



Erasmus+ youth workers mobility project – training course
**„Games – a Bridge to Youngsters’
Well-being & Values”**

The overall objective of the project "Games – a bridge to youngsters’ Well-being & Values" is to promote the use of games as educational tools in youth work and to provide knowledge on how games and their use can help young people to better understand themselves, change, influence and improve their quality of life and well-being, increase their active participation and to evaluate personal values in the context of European values.



5th–13th
May, 2022



Latvia, guest house “Vecmuiza”
www.vecmuiza.lv



Co-funded by the
Erasmus+ Programme
of the European Union



Agency for International
Programs for Youth
Republic of Latvia



Association of
Educational games
and methods
Latvia



You in Europe
Greece



MTÜ Edela Eesti
Arenduskeskus
Estonia



INO VATYVI KARTA
INNOVATIVE GENERATION
VSI Inovatyvi
karta
Lithuania



CVS Bulgaria
Bulgaria



Asociacion Cultural
Euroaccion Murcia
Spain



Mladinfo Poland
Poland



Vicolocorto
Associazione
Italy

Dream Box
Romania



STRUCTURE OF THE TC

It is planned to use multi-faceted non-formal education methods - discussions, group work, theater methods, games, etc. Emphasis will be put on non-formal learning approaches throughout the training course - Learn by doing, learning to learn, learning to be with others, learning to be. The structure of the training course / training course program will be designed as a gaming adventure that introduces and takes you through all the stages we have identified:

- GETTING to KNOW ● GAMES and LEARNING ● EVALUATION and PLANNING
- QUALITY OF LIFE, WELL-BEING, VALUES and YOUNG PEOPLE
- GAME DEVELOPMENT ● GAME TESTING in PRACTICE ● EVALUATION and PLANNING
- EVALUATION and FINETUNING of the GAME





PROGRAM (DRAFT)

	05.05.2022 Thursday	06.05.2022 Friday	07.05.2022 Saturday	08.05.2022 Sunday	09.05.2022 Monday	10.05.2022 Tuesday	11.05.2022 Wednesday	12.05.2022 Thursday	13.05.2022 Friday
	WE ARE HERE: ARRIVAL	GETTING TO KNOW EACH OTHER	GAMES & LEARNING	QUALITY OF LIFE, WELL BEING, VALUES and YOUNG PEOPLE	GAMES DEVELOPMENT	GAMES TESTING IN PRACTICE	EVALUATION AND FINETUNING OF THE GAMES	EVALUATION & PLANNING	DEPARTURE - LET'S TRY IN REALITY
8.30		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
9.30		Get to know each other - people	Games and learning. How are games related to learning.	Quality of life of young people - the goal of youth work at national and European level	Game-building tools and tricks for youth workers. Exploring stages and elements of the game	Development of thematic games in teams - preparation for a practical workshop with young people	Evaluation and analysis of team experience	Future cooperation and project ideas	Departures
11.00	Arrival in Riga	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	
11.30		Get to know each other - team and teamwork	Learning & how do we learn. Motivation & emotions in the learning process.	Well - being of young people – meaning, trends and challenges	Development of thematic games in teams - introduction and preparation for a practical workshop with young people	Development of thematic games in teams - preparation for a practical workshop with young people	Evaluation and analysis of team experience - wrapping-up and conclusions	Future cooperation and project ideas	
13.00	Departure to the guest house	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	
15.00		Get to know each other - Erasmus+ Project aim, expected results, personal learning goals	What can one learn through games – the power of game - based learning	Youth values vs European values - contemporary discourse	Development of thematic games in teams - preparation for a practical workshop with young people	Visiting local youth centres and testing developed games with young people	Let's improve developed games: preparation of detailed description & guidelines for facilitators	Evaluation of the project & Closure	
16.30		International Coffee break	International Coffee break	International Coffee break	International Coffee break		International Coffee break	International Coffee break	
17.00		Get to know each other - organisations	Participation – a goal & an outcome of the learning process.	Quality of life & values through games – long and short-term effect	Development of thematic games in teams - continuation		Time to plan local initiatives		
18.30		Reflection time	Reflection time	Reflection time	Reflection time	Reflection time	Reflection time		
19.00	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	20:00 Dinner in the city	
21.00	Opening, Introduction & Welcome drink	Exhibition of Organisations	Storytelling evening - good practices in organisations	Let's meet cultures!	Open space	Self-organized evening	Something special....		



PROJECT GOALS

- To raise the awareness of youth workers about games as a modern tool for NFIs to better understand, influence, change and improve the quality of life of young people and to promote their participation in community life;
- To provide an opportunity to discuss different methods to promote young people's understanding and knowledge of well-being, personal values and to promote positive changes in young people's quality of life;
- Provide an opportunity for participants to share personal experiences of working with young people, in particular about the use of games in the learning process and their main benefits, challenges;
- To provide knowledge about game development, to provide an opportunity to develop educational games and to test the developed games;
- Using NFI methods to develop participants' personal and professional competencies for further work in the youth field and to strengthen the capacity of organizations.





PROJECT TASKS

- ✓ To bring together 27 youth workers to carry out training and promote their understanding of the use of educational games in youth work;
- ✓ To improve future cooperation and develop at least 3 new project ideas during the project;
- ✓ To implement intercultural activities, getting to know the culture, traditions, language, etc. of 9 countries;
- ✓ To develop at least 4 new educational game type methods;
- ✓ To ensure publicity, successful implementation of the project, achievement of the set goals and objectives.



PROFILE OF PARTICIPANTS

Altogether 30 people from 9 countries will take part in the training course - 3 participants from each country are expected and there will be 3 team members - 2 from Latvia and 1 from Bulgaria.

Profile of the participants - project coordinators, assistants, project managers, organization managers, youth workers, trainers, facilitators and others. There isn't age limit but all participants should be 18+. We kindly would like to ask partners to think also about gender balance and from each country select one male participant. And please remember



TRAVEL COSTS

According to the Distance calculator and will be transferred by Bank after training. Flight tickets can be bought after getting approval from the organizers. Please send them to approve: ginta.salmina@gmail.com

- | | |
|-------------------------------|--|
| € 20.00 - Latvia | € 275.00 - Romania, Greece, Bulgaria, Italy, Poland, |
| € 180.00 - Estonia, Lithuania | € 360.00 - Spain |

Application form for selected participants (deadline 22. march)



forms.gle/pLDPytTSJo1DHZqf9



Additional information and questions



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Ginta Salmina/ Latvia

Gintas business background helped her successfully to open NGO what now she is running for more than 10 years and Ginta has implemented more than 80 projects in the different programs. She believe in Non-formal education and especially Ginta like to use and to develop different educational games. In 2012 she started experience as a facilitator and trainer thus supporting the learning process and personal development of youngsters. Since 2012 Ginta is also involved in different activities connected with the games - has been involved in educational games development, organising trainings and projects connected with the games, organising seminars "Tool fair" in Latvia and many more. And yes, in Gintas games' suitcases she has more than 250 different games.



Natalie Jivkova/ Bulgaria

Inspired by and passionate about non-formal learning, Natalie supports the learning processes and personal development of youngsters and adults. In love with this way of learning since high school and after a few significant learning experiences in her life, it turned out to be her professional path in the education, training, volunteering, and youth field. She started her role as a facilitator in 2002 and since 2007 she has been working as a freelance trainer and facilitator, delivering different educational activities and events on local, national and international level. Natalie has also experience as a coach and a high interest in promoting well-being on a personal level as well as in teams.



Natalja Gudakovska/ Latvia

Natalja is trainer in the youth field since 2006 and since 2005 she is organising international projects and trainings. Natalja is trainer of the Pool of Trainers of Youth Department of the Council of Europe and Latvian National Agency of Erasmus+: Youth in Action Programme. As one of the founders of the Association of Education Games and Methods, she strongly believe that non-formal education and games have power to support people in building their lives, now and future. Natalja also believe that every human being has their potential to find their own way in life and games can support them in choosing and finding their path.



**PLAYING GAMES IS THE BEST TIME OF YOUR LIFE,
AND THE MORE GAMES YOU GET, THE BETTER IT IS!**