

DAY 0 – SUNDAY, SEPTEMBER 18, 2022

- Welcome of the 1st participants?
- 5pm - Campus Atlantica: meeting of the French animation team
 - meet
 - tell the story of seminar 1
 - finalize the preparation of seminar 2
 - take cognizance and arrange the premises
 - settle quietly
- Dinner: Campus Atlantica

French animation team:

- Olivia Cauët – CRAJEP NA
- Joan Rabussier – UFCV?
- Jean Emmanuel Cassagnau – CPCV
- Alessandra Marano – Co-works
- Dominique Niorthé – CEMEA

- know the number of participants who arrive today
- to reserve the number of rooms
- to plan a reception at the airport?

DAY 1 – MONDAY, SEPTEMBER 19, 2022

Start time to be set according to the time of arrivals

Full day at Campus Atlantica (breakfasts, lunches)

Dinner in Bordeaux?

1. Interknowledge

- request the intervention of Charlotte Gaillot (Animation interculturality and interknowledge in languages) // Atlas impro du monde hello@atlasimpro.com - 06 47 52 92 89 - known on the occasion of the Cross-border Days on the Ile d'Oléron // ask to adopt the same animation format
- icebreakers: bingo, two lies-one truth...

2. Landing (detailed animation to build)

How do we give meaning to what we experienced in S1? How do we hang up people who have not lived S1, how do we do collective?

- Remember what we did in S1?
- to discuss the projects we have carried out since
- participants are led to retrace what happened in S1 with the "I remember" method (a few individual minutes to note the list of what they remember on the subject, the activities, the meetings, their feelings... then those who wish can share their list)
- prepare a photo montage to remember what we experienced in S1
- animate a time during which the people who were present present a personal memory / an anecdote / a nuggets and rakes that pose "I was there here is what I experienced"
- symbolic relay passage between S1 and S2

3. Expectations for S2 (detailed animation to build)

- take back the boxes from the end of S1?
- expectations/needs/fears
- what we want to see – what we don't want to see – what I can/I want to bring

4. Presentation of S2 (detailed animation to build) !!! specify the creation of a Friday deliverable to have in mind throughout the week

- presentation of a program adaptable according to expectations/needs
- daily exchanges of evaluation and self-reflection

DAY 2 – TUESDAY SEPTEMBER 21, 2022

1 hour of compulsory linguistic animation within the framework of the OFAJ

At the beginning of the day, participants are invited to start the day with linguistic animation games. The objective here is to integrate the group and strengthen the feeling of being together. The participants here have the role of experts because they know their language best. Language animation games are used to get to know the basic terms of other languages and to motivate participants to learn other languages. They are also adapted to the integration of the group and to define the subject of the participation. Take advantage of these times to get into the subject of participation and understand the issues of the different countries

- Presentation of the vocabulary specific to each country + presentation of the institutional organization linked to youth
- The idea here is to understand the organization and specificities of each country in terms of public policies related to youth and issues of participation in order to reflect on the levers and constraints of our territories

Morning – Campus Atlantica Presentation of the JEPLAB project and the first results in educ pop animation (moving debates, photolanguage, etc.)

- speaker Hugo Fourcade
- Le Crajep, French partner of the project, will present its research work which invites scientists, youth workers, decision-makers, associations and young people to work together on the question of "Inequalities in the participation of young people in New Aquitaine" using methods active

Noon – lunch Campus Atlantica

Afternoon - Visit of different places/structures/projects in autonomous sub-groups (to be identified!)

- location in the city, use of public transport
- emblematic and associative places Everyone will explore a part of the city and will share this experience with the rest of the group. !!! restitution to think and build!!! Finding a place to give feedback in plenary?

Dinner – Campus Atlantica

DAY 3 – WEDNESDAY SEPTEMBER 21, 2022

Linguistic animation games

Free morning - proposal to participate in a rally built by Manu (or call on decolonial Bordeaux?) to visit Bordeaux "differently"

Lunch – 15 euros per person for lunch wherever you want (?)

Afternoon – meeting of a municipal youth council (at the municipal athenaeum?)

→ meeting of young people among peers

→ exchanges of practices and reflections on each other's projects from the perspective of the analysis of youth participation (what works? What can be improved? What are the levers, brakes, resources and constraints? What can we draw inspiration from?)

Dinner – Campus Atlantica

DAY 4 – THURSDAY SEPTEMBER 22, 2022

Linguistic animation games

Departure for a lake on the road to Tarnos (minibus to find)

Morning swim and picnic on site

2 p.m. – arrival at Tarnos (program under construction with Daniel de Tarnos)
meetings / exchanges around the Metroloco project (youth cooperative enterprise)

dinner in Tarnos

late evening return to Campus Atlantica

DAY 5 – FRIDAY SEPTEMBER 23, 2022

linguistic animation in connection with the creation

day at Campus Atlantica around the creation of deliverables (animation to be planned)

→ make it possible to bring together all the achievements of the two seminars and to keep a record of them

→ be able to transfer these achievements and this collective expertise to stakeholders in our countries

→ contribute to the JEPLAB site

Think about content and form throughout the seminar, plan a time each day: what do you want to put in it? What shape do we want to give it?

Closing party: guinguette at Alriq (add a visit to Darwin?) - plan B in case of rain? (to be refined)

DAY 6 – SATURDAY SEPTEMBER 24, 2022

Program to be planned according to the departure times of each person.

End of creation of deliverables?

Balance time (to be built)