes many names! Similarities and differences			
<i>DAY 1 -</i>					
9.30 - 11,00	formation teams	Team building games - Contra or together, nest egg			
11,30 - 13.00	team building	Team building games - Setting name, slogan, logo			

14,30 - 16,00	presentation Erasmus +	presentation, debate on Erasmus +, Erasmus projects which have participated in youth;
16,30 - 18,00	project presentation and initial assessment of the project rules	project presentation and discussion presentation rules rules, initial evaluation by applying a questionnaire; will make a collage with expectations that young people from this project
19,30 - 23,00	welcome party	music, dance, stories
<i>DAY 2-</i>		
9.30 - 11,00	Leader and Leadership	Game Catch the plane - Objective: team game where one write what image has a leader, other write that image has a boss; Paper airplanes are to be sent from one team to another and comment on each aspect. Objective: to know the differences between the leader and chief knowledge of leadership concepts
11,30 - 13.00	The role of youth in society	brainstorming to identify as many roles of young people in the societies from which participants; debate Objective: Knowing and recognizing the position of young people in society
14,30 - 16,00	Qualities of a leader	Brainstorming - Portrait leadership; debate Objective: To identify the qualities that make a person to be recognized as a leader
16,30 - 18,00	Basics teamwork	presentation - Groups of formal and informal groups, methods of creating groups and turn them into teams Objective: knowledge and application of criteria and methods of forming teams
19,30 - 23,00	international evening	Spanish evening
<i>DAY 3</i>		
9.30 - 11,00	Personal SWOT Analysis	presentation of the elements of a SWOT analysis; Game Ten things you do well - Objective: to achieve the two lists, each with 10 things well made personally or professionally. The findings will increase self-confidence
11,30 - 13.00	<i>All equal, all different</i>	<i>All equal, all different short test is quite challenging to be interesting in itself, but it can become a basis for effective discussion group related to the similarities and differences between participants</i>
14,30 - 16,00	Organizational SWOT Analysis	presentation of a SWOT analysis organizational elements; SWOT analysis workshop organization they belong
16,30 - 18,00	<i>Heroes and heroines</i>	Heroes and heroines game - images of very different personalities who have contributed to that area; Objective: recognize those personality, name, area of activity that were involved
19,30 - 23,00	Karaoke night	evening dedicated to Lithuania

DAY 4

9.30 - 11,00	Motivation and leadership	Game Whaddya know? - Through lists of questions that participants prepare (groups) related to motivation, team, business, leadership - it clarify problems that they have to the issues raised. Answers may come from other participants or facilitators; debate Objective: identifying problems in the organization or group level and applying motode to motivate team
11,30 - 13.00	Time management	Game knowing the importance of establishing real time solving tasks; debate
14,30 - 16,00	Issues in the decision-making process	presentation of the decision-making process; Game Luck smiles you - pretend you've just inherited a warehouse full of hula hoops; in 3min. are written ideas about what would make them lucky. Exchange of ideas after 3 min .. Debate about how they arrived at that decizie.Objectiv: Identify the decision-making process steps
16,30 - 18,00	Negotiation	presentation, debate, Game Life on the boat. Objective: understanding that negotiation is the way to get what you want, identifying needs and intentions of others during the negotiation
19,30 - 23,00	international evening	Austria presenting specific cultural issues, music, dance

DAY 5

9.30 - 11,00	meeting with leaders from Romania	presentation, conversation
11,30 - 13.00	meeting with leaders from Romania	presentation, conversation
14,30 - 16,00	meeting with leaders of partner NGOs	presentation, conversation
16,30 - 18,00	Flower-power	Flower-power game - Objective: to create a wall flower bloom each of the participants expressed an opinion opposite the leader, leadership, motivation, management, negotiation, team, etc.
19,30 - 23,00	international evening	presenting specific cultural aspects of Turkey

DAY 6

9.30 - 11,00	From ancient to modern	trip by Targu-Ocna with sightseeing, salt mine, walk through Slanic Moldova
11,30 - 13.00		
14,30 - 16,00		
16,30 - 18,00		
19,30 - 23,00	international evening	Romania presenting specific cultural

DAY 7

9.30 - 11,00	The delegation	presentation, game <i>Mission statement</i> - objective: identify a common goal for the team, defining roles in the team and taking activities, developing cooperation between team members
11,30 - 13.00	The game dilemmas	Tribate game <i>Dilemmas</i> Objectives: to clarify some aspects of the design themes, each aspect debated argument

14,30 - 16,00	Criticism and constructive criticism	Game 1. Ten ways to kill an idea; Game 2 Day Monday - Objective: team members to provide suggestions to learn critical positive ways, without being influenced by the example of "Monday syndrome"; debate on the differences between critical and constructive criticism
16,30 - 18,00		
19,30 - 23,00	international evening	presenting specific cultural aspects Bulgarian team
<i>DAY 8</i>		
9.30 - 11,00	conflict resolution	role play - Theatre of excellence - each team receives a ticket to a conflict which must find solutions to - Objective: identifying conflicts that may arise and solutions to settle these conflicts
11,30 - 13.00	Creating links as a team member	brainstorming to identify as many ways you can form effective teams; debate
14,30 - 16,00	Developing a European CV and letter of intent	presentation, study models of CV and letter of motivation
16,30 - 18,00	drawing up its own CV	work-shop
19,30 - 23,00	international evening	Czech presentation of specific cultural aspects
<i>DAY 9</i>		
9.30 - 11,00	Town game	Role Playing Game - City - each participant receives a role in the game and must solve different situations are involved - Objective: to identify the role that character plays in the city, identify how certain reactions can influence others
11,30 - 13.00		
14,30 - 16,00	prepare materials for brochure	teamwork-goal: through teamwork apply learned during the course of exchange
16,30 - 18,00		
19,30 - 23,00	Tonight we speak only Romanian	After 9 days of activities, participants will try to understand each other only in Romanian, Romanian music will
<i>DAY 10</i>		
9.30 - 11,00	final evaluation	Bingo - leadership objective: assessment of knowledge gained during the project activities
11,30 - 13.00	Youthpass	conversation
14,30 - 16,00	follow-up activities (collaborative projects)	debate noticeboard method, brainstorming - Objective: to identify new opportunities for collaboration
16,30 - 18,00	free-time	time available to participants
19,30 - 23,00	Bye-bye party	music, dance