



Training course for teachers on how to apply games as a tool for personal development and social change



SHORT DESCRIPTION OF THE PROJECT:

In the framework of this training course we want to bring together **24 teachers from 10 countries who work with youth in non-formal settings in order for them to develop their competences on using games as a powerful non-formal learning tool that develops concrete competences among youth and promote social changes in the community.**

Although many teachers might not be aware about it, by working with young people outside official formal curricula and providing non-formal activities, they are actually de facto becoming youth work practitioners.

School is the place where the young people/children spend most of their time during the week. It is no longer only a place for formal learning, but a lot of learning is happening also in non formal settings – in class lessons, project weeks, extra curricula activities, workshops, free-time spaces, school council, etc. Especially in country-side, where youth work opportunities are not so developed, teachers often fill the gap and provide many opportunities for young people to develop themselves in non-formal settings.

With this training we want to emphasize that games don't have to be just fun and entertaining way of spending the time. With the intention behind, the adequate structure and good skills of facilitation, games can also be used as an effective non-formal learning (NFL) tool that promotes personal development and positive changes in the society (f.e., develop greater understanding and appreciation of diversity and promote inclusion in society).

OBJECTIVES that we have set for this training:

1. Exploring the concept of games as a powerful NFL tool for personal development and for promoting positive social changes in community and motivating teachers to use games more actively in their non-formal work with youngsters
2. Becoming more aware about existing resources/games for learning and gaining ideas on how to apply them in own context (based on needs of youngsters)
3. Deepening awareness and training the skills of designing and implementing NFL activities including games that generate high quality learning outcomes.
4. Transferring the learning outcomes of the training to young people and youth work colleagues by implementing at least 2 follow-up activities related to games as a learning tool.

By involving in this projects, it is crucial that participants realize that we expect involvement not only during the training, but also in preparation activities and activities.

their also active follow-up

Preparations

(September- October)

- Doing "home-works" prepared by trainers
- Discussing follow-up ideas with your school/organization

Training

(11-19 October)

- Active participation in all programme activities
- Working on more detailed plan of follow-up activities

Follow-up activities in your country

(October-December)

- 2 follow-up activities involving games with your colleagues and young people

PROFILE OF PARTICIPANTS:

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).

THE PARTICIPANTS SHOULD:

- Be currently working in the schools as **TEACHERS**, but apart from formal lessons, they are also working with youngsters outside official curricula – they provide class lessons, after school activities, workshops, lead school council, are partially school social workers/psychologists, organizers of cultural life, project weeks, etc.
- 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 3 months after the training
- Fluent in communication in English

WORKING LANGUAGE: English

Participant Countries and number of participants:

Participating countries	Number of participants
Latvia	2 + 1 trainer
Spain	2 + 1 trainer
Greece	3
Czech Republic	3
Bulgaria	3
Finland	3
Italy	3
Portugal	2
Turkey	2
Poland	2 + 2 support staff
TOTAL	29

TRAVEL COSTS AND REIMBURSEMENTS:

The training course will be implemented in the framework of EU “ERASMUS+” Programme (mobility of youth workers, key action 1). The accommodation and food will be covered fully. Travel expenses will be reimbursed at flat rates depending on travel distance:

Country of Origin	Maximum Reimbursement (in EURO, per person)
Latvia	275
Spain	360
Greece	275
Czech Republic	180
Bulgaria	275
Finland	275
Italy	275
Portugal	360
Turkey	275
Poland	0

Most of you will probably arrive to [Warsaw Chopin Airport](#) but airports in [Gdańsk](#) or [Poznań](#) might be also good options (however in most cases the cheapest way is a travel to WARSAW). From Warsaw you will have to go to [Bydgoszcz](#) (train/bus tickets will be provided by organisers) and from Bydgoszcz we will pick you up to the training venue... Quite a long way but... worth all your time and efforts...

Once you have chosen a flight connection, please consult it with: **Daniel Wargin** - the main coordinator – daniello13@wp.pl , +48 600062665. Please note that only when he gives you “green light” for the connection and price, you are allowed to buy tickets

TRAINING VENUE AND ACCOMODATION:

Arrival to the venue: **OCTOBER 11th, 2017**

Departure from the venue: **OCTOBER 19th, 2017**

Location: [Sępólno Krajeńskie](#), POLAND

Sępólno Krajeńskie it is a small town located in Kujavian-Pomeranian voivodship, about 350 km from the capital of Poland – Warsaw, with the population of about 10 000 inhabitants. Cozy, quiet, friendly place with the lake in the centre, surrounded by beautiful nature will be perfect place for successful learning process.





The main activities will take place in [HOTEL "JAN"](#) located at the bank of picturesque lake, surrounded by woods and very near to the town centre. Nice atmosphere, friendly surrounding and beauty of nature – everything in one place...

Meals will be provided in the same place.



HOTEL ADDRESS:
1 Leśna street
89-400 Sępólno Krajeńskie
POLAND



TRAINERS AND COORDINATOR OF THE PROJECT:



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



Daniel Wargin, project coordinator (Poland) – a member of the applying organisation: [Stowarzyszenie "Dorośli – Dzieciom"](#) ("Adults for Children" Association) from Sępólno Krajeńskie, Poland.

Actively involved in youth work since 2005. Coordinator of EVS projects, Youth Exchanges and training courses.

How to apply:

All you need to do is to be MOTIVATED and meet our participant's criteria. To apply, please fill in the online application form accessible here:

[HEY! TEACHER! Application form](#)

We will be expecting the applications no later than **SUNDAY, 10-th of SEPTEMBER 2017**. After considering all received application forms, the selection team will notify you upon your success.

In case of questions, please contact: **Daniel Wargin**, daniello13@wp.pl or +48600062665

Looking forward to see you in Poland!

Time / day	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8	Day 9
8.30 - 9.15	Arrivals	Breakfast							
9.30 - 11.30		Intro Getting-to-know each other Ice-breaking	Needs of young people in different countries in relation to competences and social changes (based on home-work)	Study visit to local youth organization/centre that is actively using games as a NFL tool	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 Team building activities	Power of games in the learning process and contributing to social change	Practicing skills of facilitating games: playing games with local youth	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 teacher and youth worker & Erasmus+ opportunities	
13.30- 15.30		Lunch							
15.30- 17.00		Team-building activities through games	Understanding different types of learning Standards of good quality NFL process – characteristics and how to make it work	Excursion (to be specified later on)	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 & Reflection on learning outcomes	
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	Welcome Dinner	Dinner							Farewell dinner and evening
After 21.00		Family Game evening	Intercultural discoveries	Evening out	Free evening	Free evening	Polish evening		