






PLAY4CHANGE IS A KA2 PROJECT FUNDED BY THE ERASMUS+ PROGRAMME OF THE EUROPEAN COMMISSION. THE PROJECT HAS A TOTAL DURATION OF 16 MONTHS. IT HAS ALREADY STARTED ON SEPTEMBER AND IT WILL GO THROUGH JANUARY 2017. PLAY4CHANGE IS DIVIDED INTO 5 DIFFERENT PHASES:
1- PREPARATION; 2 - CAPACITY BUILDING;
3 - INTERVENTION; 4 - FOLLOW-UP;
5 - EVALUATION.

PROJECT AIM



 The aim of this project is the creation and implementation of an innovative tool (within non-formal education) based on the concept of a Game where young people with fewer opportunities are involved actively and play on the course of 10 different sessions.

 Based on a participatory methodology all partner organizations and respective participants are involved in the creation of the final version of the tool and pilot test it in three different countries (Portugal, Italy and Germany).

 The underlining thematic guidelines of the Game are the 8 fields of action of the EU Youth Strategy (1 – Education and Training; 2 – Employment; 3 – Creativity and Entrepreneurship; 4 – Health and Sport; 5 – Participation; 6 – Social Inclusion; 7 – Volunteering; 8 – Youth in the World).



PROJECT OUTLINE

<p>PREPARATION September 2015 – November 2015</p>	<ul style="list-style-type: none">  Transnational coordination meeting  Creation of the visibility materials  Selection of youth workers and volunteers to participate in the project
<p>CAPACITY BUILDING December 2015 – March 2016</p>	<ul style="list-style-type: none">  Training of youth workers and volunteers  Final version of the Game  Production of materials in 4 languages: English, Portuguese, Italian, German
<p>INTERVENTION April 2016 – July 2016</p>	<ul style="list-style-type: none">  Implementation of the tool with youth with fewer opportunities (in Youth Detention Centers and/or Youth Care Organizations) by youth workers and volunteers
<p>FOLLOW-UP August 2016 – October 2016</p>	<ul style="list-style-type: none">  Individual sessions with the beneficiaries of the tool setting up individual conclusions and future goals
<p>EVALUATION November 2016 – January 2017</p>	<ul style="list-style-type: none">  Final conference with public dissemination of tool and results

EXPECTED ROLE OF THE PARTICIPANT

The role of the participants can be divided in two different moments: (a) participation in the Training Course; (b) intervention in the field.

A) PARTICIPATION IN THE TRAINING COURSE

Where: Lisbon (Portugal)

When: 29th of January to 8th of February



Principal objectives of the Training Course:

- Conception of the strategy game PLAY4CHANGE to implement with vulnerable young people from Youth Detention Centers or Youth Care Organizations;
- Active contribution for the outline, contents and dynamics of the strategy game.

General contents of the Training Course:

The Training Course has as principal goal the conception, construction and development of the strategy game PLAY4CHANGE that will be used in the intervention phase with the principal beneficiaries of the project. This strategy game will be developed under the 8 fields of action of the European Commission Youth Strategy, as mentioned above.

A few weeks before the Training Course all participants will have access to the general programme of the Training Course.

Selection of participants

This project and its Training Course is designed for youth workers, youth leaders and volunteers who want to improve their personal and professional competences and consequently improve educational activities with young people at their organizations.

The participants:

- Need to be able to participate in the whole duration of the learning process;
- Need to be committed with the objectives of the project and with the consequent intervention phase of the project;
- Need to be able to understand and express themselves in English language;
- Need to have at least 18 years old.

Food and accommodation

Food and accommodation will be supported by the project.





Travel

It's expectable that participants arrange their travel from their hometown to Lisbon.

We will ask you to present all the tickets and invoices proving the dates of your travel and the expenses that you had traveling from your hometown to the venue of the Training Course. We will reimburse all of the travel expenses up to the set limit (275, 00€). If you will exceed the limit, you will need to cover the difference from your own pocket. Taxi will not be reimbursed.

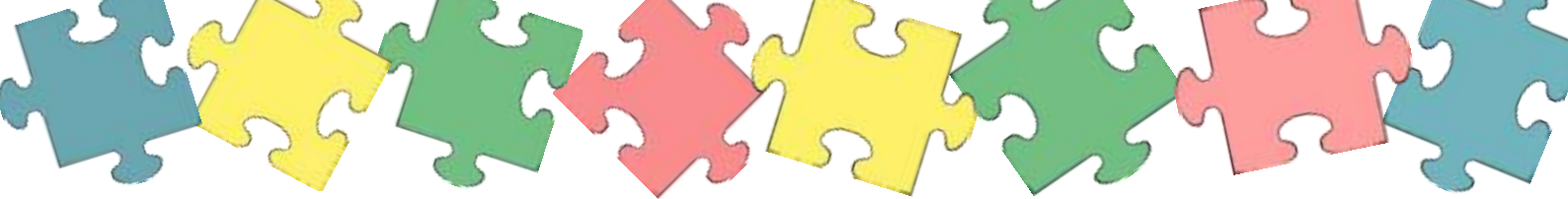
Reimbursement will be done by bank transfer after the Training Course when return boarding passes and tickets will be sent to the organizer.

B) INTERVENTION IN THE FIELD

After the Training Course, all the materials developed will be finished by one consultant and one graphic designer. Furthermore, the strategy game PLAY4CHANGE will be translated in 4 languages: Portuguese; German; Italian; and English. After the final version of the strategy game, it will be tested with youth with fewer opportunities.

It's expectable that the participants from the Training Course will later implement the strategy game with youth with fewer opportunities at Youth Detention Centers or Youth Care Organizations, according to the partnerships that each partner organization had established in its own country and local community.

PLAY4CHANGE will be implemented through 10 different sessions with the duration of 2 hours. The first session will be the presentation of the project and ice-breakers. The next 8 sessions will be developed under the 8 fields of action of the EU Youth Strategy. The last session will be the evaluation.



DON'T LOSE TIME AND APPLY FOR THIS GREAT OPPORTUNITY TO IMPROVE YOUR SKILLS, CONTACT WITH PARTICIPANTS FROM OTHER EUROPEAN COUNTRIES, CONTRIBUTE TO THE CREATION OF THIS INNOVATIVE TOOL AND TO CONTRIBUTE FOR THE SKILLS AND COMPETENCES DEVELOPMENT OF YOUNG PEOPLE WITH FEW OPPORTUNITIES.

To do it, you just need to fill in the application form attached and send it back to your sending organization.

PORTUGAL IS WAITING FOR YOU! 😊

