



NEW OPPORTUNITIES

Contact-making seminar

partnerships in youth work



Erasmus+



AGENCY FOR
MOBILITY AND
EU PROGRAMMES

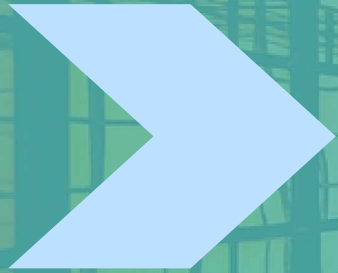
TRUST



PARTNERSHIP



SHARE

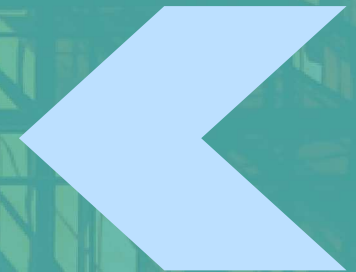


HARMONIZE

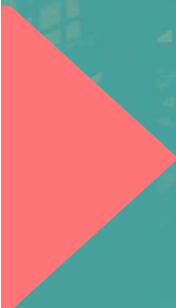
NETWORK

COLLABORATE

SUPPORT



WORK



Why „Contact - making seminar“?

Through the implementation of this project, we want to see new partnerships in the youth sector, based on an understanding of all project participants about the importance of their organizations in the youth sector in Europe. Our desire was that all participants and partner organizations find their importance in relation to giving support for young people, as well as opportunities to improve ways and models in partnership with others in Europe who are working with young people.

Aware that many organizations in the field of youth work still do not see the benefit of partner projects, or they are inaccessible or complicated for them, with this project we aim to raise awareness that the synergy of different resources (competencies, resources, methods, and models of work) is extremely important for equalizing opportunities for different groups of young people as well as raising the quality of life of young people in different countries of Europe. We want to raise awareness that international partnerships are important and achievable.

What we also want is that project ideas created within of this project are realized by selected partners, are creating new programs and activities for young people in their countries, but also by their example motivating others to develop partnerships in the youth sector.

What can you find in this booklet?

In this Manual you can find the ID of 8 organizations from all over Europe, you can look through methods which they use in youth work and at the end of the Manual you can read project ideas created on the seminar.

introduction

CONTACT - MAKING SEMINAR

MAIN ACTIVITY AND TARGET GROUP

The contact-making seminar was implemented in Croatia, in the Training Centre Pirovac, from 7th to 13th of June 2021, on which 16 participants from 8 organizations/countries who are active in the field of youth work – Czech Republic, Romania, Spain, Poland, Greece, Lithuania, Iceland and Croatia, were participating.

AIM

Main aim of the project was to contribute to solving the needs and problems of young people through networking and capacity building of civil society organizations.

Also, we were aiming to encourage interconnection, networking and questioning of opportunities for partnership projects in the field of youth work and to strengthen civil society organizations in order to create quality solutions in accordance with the needs and trends of young people, as well as in order to develop a number of new solutions that would improve the position of young people in Europe.



participating organizations

Partners for New Opportunities

Before presenting you partners within New Opportunities Erasmus + project we found it important to share some of the fundamentals in building this partnership.

PRONI Center for Social Education built this partnership of 8 organizations on the basis of previously established contacts or joint cooperation on projects in which PRONI was the holder or partner, as well as on the basis of the recommendations of the partner that worked with PRONI, in order to expand and strengthen potential partnerships.

Through communication with individual partners, the topic and importance of participation of partners in the proposed project was determined, lying on the importance of stronger connections and strengthening of civil society organizations for the purpose of better development and implementation of activities, projects, and programs for young people.

From the interviews with most partners, it was concluded that during participation in specific activities, such as training or youth exchanges, insufficient time is devoted to getting to know both participants and organizations they represent, so after the activity, they continue to work independently in their local communities. Therefore, in order to better answer the questions, problems, and needs of young people, in this project, we have gathered partners with different knowledge, areas of activity, and competencies needed to work with young people across Europe.

Selected partners come from different areas of youth work, such as providing non-formal education, encouraging active youth participation, developing youth work programs and approaches, developing youth work profession, developing volunteering, providing information and counseling to young people, and developing creative interventions with youth.

The partnership was a diversity that could enable creativity in new approaches and opportunities for different experiences and ways of working with young people, which should certainly contribute to future programs and services for youth aiming at quality and efficiency in relation to real needs and youth issues.

We strongly believed that the competencies and current knowledge and skills of partners in this project will greatly contribute to the creation of new quality partnerships, and ultimately to the creation of new project ideas and project proposals aimed at solving problems and needs of young people.

Follow partners on social media: Facebook, Twitter, Instagram.

“Active Youth” Association (“Aktyvus jaunimas”)

country, city

LITHUANIA, Kaunas

about organization

Active Youth is a non-profit organization based in Kaunas that unites young leaders from Lithuania willing to work on a voluntary basis to facilitate intercultural dialogue and enhance the competencies of the European youth. They cooperate with organizations of a similar profile from all over Europe (more than 400 partnerships) in organizing events and training using non-formal education as a powerful tool to encourage active youth participation. By doing this they help young people to improve their skills and social awareness, share experiences and ideas, integrate them within the multinational environment of the EU, facilitate cooperation, create new joint initiatives and promote a healthy lifestyle.

aims

- to enhance entrepreneurial, social, leadership, communication skills, self-esteem, as well as multilingualism of youth through non-formal education
- to help youth increase their social awareness, be tolerant towards others, be aware of the persisting social and environmental problems and help solve them
- to educate youth workers and youth on how to join volunteering initiatives, cooperate with each other, and get employed more easily
- to organize joint campaigns, projects and activities, where young people and youth workers can get involved in an intercultural dialogue, be a part of the decision making process, develop the spirit of volunteerism, facilitate youth cooperation and social values
- to raise awareness about EU citizenship among young people, educate about social responsibility and work towards reducing youth unemployment

programs

- Youth seminars, exchanges, training for youth workers, conferences and discussions on relevant social topics, to promote a healthy, active, and ecologically friendly lifestyle in order to increase the well-being of youth. Inform about similar actions organized by others in Europe
- Promotion of human rights, universal values of tolerance, active citizenship, democracy, equal opportunities and work towards the elimination of discrimination in order to build a better-integrated society
- Erasmus+ projects and spreading information about it in order to further facilitate youth development.

resources

Experience and expertise in hosting Erasmus+ youth exchanges and training courses; mechanisms to address key social youth topics and issues; expertise and experience in coordination of European projects; competencies for running youth projects, skills of project development; professionals inside the organization; experience in working with different cultural and social backgrounds; truly the entrepreneurial spirit of key-staff; own business enterprise – “MB Wellness Travels”, where they create further employment opportunities for youth; the board members have started a Lithuania-based initiative aiming to help and integrate the incoming refugees from Syria & Africa; experience to work in a multinational environment; working facilities.

field of work

- social topics and issues of disadvantaged
- human rights
- democracy
- intercultural dialogue

target group

- youth (18-30 years old) with fewer opportunities and/or disadvantaged backgrounds

contact

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Lithuania
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EUROTEAM CZECH REPUBLIC, z.s.

country, city

CZECH REPUBLIC, Havířov

about organization

The association was established in 2018 but its members and volunteers worked in a non-formal group called "Euroteam" that before and between 2006 – 2018 took part in over 50 youth projects and training courses in Turkey, Poland, Spain, Luxembourg, Italy, Denmark, Norway, France, Greece, UK, Georgia, Armenia, Cyprus and Austria, organized five youth projects and co-organized two other youth exchanges held in the Czech Republic. They use their knowledge of non-formal education in their work and are able to share their skills and knowledge and exchange their methods and attitudes with other participants of training courses.

aims

- Development of non-formal education, international cooperation, intercultural dialogue, and active citizenship
- Increasing competencies of young people and youth workers and supporting their personal development, particularly through their involvement in international project activities, voluntary and other activities
- Increasing awareness about possibilities of international cooperation of young people and youth workers within the European Union
- Development and support of tolerance, solidarity, and understanding between people

field of work

- Non-formal education, development of international projects and collaboration, organization of events for young people and wider public

programs

- Youth projects and youth exchanges
- Training courses and seminars
- Partnership building activities
- Promotion and sharing information through social networks

target group

- Young people (including young people with fewer opportunities); Individuals who are trying to develop their own skills as well as use the skills in their work with young people



resources

Funding from Erasmus+, Visegrad funds projects, small financial support from individuals.

Based on voluntary work, no employees, 11 members of the association and about 30 young people and youth workers cooperating with the association.

contact

Hlavní třída 55/14, Havířov, 73601
<https://www.facebook.com/euroteamCZ>
www.euroteam-cz.webnode.cz;
www.euroteam-cz.blogspot.com

Icelandic Human Rights Center

country, city

ICELAND, Reykjavik

about organization

Icelandic Human Rights Centre has the purpose and aim to promote human rights by collecting information on and raising awareness of human rights issues in Iceland and abroad. The Center works to make human rights information accessible to the public by organizing conferences and seminars on human rights issues and by providing human rights education. The Center also promotes legal reform and research on human rights. The Centre has managed EU Progress Program for Iceland for the years 2009-13, it coordinated and hosts the Human Rights Education Project, it works closely with the other Nordic Institutes. It is a member of the Nordic School of Human Rights Research, the AHRI network, UNITED and the Coalition for the OP-ICESCR. The Centre serves a monitoring role and has, since its inception, commented on dozens of bills of law and public policy and provided information to international monitoring bodies on the state of human rights in Iceland.

All projects included multiple partners so ICEHR has extensive experience in organizing and managing large projects.

aims

- to make human rights information accessible to the public and providing human rights education
- to gather information about youth work and activities in Iceland
- to make a Human rights nonformal education with young people for young people.

resources

Expertise in human rights and human rights education; expertise in laws and regulations; expertise in public policies; professionals are experts in law, specialized in human rights and have vast experience in human rights education; partnerships and connections with other stakeholders; expertise in youth work and project management; qualifications in leisure and social studies; skills in youth club management; knowledge about immigrant's issues and legislation, civil and political rights such as freedom of speech, data protection; membership in the Nordic School of Human Rights Research, the AHRI network, UNITED and the Coalition for the OP-ICESCR.

programs

Development of different human rights programs/projects/activities
Promotion of legal reform and researches on human rights
Provision of Human Rights education and information
Youth Clubs and Youth Structures
Monitoring of bills of law and public policy in cooperation with international monitoring bodies on the state of human rights in Iceland

contact

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irisingadottir@gmail.com



MANNRÉTTINDASKRIFSTOFA ÍSLANDS
ICELANDIC HUMAN RIGHTS CENTRE

P.O.D. ASSOCIATION

country, city

SPAIN, Puerto de la Cruz, Tenerife

about organization

Mission of P.O.D. Association is to organize actions of promoting, sustaining, supervising, volunteering, participating, etc., necessary for the sustainable development of society in accordance with national guidelines and examples of good practice worldwide.

P.O.D. works in training, education and development of the 3rd sector, mainly the one that addresses youth and adults, at different levels, based on non-formal education. At local and regional level, they are working in the field of youth development for a better integration in the labor market, their active participation in society as ambassadors of human rights, but also for personal development through cultural projects that support closeness between youth and different art forms - theater, music, street animation, etc

aims

- continuous professional education and training
- promotion of health, sport, science, arts, traditions, culture and preservation of monuments of national heritage
- environment and nature protection, agriculture and tourism
- economic, cultural and social development
- supporting public works and infrastructure
- assistance and counseling for individuals and companies
- youth education

field of work

training, education and development; youth development for a better integration in the labor market; promotion of human rights, with its values of respect and acceptance of diversity; personal development through cultural projects

target group

youth professionals; people interested in the welfare of the youth and young people, including those with fewer opportunities (facing social barriers, financial barriers, disabilities, learning difficulties, cultural differences, health problems or geographical difficulties); immigrants and refugees.

resources

Professional staff with experience in different fields (social animation, training, managing the activities, legal and human rights specialists, psychologists, etc.); Team of volunteers; Young people; IT skills, image, and video editing; social media management; Youth work skills; Partnerships all over Europe; Youth center

programs

Healthy lifestyle promotion among youth from Tenerife and Europe.

Use of new technologies like videos and applications
Support to the professional development of youth workers through the implementation of international training courses.

Use of a wide range of non-formal education methods.

Training courses and learning opportunities for youth workers and young people with fewer opportunities especially those belonging to NEET categories

Mobility projects for youth workers and young people with partners abroad.

contact

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pod.association



PRONI Center for Social Education

country, city

CROATIA, Osijek/Vukovar/Pirovac

about organization

PRONI was founded in 1998 with a focus on youth, respecting differences in ethnic background, religion, culture, gender and race. The organization engages in supporting the personal development of young people through strengthening their individual capacities to respond and deal with the challenges they face in the transition to adulthood in society. PRONI works with those who deal with young people in different environments, using interdisciplinary approaches non-formal education methods and develop various tools/methods/approaches/services for young people in different communities as well as partnership-based approaches.

PRONI was the pioneer of youth work in the Balkans.

The organization is a member of different bodies and boards on a local national and global level, contributing to social policies especially youth policies, youth rights but also active youth participation, opportunities developments, etc.

For its work PRONI got several awards and quality marks on local, national and global level.

aims

PRONI's activities involve: advocating for supportive youth policies and structures of the public sector; creating and implementing programs or actions for youth; and organizing appropriate and quality educational programs, developing youth work models and approaches, etc.

The organization's activities also focus on building partnerships and fostering cooperation with different actors (stakeholders) – youth NGOs, other civil society organizations, local, regional and national authorities.

field of Work

- Developmental youth and community work
- Youth information work
- Non-formal education
- Youth policies
- Community-engaged practices
- Capacity building programs

target group

- Youth (15 - 30)
- Professionals working with youth
- Individuals involved in the creation of policies and legislation
- CSOs, Public institutions and other stakeholders relevant for youth
- School teachers and students
- etc.

programs

- Education/training
- Youth work
- Social entrepreneurship
- Full social development
- Influence on public policy and civic activism

resources

3 offices, 3 Youth Info Centers, Voluntary Center Vukovar; Training Team and Training Center in Pirovac (Adriatic Coast); Programs, projects and activities, as well as methodology; 10 employees, professionals with different formal knowledge and competencies in fields of economy, social economy, pedagogy, tourism, youth work, community work, non-formal program developments, negotiation, social skills development, project development and management, fund-raising, international cooperation, collaboration with universities, etc.; team of volunteers (30 - 50); Hangout voluntary initiative; Intersector Counselling Board of YI centres; Governing Board with expertise in education, journalism, law; cooperation and partnerships on different levels and with different organisations; networks.



contact

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Pythia Koinsep

country, city

GREECE, Eleftheroupoli of Kavala

about organization

Pythia is a social enterprise founded in May 2017 with the mission to offer educational, cultural, touristic, development, social and economic volunteer services at the local citizens of Kavala, Drama and Serres region. By acquiring the experience and knowledge of its key members Pythia is the perfect organizer to fulfill any social needs concerning culture, nature, ecology, education, local products, traditional customs and professions. The social enterprise is under continuous expand since its development, offering services at the local populations and relevant stakeholders.

aims

- to offer educational, cultural, touristic, development, social and economic services at the local citizens of Kavala, Drama and Serres region.
- to find all necessary ways and means to tackle social and economic challenges
- to help local people fulfill their needs.

field of work

education, culture, tourism, development, social and economic volunteer work, information, consultation, life long learning

target group

Youth professionals; young people; local communities; local citizens.

programs

Services in the fields of education, information, networking, consulting, learning, with the use of educational seminars, professional education programs,

Lifelong learning programs, workshops, conferences and other initiatives that aim at the development of people's knowledge and competencies.

Development, planning, organizing and participation at social, cultural, artistic, dancing, theatrical, musical and athletic organizations, but also concerts, festival, competitions and games, in Greece or Europe, aiming to promote the Greek Culture.

resources

Experience and expertises in planning and implementation of seminars that intend to develop the abilities of participants; certification through seminar programs which can be used in the labor market; experience within Erasmus+ Program; expertise in organizing educational and lifelong learning programs; expertise in the fields of education, information, networking, consulting, leading various lifelong learning programs, workshops and conferences and in development of people's knowledge and competences; members that have a wide experience in lifelong learning and Erasmus+ projects, Mobility and Strategic partnerships; experience and expertise in employment and entrepreneurship for the creation of new job positions that are adjusted to the needs of the labor market; knowledge about requirements of the local market; collaboration and support of the local Cultural Association through sponsorships; team of volunteers; expertise and certificated expert from EOPPEP and specialized as an adult educator in the field of information technology; formal degrees in Distance Education and Life Long Learning; special training expertise for education of kids with special needs; experiences in special advising of the mayor of Eleftheroupoli Kavala; expertises in business management and administration; leadership.

contact

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www.facebook.com/Pythia.

koinsep/



Europejska Fundacja Rozwoju Człowieka (EuroFRC)

country, city

POLLAND, Lodz

about organization

EuroFRC provides European and global opportunities for the personal development of individuals based on education and culture. Their principle is anchored on the motto “humans helping humans” and they are a group of young professionals designing European mobility opportunities and educational chances, regularly sharing expertise and offering inputs and the acquired knowledge to society (especially to young people).

aims

- Continuously carving into society with non-formal education approaches and adopting experiential techniques
- Providing innovative educational methods and tailoring ad hoc activities, non-formal education tools for learning
- Facilitating workshops and sessions oriented to personal and professional development as well as training courses and exchanges
- Creating and supporting initiatives and campaigns

field of Work

Education and Culture;
Human Rights;
Employment and
Entrepreneurship;
Environment;
Digitalisation

target group

youth professionals;
NGOs and
institutions; schools
and universities;
students; young
people

programs

Mobility projects in the field of education (Erasmus+, Creative Europe, Višegrad)

Exchanges between NGOs and Institutions

Proposing and tailoring personalized models on how to start and run a business/company

Founding the basis of a structured system which fits the own tendencies and potentials

Workshops for students from high schools and universities with experienced and successful entrepreneurs and best practices to share knowledge and give concrete support ideas and guidance)

Non-formal education activities aiming at putting into practice the theoretical ideas which can succeed according to the direct results

Support to Schools and Kindergartens for the development and coordination of ESC projects and its volunteers –

Internships/traineeships for students (Bachelor and Master Studies) in cooperation with the University of Łódź

Campaigns

resources

Experience within more than 50 projects in different topics and in compliance with our pillars and mission; quality framework of the work in association; established 11 stability pacts for youth mobility abroad (with Switzerland, Latin-America, Caucasus and Balkans); Accreditation for European Solidarity Corp; different collaborations; clear goals, plans and objectives; experience based on direct example of non-formal education practices; the professionals in staff dealing with different fields: youth entrepreneurship, event management, education in on-line and f-2-f environment, economic growth and business, setting competences and skills development, project management, children and youth education and creative arts, as well as innovation of child education and young talents, open-air sessions and games, advices for nongovernmental organizations, international organization and private companies.

contact

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www.eurofrc.eu

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YOUTH ALMA Association

country, city

ROMANIA, Iasi

about organization

Youth ALMA is a non-governmental organization/association/social enterprise that promotes youth active citizenship. Youth ALMA is especially dedicated to young people from rural areas, creating opportunities that facilitate their personal and professional development. They started their journey by implementing local initiatives as an informal group and by being partners in Youth in Action and afterward in ERASMUS+ projects. Staff in Youth ALMA are social workers, teachers, pre-school teachers, pedagogics and youth workers that put their expertise for the benefit of children and youth in Romania, specifically putting their efforts for supporting those of fewer opportunities.

Therefore, their job is more than crucial for economically and socially devastated regions.

aims

To offer a better life and increase the opportunities for disadvantaged children and youth from the Iasi region.

field of work

Communication, fundraising, leadership, project management, non-formal methods, education.

target group

Disadvantaged children and young people from rural areas and from placement centers; volunteers, students, high school pupils and youth workers

resources

Experiences and encouraged team of experts; volunteers; contacts with otherss (orphanages, local high schools, etc.)

contact

DIminetii, nr. 10
700668 Iasi, Nord-Est of Romania
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programs

Interactive approaches in youth and community work (Forum Theatre, Living Library, Flashmob, Photovoice, etc.),
Seminars of non-formal methods
International training courses,
International youth exchanges,
Debates on voluntarism, collaboration and association among young people,
Support to personal and professional development,
Sustainable growth of communities.





methods

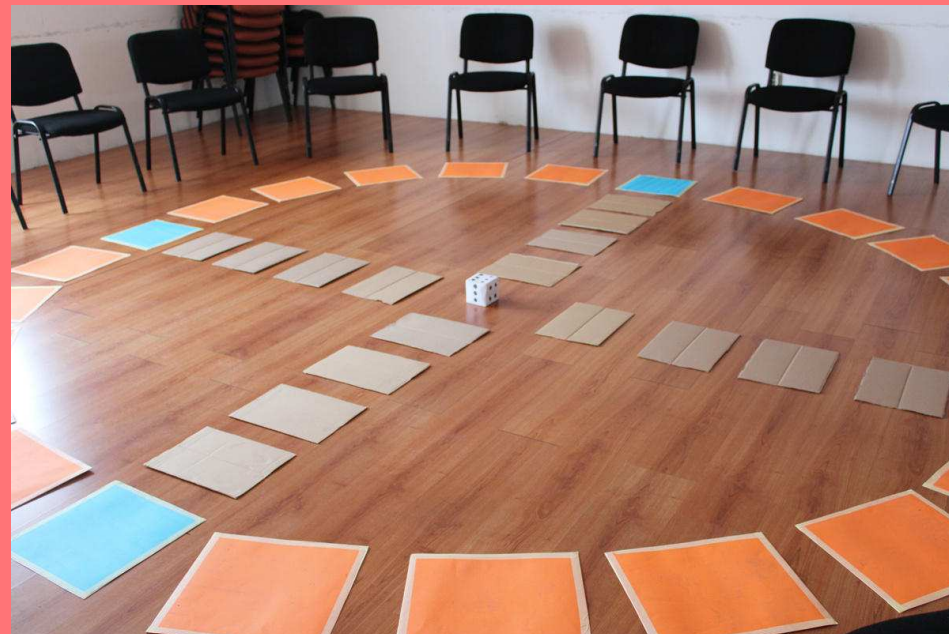
An Overview Of Methods Used In Youth Work

Among all the sharing that participants had chance to experience during the contact-making seminar, was the idea of sharing methods, approaches and different tools that are used for different purposes within youth work in different countries and within our partner organizations.

Some of them we included in the Manual as an overview, wishing that it suits your work with young people too. The majority of methods are used to increase level of trust and connectivity among participating individuals in your activities. You can use them as the base for further discussions, learning, critical thinking, but also having fun, creating atmosphere of relaxation suitable for managing group dynamics and supporting group forming, as well as relaxation that supports expressions and sharing in the group.

The methods can be upgraded, changed, developed and used for many different processes with youth and those working with young people.

Enjoy!



method name: **Infiltrate person**

➤ **method's purpose:**

Ice Breaker, work as a group to find the infiltrate and search related words to put in common.

➤ **description of the method:**

The boss of the game have to say the same word a everybody except one person. The person who doesn't know the word it's the infiltrate. The game starts when everyone say a word with a direct relation of the principal word. The infiltrate have to try being in the game without anyone knows about it's the infiltrate.

➤ **desired effect:**

Communication with the group, debate who it's the infiltrate.

➤ **number and description of participants:**

One boss, one infiltrate, and +4 people.

➤ **necessary materials:**

The boss (person who controlate if the relation words it's valide), more 5 people and chairds (it's not necessary).

➤ **duration:**

As long you can. At the end of each round there is a debate to decide who it's the infiltrate. If the group don't know who it's it the game continues.

method name: **Solve the problem**

- **method's purpose:**
Works directly with the volunteers who want to participate.
- **description of the method:**
With the volunteers works together and find solutions of the problems which have it.
- **desired effect:**
Participation directly of the people, the implication of the young people, achieve competencies and collaborate to solve social and environmental problems.
- **number and description of participants:**
Depends of the project:
 - Long duration (6 month or 1 year): 2 volunteers
 - Short duration (1 month): 40 volunteers
- **necessary materials:**
Volunteers who want to participate.
- **duration:**
 - 1 month
 - 6 month
 - 1 year

method name:**Friendship/Snow-ball fight**

- **method's purpose:**
Braking the ice and helps participants to get to know each other better.
- **description of the method:**
Each participant takes one piece of paper and a pen/pencil and writes down their name. Then everyone rolls their piece of paper up to form a „snowball“. When everyone is ready the snowball fight starts and lasts for 20-30 seconds. People throw paper at each other and have a laugh. After 20-30 seconds the group leader stops the fight and everyone picks up one piece of paper and opens it. The leader asks a generic question and everyone must find the person who's paper they're holding, get the answer for the question and write it down on the piece of paper. Then the paper is rolled back up to form a snowball and another round of the snowball fight starts. After 20-30 seconds another question is asked and everyone finds the person who's paper they're holding and writes down their answer. This is done 3-4 times. At the end of the last round, everyone stands in a circle and gives a short presentation of the person who's paper they're holding. Ideas for questions: - What did you have for breakfast? - What's your favourite TV show - Where do you live? - What's your favourite worldly object?
- **desired effect:**
Participant know each other better. / Participants are encouraged to open up and allow others to get to know them.
- **number and description of participants:**
One leader that asks the questions. Rest of the group are participants.
- **necessary materials:**
1 pen and 1 piece of paper per participant
- **duration:**
10 Min

method name:**The One Question Ice Breaker Activity****➤ method's purpose:**

Demonstrate that crucial questions should be developed properly. In life sometimes the right questions matter more than the answers.

➤ description of the method:

Participants form the teams. After pairing participants into teams, the leader will pose the questions one by one.

If you could ask just one question to discover a person's suitability for (insert topic here), what would your question be?

People in the team start discussing the question they would come up with and then choose the best one they agree on and say it out loud to other teams.

Topic examples:

- 1.If you could ask just one question to discover a person's suitability for running a business together, what would your question be?
- 2.If you could ask just one question to discover a person's suitability to become your second half, what would your question be?
- 3.If you could ask just one question to discover a person's suitability for travelling the world with you for one year, what would your question be?
- 4.If you could ask just one question to discover a person's suitability for being your housemate, what would your question be?
- 5.If you could ask just one question to discover a person's suitability for creating a podcast, what would your question be?



desired effect:

Teamwork, creativity, getting to know each other better



number and description of participants:

4-5 teams (4 people in each)



duration:

15-30 min

method name:
World Cafe

➤ **method's purpose:**

To collect and link ideas on a topic of mutual interest.

➤ **description of the method:**

1) Setting: Create a "special" environment, most often modelled after a café, where people feel invited to contribute i.e. small round tables covered with a tablecloth, plenty of paper or a flipchart paper tablecloth, coloured pens. There should be 3-6 chairs at each table. Small group sizes are essential.

2) Welcome and Introduction: The host begins with a word of welcome and an introduction to the World Café process, setting the context, explaining the etiquette of the cafe (see visual on the next page), and putting participants at ease.

3) Small Group Rounds: The process begins with the first of three twenty-minutes rounds of conversation for the small group seated around a table. At the end of the twenty minutes, each member of the group moves to a different new table. Only the table host stays to welcome the next group and briefly fills them in on what happened in the previous round, using the flipchart tablecloths as a visual reminder of the previous conversation.

4) Questions: each round is prefaced with a question designed for the specific context and desired purpose of the session. The same questions can be used for more than one round, or they can be built upon each other to focus the conversation or guide its direction. The question is at the heart of the conversation so make sure it matters for all participants.

5) Harvest: After the small groups (and/or in between rounds, as desired) individuals are invited to share insights or other results from their conversations with the rest of the large group. These results are reflected visually in a variety of ways, most often using graphic recorders in the front of the room.

- **desired effect:**
Outlined a series of guidelines for putting conversation to work through dialogue and engagement. If you use these guidelines in planning your meetings and gatherings, you'll find you are able to create a unique environment where surprising and useful outcomes are likely to occur.
- **number and description of participants:**
Seat four (five max) people at small Café-style tables or in conversation clusters.
- **necessary materials:**
Tables, chairs, pens, paper and everything needed for a comfortable space.
- **duration:**
Unlimited time

method name: Forum Theatre

➤ **method's purpose:**

Forum Theatre is an interactive form of theatre that presents a theatrical debate to create a group ethos that encourages audience interaction and is a powerful tool for exploring solutions to difficult problems.

➤ **description of the method:**

Forum Theatre (also known as Boal's Theatre, 'Theatre of the Oppressed', 'Theatre for Development') is an interactive theatre form invented (or discovered) in the early 1970s by Augusto Boal who wanted to empower the audience of his plays.

An audience is shown a short play in which a central character (protagonist) encounters an oppression or obstacle which s/he is unable to overcome; the subject-matter will usually be something of immediate importance to the audience, often based on a shared life experience.

When the play has been performed members of the audience can take to the stage and suggest alternative options for how the protagonist could have acted. The actors explore the results of these choices with the audience creating a kind of theatrical debate, a group ethos, in which experiences and ideas are rehearsed and shared, generating both solidarity and a sense of empowerment.

The actors perform a play with a basic script in which an oppression relevant to the audience is played out. It is necessary that the scene shows clearly what the protagonist wants, and that the accomplishment of the goal is not possible due to barriers.

After reaching the scripted conclusion, in which the oppressed character(s) fail to overturn their oppression, the actors begin the production again, although often in a condensed form. At any point during this second performance, any 'spect-actor' may call out 'stop!' and take the place of the actor portraying the oppressed individual. This actor stays on stage but to the side, giving suggestions to the 'spect-actor' who has replaced him/her. They are not allowed to replace the antagonist(s).

If the oppression has been overthrown by the 'spect-actors', the production changes again: the 'spect-actors' have the opportunity to replace the oppressors now and find new ways of challenging the oppressed character. In this way the audience, who may be affected by oppression, can make a more realistic depiction of this oppression. The whole process is designed to be dialectic, concluding through the consideration of opposing arguments, rather than didactic, in which the moral argument is one-sided and pushed from the actors with no chance of reply or counter-argument.

Characters:

- Oppresses (the main character, who suffers oppression)
- Oppressor (the one who oppresses the Oppressed)
- Allies of the oppressed
- Allies of the oppressor (the ones who actively or passively are on one side or another)
- Neutral persons (passive observers)



desired effect:

Forum theatre can provide a voice for people who normally struggle to be heard. It can also increase the audience's empathy for others. Through the audience participation, new ideas and solutions to existing problems can be explored. The theatre setting can be a very powerful tool to explore difficult issues.

- Combines high-quality, innovative and interactive theatre with social objectives
- Acts as an ambassador for the arts in the social sector
- Provides an entertaining and meaningful way for working with socially excluded groups
- Challenges established perceptions
- Powerful tool for exploring solutions to difficult problems
- Develops skills of the actors, who are often people from socially excluded groups



number and description of participants:

5 – 10+

To have at least an actor for each of the 5 characters.



necessary materials:

- Lots of space for the performance and the spectators
- Requisites depending on the scene



duration:

90 minutes to 3 months

method name:

Back-to-Back Drawing



method's purpose:

Being aware of importance of communication, To be more aware how we give intraduction to the team members



description of the method:

We print some shapes on diferent sheets of paper.These can be shapes of signs, objects, or even abstract shapes. Then you need to devide participants into teams of two people each. Make them sit back-to-back.

Team Member A gets a pen and a sheet of paper. Team Member B is given one of the printed shapes. The objective of the game is for the Team Member A to draw the shape using only verbal instructions from Team Member B. B cannot state what the object is; he/she can only describe its uses or give instructions on how to draw it.



number and description of participants:

Teams of two people, 6-20 participant



necessary materials:

Paper, pens, chairs , writing surface.



duration:

Max 30 minutes.

method name:
Tutti Frutti

➤ **method's purpose:**

By playing this game participants make small teams and though they do not need to interact within their group much, they get involved in an active game to get rid of fear and shyness.

This team-building method is appropriated particularly during youth exchanges for younger participants as it is funny, active and easy to organize. Usually this method is used at the beginning of an youth exchange when there is a need to break the shyness of the youngsters.

➤ **description of the method:**

Make a circle.

Ask the participants to create groups of four or five people standing next to each other and holding the hands of their neighbours (except the ones on the edges of the group). The circle will be thus divided into smaller groups

Each group will choose a name of some fruit. They can choose any fruit they want, however, longer names often bring more fun.

Repeat the names of the fruits aloud for everybody so that they knew the names of fruits for each group.

Call out two names of fruits. These teams then have to switch their places still holding their hands.

This way you can call out the names of 2, 3, names of fruits and those teams have to change their positions holding their hands all the time. You can also call „tutti frutti“, which means that all the teams have to change their positions holding their hands all the time.

Make the game faster.

➤ **number and description of participants:**

Teams of 4-5 youngsters, it is good to create mixed teams (nationalities, gender)



desired effect:

Development of motion competences and learning to learn competences in organizing the game.



necessary materials:

none



duration:

max 15-20 minutes

The game is described in the material „Energizers and games“ created by the participants of the PBA „Moving on“ held in the Czech Republic in 2015.

www.moving-on-2015.webnode.cz/outputs

method name: **Princess, Prince, Dragon**

➤ method's purpose:

To facilitate communication between participants, leadership.

➤ description of the method:

The Prince kills the Dragon;

The Dragon eats the Princess;

The Princess conquers th Prince.

Each character has a distinct move:

The Prince is like a Musketeer, pointing the sword and saying "En garde";

The Princess takes the bottom of the dress and makes a pirouette.

The Dragon raises the hands, pointed them in scary way towards the other and make a noise like a monster.

The group is divided in 2 teams.

There will be rounds of playing until one of the team reaches the score of 3.

For each round, the teams have to decide what character to take – negotiations between the team members.

Then is the confrontation . The teams face each other and somebody counts 1-2-3. At 3 the members of each team must act as the chosen role: Prince, Princess, Dragon.

Example: If one team takes the role of Princess and the other one takes the role of Dragon, the Dragon wins.



number and description of participants:

Two teams - ideal of max 5 members each team



desired effect:

You can use this method for different topics/objectives:

- Team work;
- Communication in a group;
- Leadership;
- Negotiation;
- Strategy;
- What is more important for me and my team members: The Objective (the goal) or the process?
- Learning by mistake/learn by exercise



necessary materials:

none



duration:

around 30-40 min without reflection

method name: **Juggling ball game**

➤ **method's purpose:**

To create great, high-energy ice-breaker activity that helps participants learn the names of other people in the group.

The game also serves as a teambuilding activity if people do not know each other well.

➤ **description of the method:**

Everyone stands in a close circle.

If the group is very large, it may be necessary to split the group into two circles.

Start by tossing the ball across the circle to another person. As you toss, say the name of the person to whom you toss the ball.

This lets them know the ball is coming to them and lets everyone hear their name. Once that person catches (or retrieves) the ball, they pick someone else, shout their name and toss them the ball. Play continues with the one ball until it makes it to everyone in the group.

Once someone has received the ball, they cannot get it again. Last person in the group throws it back to the group facilitator/leader. Practice the pattern a few times, always tossing to and receiving from the same person in the group.

Once your group has the pattern down, start adding additional balls/objects, and this is where the "problems" begins. Keep going, try to get at least five objects going at once. Feel free to try again with a new pattern and mix it up. Or try to simultaneously combine patterns if the group is bigger sized and divided into smaller teams. Teams can try to use their own patterns and try it in the same time in the same big group. Confusion is much bigger, but also positive atmosphere in the group.

Keep juggling, try to get at least five objects or more than 2 patterns at once. Feel free to try again with a new pattern and mix it up.



number and description of participants:

15-20 participants in the group; if the number is more than suggested, it would be great to divide the participants into smaller groups.



desired effect:

You can use this method for different topics/objectives:

- Team work
- Establishment of communication in the group
- Getting to know each other
- Creating positive atmosphere



necessary materials:

The game is best played outside in an open area, or in a large open space indoors. You will need several soft balls/tennis balls or other soft fun objects, like rubber chickens and stuffed animals. Dog toys (preferably unused) make a great choice too, as they usually come with great sound effects. Bowling balls are not recommended.



duration:


This game takes about 10 minutes in the suggested group size

method name:

digital tools usefull in youth work

- **Webpage:** to publish information about activities, plans, project meetings and other events. It has several parts – About us, News, Projects, Travels, Photogallery, Videos, Partners, Magazines.
- Facebook page:** is followed by people from all around the world and publishes information about activities, projects, events, plans, virtual meetings, photos and videos from the projects etc.
- Instagram:** to publish photos from activities. The link could be put on a webpage.
- Blog:** to publish articles from projects or related to different youth issues and/or topics.
- E-magazine:** has both pdf. form and e-form and is suitable to inform youth and youth workers about implemented projects as well as planned projects, in the magazine you can also share photos from project meetings and other activities and events.
- Google Meet, Zoom, ClickMeeting:** used as communication tools, especially useful in Covid crises or any other when personal meetings are forbidden, projects postponed etc.
- Doodle:** for planning meetings to find out the availability of the people for various online meetings.
- Canva:** a free graphic design platform that's great for making invitations, business cards, Instagram posts, posters, social media posters and more.
- Answer garden:** a minimalistic feedback tool used in the classroom as an educational tool or at work as a creative brainstorming tool.
- VAXA:** <https://www.facebook.com/stokkur/posts/3009157305784944/>
- Discord:** <https://discord.com/>
- Kahoot:** improves dynamics and creates a safer, more positive learning environment. <https://kahoot.com/>
- Menti Meter:** for creation of fun and interactive presentations. <https://www.mentimeter.com/>
- Emoji Tales:** a break-the-ice online game, when divided into two groups, participants are trying to create an story using only emoji's. Each team creates a story and tries to retell the "written" story.
<http://emojिताles.com/>

ETC.



project ideas

The contact-making seminar provided really new opportunities first of all for the organizations who participated in the program, and as well for young people who will benefit from those ideas in the partner countries.

As a lot of sharing and exchanges, as well as joint presentations, have happened during the contact-making seminar, partners had a great opportunity, great focus and available time to discuss new opportunities in the form of project ideas.

Through forming teams and groups for discussions about youth issues in different countries of Europe, partners **discussed and determined 11 ideas for joint partnership**, where young people and local communities as well as various youth communities, their needs and issues are in focus.

In this Manual, we are **presenting 4 of the ideas** developed by partners during their stay in Croatia. Some of the partners' ideas are supposed to be applied already during the autumn time this year for Erasmus+ grants.

We hope it will inspire you to develop similar activities for young people together with your respectful partners.



Topic of action: Globalisation

Type of action: Youth workers training/Youth Exchange

TARGET GROUPS: YW 19 - 25 years old; YP 15 - 18 yrs old

DURATION: Training for 7 days / Exchange for 7 days

PARTNERS:

Active Youth Lithuania

Euroteam.z.s. (Czech Republic)

PRONI Centre (Croatia)

Pythia Koinsep (Greece)

Youth Alma (Romania)

IHRC (Iceland)

IDEA No. 1

GETTING TO KNOW THE WORLD

**DETERMINED
NEEDS/ISSUES:**

- Fewer opportunities to experience globalization in rural areas
- Difficulties to connect with the outside world (access to the internet, higher education, studies, social activities, sustainable development)
- Mobility issues. Trainers and youth workers goal - the city comes to the village - village comes to the city

GOAL:

Approach young people in rural areas to learn about the opportunities on a global scale.

**TOPICS TO BE
COVERED:**

Global economies, politics, sustainable development and traveling, international job opportunities, how to make international connections for a successful career, how the function of the rural area and what are their advantages, how the youth from such areas should immerse themselves to the international work

**EXPECTED
RESULTS AND
OUTCOMES:**

Creating a digital booklet for youth workers (easy to share and promote online and in education institutions) with all the international resources inside (job, volunteering, global exchange, entrepreneurship websites, international media resources, language courses to meet with foreigners, briefing on social media how to use it to make international connections) that participating countries use

METHODS:

Workshops (LinkedIn platform set up, how to approach employers, how to present skills and qualities in CV, what are the future jobs in participating countries) webinars, industry leaders presentations, traveling days for the cultural experience

**LEARNING
OUTCOMES:**

- Young people achieve the opportunity to see different options and solutions for global problems (politics, economics, education, internet/ technology, traveling)
- Opportunities to increase the village connectivity with big cities (young people feel part of the current development that leads to future opportunities)
- Improve decision making, communication, networking skills, teach confidence and representation of self and own country when seeking international opportunities.

Topic of action: Media Literacy; Critical Thinking; Dissemination of information

Type of action: Exchange or Seminar for trainers or youth workers

TARGET GROUPS: Trainers age: 22 and above

DURATION: up to 5 days of exchange or seminar based on sort of training

PARTNERS:

PRONI Centre (Croatia)

Active Youth (Lithuania)

Youth ALMA (Romania)

IHRC (Iceland)

IDEA No. 2

MEDIA LITERACY AND CRITICAL THINKING

**DETERMINED
NEEDS/ISSUES:**

- gaining basic material about disinformation, how it works, where the information is coming from, etc.
- acknowledgment of needs for a critical understanding of the dissemination of information
- gaining the ability to educate others on how to develop educational programs for youth

GOAL:

To overcome disinformation in the digital world - to have knowledge to educate others in social media and online world (news..etc.). To promote the game Follow me, for awareness raising and improving abilities to recognise hoaxes on social networks

**TOPICS TO BE
COVERED:**

Media literacy, Critical thinking based youth work, Youth information work, Quality of information, Safety vs. hoaxes

**EXPECTED
RESULTS AND
OUTCOMES:**

16 trainers educated for media literacy topics
Critical thinking improved among youth workers and trainers
16 new trainers certified by ERYICA for youth information work topics

METHODS:

ice-breakers, workshops, presentations about the situations of disseminations in their countries, discussions, intercultural activities, excursion to the youth centers and trying to present the gained and achieved information from workshops to the youth (to see the outcome of workshops)

**LEARNING
OUTCOMES:**

- Improved ability to educate others on how to act in the digital world
- Gained new methods to educate youth about disinformation in the modern world
- Gained new approaches to the youth about media and other topics covered

Possible certification by European Youth Information and Counselling Agency - ERYICA (Luxembourg)

Topic of action: Practical life skills; social skills; digital literacy; digital skills

Type of action: Youth exchange

TARGET GROUPS: young people age: 15 to 20 yrs old

DURATION: 2 days meeting - project partners; 7 days of youth exchange

PARTNERS:

IHRC (Iceland)

PRONI Centre (Croatia)

Youth ALMA (Romania)

P.O.D. (Spain)

Euroteam (Czech Republic)

IDEA No. 3

LIFE WITHOUT INTERNET

**DETERMINED
NEEDS/ISSUES:**

practical skills in life that young people do not get in schools and often neither from families

GOAL:

To improve social skills, practical skills and digital skills of young people

**TOPICS TO BE
COVERED:**

Importance of life skills, Individual competence-based estimation, Digital tools and their impact, Social skills necessity, Self-improvement

**EXPECTED
RESULTS AND
OUTCOMES:**

young people is to be encouraged to test new things and socialise with others; young people are expected to be more aware of own time; young people is expected to feel more confident about how to improve their life

METHODS:

Plenary talks and discussions, Critical thinking on cases/examples, Reflections, Practical skills learning, Social skills and self-improvement exercises, Getting to know digital tools, Digital skills practicing

**LEARNING
OUTCOMES:**

- young people are empowered to try new things and meet new people,
- young people are more conscious of their time and how they can improve their life (with different activities)

Topic of action: Training skills and methods; planning the courses/trainings; methodology in education

Type of action: Mobility: Training course

TARGET GROUPS: 21 participants: Youth workers 7 countries * 3 youth workers

DURATION: 8 days (except travel days)

PARTNERS:

Youth ALMA (Romania)

IHRC (Iceland)

PRONI Centre (Croatia)

Euroteam (Czech Republic)

Active Youth (Lithuania)

P.O.D. (Spain)

Pythia Koinsep (Greece)

IDEA No. 4

BOOTCAMP

**DETERMINED
NEEDS/ISSUES:**

- Youth workers do not have sufficient skills to train youngsters
- They lack the motivation to take youthwork to the next level - to do a better job

GOAL:

- To develop youth workers skills to train young people within different topics they need;
- To increase motivation of youth workers to do better and more;
- To increase youth workers' professionalism

**TOPICS TO BE
COVERED:**

Team building; Ethics and principles in working with youth; Non-formal methods; Structure the work of youth workers; Learning styles; Group dynamics; feedback Debriefing; Difficult participants; Leadership

**EXPECTED
RESULTS AND
OUTCOMES:**

Youth workers educated and encouraged for a better quality of youth work;
Youth workers exchanged practices and information with colleagues from other European countries, and discussed models used in their youth work daily practice; Youth workers are more aware of necessities within youth work; Youth workers are more aware of professionalism as a fundamental element related to responsibilities in youth work

METHODS:

2 months: online preparation - the training starts; Introduction meetings; Theory - to read, to prepare something by yourself, and meeting online to debate and discuss the topic
8 days mobility: The actual mobility, maybe in Island. During the mobility to have at least one activity with local youngsters
Dissemination: The dissemination online (Facebook, Whatsapp) - the motivation to continue
Other details: Use the booklets from Island (Bootcamp for youth workers) and the one from Youth Alma - the project TOT in Bulgaria (Nonformal education for Youth Workers)

**LEARNING
OUTCOMES:**

Self-organization
The better vision of creating own youth club; Prepared for activities; Youth club - young people; More awareness of possible activities with the local youth ; More possibilities for trainers to practice their trainers` skills; Shared knowledge

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