



"YOUR TURN! Games in NFL"

26 September—4 October 2015, Kobuleti, Georgia



Activity Report from the TC "Your Turn! Games in NFL" (Kobuleti, Georgia, 26/09-04/10 2015)



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Reflection families conclusions

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Reflection families conclusions

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- Secret missions tasks
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- Written evaluation results



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Introduction

The general idea of this project was to bring together people that do youth work with young people (especially younger youngsters - 12-16 y.o.) to share experiences and develop competencies on using GAMES in non-formal settings not only as an element of fun, but as an effective learning opportunity for youth.

Aims

- Exploring the concept of games and playing as a crucial opportunity for young people to learn
- Identifying the competencies that could be developed through games that are required for young peoples' active participation in social life and for employment
- Exchanging the experience on most commonly used types of games in different contexts
- Raising awareness on the principles, values and characteristics of non-formal learning (NFL) and exploring Experiential Learning cycle as a crucial tool to extract important learning outcomes from games
- Developing skills on designing, facilitating games and getting high learning outcomes through good quality debriefing process
- Providing a space to develop further ideas on using the games as an effective learning opportunity at the local level or through future projects of Erasmus+



Participants

27 youth workers, peer-to-peer educators, youth leaders that work with young people in youth centers, NGOs, schools, etc. – 2-3 representatives from each country – Programme countries and Eastern Partnership countries and Russia.



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Day 0

- Welcome words by Daniel and Kety (the project coordinators). Then presentation of Ieva and Antonio (the trainers)
- Name circle (Name, country, sound and movement)
- Small groups activities: we divide the group in 5 small groups by suggesting different types of games and making them choose their favourite. The 5 groups have 5 tasks:
 - 1. Decoration of activity room,
 - 2. Game to learn names: With a deck of cards, each player receives one card and has to do a different action according to the suit of their card (Diamonds: say your name; Clubs: point at 5 people and remember their names; Spades: Stand in the middle of the circle and do a human-roulette; Hearts: say the name of your 2 neighbours)
 - 3. Game to learn more facts about each other: Speed-dating activity with 5 topics (family, work, studies, relation to youthwork and hobbies)
 - 4. Icebreaking game: The cat and the mouse (run and catch)
 - 5. Icebreaking game: The fruit-salad
- Welcome drink-snack and questions made by participants: Each participant has to prepare 3 questions and then, everybody will exchange questions and answers to get to know each other.





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Day 1 (Sunday, 27/9/2015)

- Good morning in different languages, circle of names-country-showing the favourite game
- TOP10 QUIZ: The group divided in small groups of 3 (just numbering 1,2,3) and these teams are valid for every day of the TC. Each day a different question is raised and the teams have to find the correct answer. The team can only participate in the daily quiz if all the members are in the room on time. They have 2 minutes for thinking the answers.
 - Question for day 1: Ranking of the top10 popular names in the world
- Getting to know each other better:
 - Sherlock Holmes (2 statements true and 1 false about yourself). Each person makes the statements and all the group have to move themselves to the corner of the room of the false statement.
- Motivation: Group is divided in 5 small groups (with the 50-cent energizer) and they are asked to speak about the questions sent by email about motivation and write the answers on papers.
 - What is the REAL reason why I decided to come and participate in this training?
 - My relationship to topic of GAMES – why am I interested in it? Which aspects in particular...
 - How can participation in this training be beneficial to the organization I work with and young people?
 - How can I contribute to make this training a success?
 - How would I like to challenge myself during this training?
- Programme and approach to the TC - introduction
- Youthpass and learning diary presentation
- Energizer: The running mouse
- Statements
 - What was the last time I played with youth some game?
 - What is the age group you work with? (12-16 or other)
 - How long have you been involved in youthwork?
 - How many times per week do you do “youthwork”?
 - International projects
- LUNCH
- Energizer: The Earthquake, castle and princess. We use it to make 3 teams.
- Trust building activity: Blind excursion in trios
 - First: Speaking and touching allowed
 - Second: No touching allowed
 - Third: Only noises and sounds allowed for communication
 - Debriefing based on the importance of communication, trust building process, positive approach to conflict, respect and sensitivity to intercultural background.
- EXPERIENTIAL LEARNING ACTIVITY: Crossing the river with the crocodiles

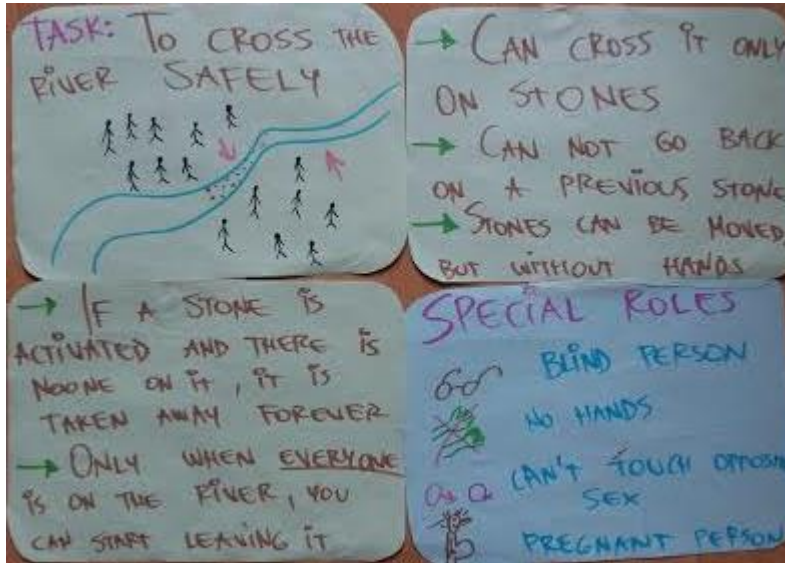


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- The participants are divided in 2 teams and each team has to cross the “river”. There is an imaginary river separating the 2 shores and some stones in the middle. There are some rules:



- Apart from this roles, there are some secret roles: one is already asking “why” about everything (annoying role...), and other cannot speak.

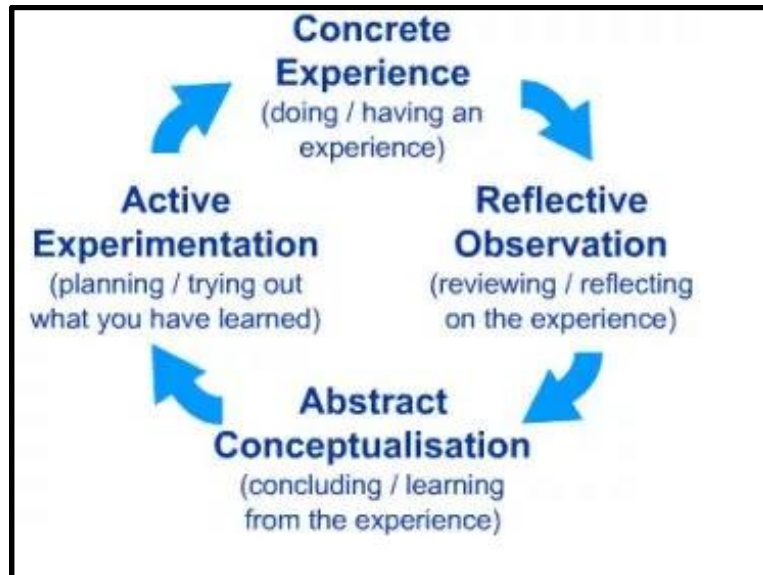
- Experiential learning Debriefing
 - Experience the activity
 - Questions: What happened? What did you observe during the activity?
 - Reflection: Talk about how do you feel
 - Questions: How do you feel?(Express in 5 words) Dow did it go? What did you observe – what was happening? How did you decide the strategy?Feeling of danger? What were the results? How was it? At which point you thought you could cooperate all together? What was challenging in the activity?
 - Conceptualize: What can we learn from it
 - Questions: Why did this happen? What do these results imply? How does it relate to...? Conclusions and learning points
 - Applying: How I will apply what I learnt
 - Questions: What would I do different next time? How can we use it in our reality? What to take into account for cooperation in our group?





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- Conclusions: The team that crossed the river first considered that they were winners, so there is a debate about the goal of the game and the concept “win”. Was there supposed to be a competition? Was it a game against the crocodiles? There is a debate about the collaboration among the teams. Some participants tried to suggest some collaborative solutions but the group didn’t listen. There is a debate about the competition in the game, whether it was a competition or not.
 - Sometimes we meet people who might need extra support and we must be able to provide.
 - Leadership is needed in a group, but everyone should also be ready to lead and also to work in a team.
 - Panic is bad
 - Don’t focus in small victories but connect with the big success
 - Be ready for unexpected challenges and to step out of comfort zone
- Dinner
- Intercultural night (Games from first 5 countries)

Reflection families conclusions

Shengelia: Very good feeling. Not many small groups isolating themselves. Suggestion of mixing during lunches and dinners. About the activities: interesting and colourful. Nice to move from inside to outside. Nice and meaningful activities.

Oniani: Involved and inside the project. One member feels sleepy (long night). Successful result of the activities. Good group feeling. Activities: very nice introduction and good time management. Nice combination of inside/outside.

Merabishvili: Active, happy, comfortable. Some members feel problems with English. Some people need more free time. All the members feel a very friendly atmosphere. Programme interesting and involving. Good to combine indoors/outdoors. Happy about the conclusions.

Khushtishvili: All the positive things like the other families. Long trips made people tired and less active today. The group thanks to Kety and Daniel about all the preparation and logistics for the arrival. Very strong group atmosphere. No one is feeling bored in the



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activities. Some games are known, but however the feelings are different than other times due to the nice group.

Kapanadze: All the positive things like other families. Some people had more than they expected for a first day of activity. Good group building process, even if the people who came late doesn't feel inside the group. So far nobody is irritating. Programme very positive and looking forward for more. Even if some activities were known, the people was happy about them and the performance. Facilitators make us feel motivated.





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Day 2 (Monday, 28/9/2015)

- Top 10: The most sold games in history
- Presentation of the day
- Energizer: The names blanket (2 teams on the 2 sides of the blanket... they have to call the name of the person on the other side)
- Presentation of different types of games, typology of games:
 - Classification by places (indoor, outdoor), by number of participants (individual, group), by age of participants, by interaction (cooperative, competitive), by themes (mathematical, values, geography...), by the elements used (cards, ball, board, role-games...), by purpose (for fun, education, conflict solving...), sportive (fighting, divided field, athletics...).
- Statements for understanding the concept of the TC: games
 - We divide the big group in 2 for easier facilitation.
 - The statements are presented and people must decide if they agree or not with them. Small debate is created.
 - Some people are good at games and some are not
 - Group games are better than individual games
 - Sports is not a game
 - If it is not funny, it is not a game
 - Some things you can not learn by games
 - Competition is the key to progress and success
 - Winning is the best way to learn
 - Teenagers don't like to play games, because they seem childish
 - Non-formal education is all about games
 - Learning through games happens naturally
 - The more you play games, the more you like them
- Wrapping up conclusions about the common understanding of "games" that we use during the TC
- Human Psychology: [Erickson's Psychosocial Developmental Stages](#) The participants receive in a Puzzle style the different stages and they have to put them together.
- COFFEE break
 - My organization: Each NGO is invited to introduce themselves. They have to create in 30 minutes a poster with information (photos, info...). When the posters are ready, people walk around dressed up with posters in order to discover the others.
 - LUNCH
- Introduction to the Key Competences and the SKA model
 - 21st Century competences CASINO: We divide the group in 5 small groups and the task is to point out the 10 key competences for the perfect citizen (individual and in society). Then (without presentation by the teams), the 8 key competences are





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presented and the participants are invited to cluster their 10 competences in the 8 key competences groups.

- Family groups managed by the families as they want. No reporting of the day.

Day 3 (Tuesday, 29/9/2015)

- Top10: The favorite fruits and vegetables of Antonio and Ieva
- Summary of the day
- Introduction to the secret friend
- Introduction of the Secret Missions idea in couples
- Energizer: The blanket game
- 2 rounds of games:
 - Millers Hollows warwolves
 - Dixit
- Debriefing of games in 2 teams:
- BREAK (Ukraine)
- Energizer: Dobble
- 4 rounds of games:
 - Tokyo Train
 - Blitz
 - Coyote, Cardline, Timeline
 - Smart ass
- Debriefing of games:
 - What competences can you develop with the games?
 - Reactions, speed thinking
 - Adaptable for other situations or topics
 - Languages, history, chemistry...
 - Icebreaking situation
 - Winning and losing skills (competition vs cooperation)
 - Learning to learn (discovering the learning styles)
 - Communication (or miscommunication)
- LUNCH
- Energizer: The dentist
- Experiential learning activity (The chairs)
- Debriefing of the experiential learning:
 - Feelings: confused, excited, curious, amazed, shocked, proud, stupid, tired
 - Observations: Remember what was happening? what was happening? There was a kind of battle, then everyone seemed to be united. It was like a jungle, with people on the floor, running. Some people sitting on the chairs. Competition and collaboration.
 - What were the most surprising/shocking moments? Realizing of the need of cooperation among all the group. Watching some people from the group collaborating with the other teams. It seemed that there was a tricky thing about collaborating, so one participant hide a chair, but then they trusted. One team didn't get the instructions of not speaking, so there was confusion



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- at the beginning. Some participants were surprised finding themselves in the middle of the fight.
- Communication: some participants managed to have non-verbal communication
 - Violence: some participants felt it was violent and stood out of it
 - Danger: some people had the feeling of danger and tried to avoid or prevent accident. Some participants were trying to pacify the situation.
 - Feeling of manipulation, everything happened fast.
 - How did you manage to achieve the task? Taking a step back and looking at the whole picture. The previous energizer put a lot of power in the group that exploited later.
 - What is the connection with the reality? With our real lives? We are used to thinking less than acting. We should think before acting. We should try to find the win-win situation. We see this competition situation in everyday life. The system was represented by the facilitators, by creating a manipulating environment. Sometimes we have the feeling that we can't do anything against the rules of the system, but it's good to be aware that we can do a change if we support each other. In real life, when employees in a factory demand a raise of salary, labour unions can be stronger than individual efforts. We are used to follow, and however we get into the fight.
 - How can we use this in our YouthWork? To analyse the group
 - Theory on Experiential learning cycle and on group dynamics cycle in 2 parallel groups
 - Reflection on the personal values. Each person receives a document with a list of values to reflect on the "ranking" of values.
 - Reflection families: Sharing the feelings of the day and, if each one wants, the value list of each one.
 - DINNER
 - Reporters meeting
 - Intercultural games evening 2: Latvia, Chechenia, Greece, Romania and Ukraine.

Reflection families conclusions

Shengelia: Happy, great, excited. Appreciate the kind of activities and debriefing. The most special activity was the chairs and the debriefing. About the discoveries, the experiential learning showed how to deal with values and responsibilities as educators. Some people is amazed by the power of reflection and debriefing. Questions/reflection of the day: How are we going to apply successfully all these learnings in our Youth Work? How can we adapt games and tools for different ages?

Oniani: Positive feelings for the day. Everyone is feeling excited and becoming closer as a group. Impacted about the chairs exercise and the deep meaning of the debriefing. Innovative and making the group knowing each other better. Liked the kinesthetic activities. "I discovered a part of myself". Nice games and lot of activities. The pattern of the activities



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is interesting and the debriefing is very important. As we are all new to each other, we can be who we want to be, no prejudices. Kobuleti spirit and feeling like at home.

Question/reflection of the day: Why such a mess for a chair? (question-irony)

Kapanadze: Tiredness in the family but not in a lazy-passive way (long night birthday party).

All the family was impressed about the chairs exercise in a positive way. Important conclusion: "it's important to think before acting" and nice to be challenged as a group and collaborative tasks. Question/reflection of the day: Am I able to use such an activity (the chairs) and then lead the debriefing in a proper way? How values changed in time (from the past to the present)... How important is competition and how inevitable it is in our lives?

Merabishvili: Happy about the birthday. Some people worried about injuries and risks.

People pushed out of comfort zone. Happy about having the debriefing of the activities.

Many board games and focusing on following instructions. Question of the day: Should we socialize in our group or only reflect?

Khushtishvili: Fresh and feeling with more energy than day before. Full gaming day. Chairs activity was interesting and generated long reflection. Interesting new games that seem little but have big power. Very useful for different purposes. Questions of the day: Creating a game is a complex task where many things should be considered. Suggestion for fruits in the coffee breaks.





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Day 4 (Wednesday, 30/9/2015)

- Top10: The most beautiful cities of Georgia
- Summary of the day
- Energizer
- Workshop: In 2 parallel groups
 - Learning styles (Honey and Mumford test and reflection)
 - Facilitation (theatre about the different options and debate)
- Excursion to Batumi and traditional dinner "Supra"





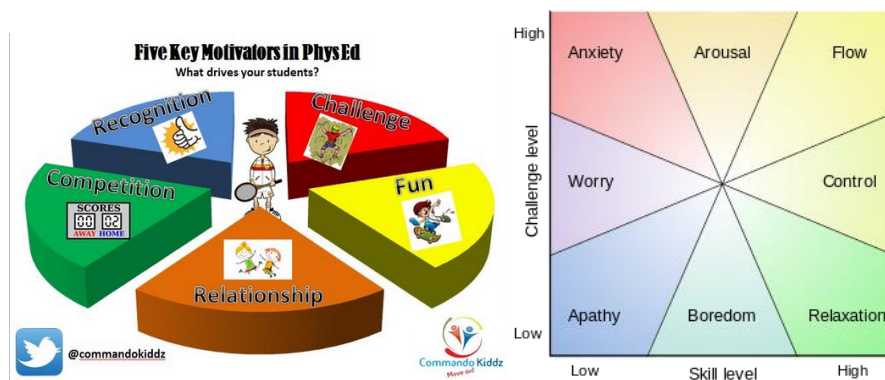
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Day 5 (Thursday, 1/10/2015)

- Top10: The most important inventions for humanity
- Energizer: James Bond
- Summary of the day
- Workshop: Conducting and motivation
 - Ted Talk VIDEO: http://www.ted.com/talks/itay_talgam_lead_like_the_great_conductors#
 - Small groups to debate the 5 DO's and DON'T's about facilitating games
 - DO's:
 - Be flexible, be focused, create the space for participation, involve everyone in the process, clear instructions, time management, adapt the tools to the group, be diplomatic, be charismatic, show appreciation, sense of humour, be interesting, be ready to deal with conflicts, respect, give and receive feedback, be balanced.
 - DONT's:
 - Influence, ignore, overcontrol, focus on winners or losers, leave someone behind, be "pushy"/strict, show irritation, be emotional, be the star of the game, judge, focuses on the result, show preferences, do exercises that you are not sure about, ignore the background of participants, be overprotective with participants.
 - Presentation of the model of Motivation and the flow model



- COFFEE BREAK
- Presentation of the LAB-PHASE activity. Participants are invited to create groups of 2-3 people in order to develop the creation of a new game. The rules are:
 - Activity of 30-40 minutes (including intro, activity, debriefing and closing)
 - Target group: youth workers (but suggestions for adapting to youth are welcome)
 - Materials can be used (all the stationery, papers...)
 - Feedback will be provided by the participants of the activities.
- LUNCH
- Continuation of the lab – each group is consulting with trainers
- DINNER
- Optional activity: Dancing in the dark



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- For one hour, a dark room is filled with music and participants are invited to dance and feel the music
- Optional activity: [Movie night "Mandariinid"](#)



Reflection families conclusions

Shengelia: Fantastic the Georgian night. Very nice to discover so many things about the country and the city. Some participants feel challenged about creating the game and some have the feeling that this is a very important day of ownership because we are creating our products.

Oniani: Positive feelings of the day. All the members of the family are excited with the group work and process of creating games. Satisfaction about the process of creation.

Kapanaze: Frustration about creating the games because some people didn't feel comfortable in the process and they didn't finish the task.

Merabishvili: ?? (They don't show-up)

Khushtishvili: The family group works quite fine, our mother takes lot of care of us. The game creation process is very satisfying for everyone. Expecting the dancing in the dark process.



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Day 6 (Friday, 2/10/2015)

- Top10: How is Dominika? (It is Dominika's birthday, so we made a survey among her facebook friends to find out her characteristics)
- Energizer
- Summary of the day
- Testing the games created in the lab-phase. You can find the game description template in the facebook group shared pictures and in this [LINK](#)
 - House of the Wizzard
 - Auction of life
 - World of GRIS
 - Intercultural Mailbox
 - Crossroads
 - Johare Window
 - Walk to remember
 - Cats, dogs and mice



- FAMILY MEETINGS:
 - How was the day?
 - Main AHAA! moments
 - What do you still expect from tonight and tomorrow?
- REVEALING SECRET MISSIONS!!!
 - You can find in the FB group all the challenging and nice situation experienced by each team of secret agents.
- Self-organised night:
 - one of the families suggest to have a party night.



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Day 7 (Saturday, 3/10/2015)

- Top10: The EU Programme countries with highest number of accredited organizations
 - [This is the link to the database of projects](#)
- Summary of the day
- Energizer: Counting from 1 to 10 one by one (if coincidence, restart)
- ERASMUS+ workshop:
 - Energizer to divide in 3 groups: Clapping in a rhythm way with different rhythm for number 3 and number 4 and number 2
 - Each small group goes with one trainer to learn about the experiences and the actions:
 - Youth exchanges
 - EVS
 - Youth workers mobility
 - More information about E+
 - Erasmus+ and SALTO
 - <https://www.youtube.com/watch?v=vfMFXpuxmro>
 - <https://www.youtube.com/watch?v=d8KjNMO07Hg>
 - <https://www.youtube.com/watch?v=27-FGA8sCEc>
 - <https://www.salto-youth.net/tools/european-training-calendar/search/>
- BREAK
- FOLLOW-UP:
 - Local:
 - How will you share this experience with the people in your NGO?
 - Workshops with staff and beneficiaries
 - Share experience in organizational&local newspapers/info bulletin (AM, GE, PL, GR)
 - Share info through social media (all countries)
 - Share the game ideas with schools and pupil and partner organizations
 - Share ideas with pupils' council
 - In upcoming youth center
 - Sharing a video from TC (IT)
 - Module of games with all the instructions (IT)
 - 5 main points/ideas to share
 - "Games are not for children, but can learn from them"
 - All the games
 - Energizers
 - Johari Window
 - Morning Top10 to make paxs are on time
 - Casino Game idea
 - Secret Mission idea



Erasmus+



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- Crossing the river – team-building exercise
- Experiential learning cycle
- Debriefing – space for learning
- Getting board games that we tested on training and using them with youth
- Find out more about scouting
- Principles and approach to NFL
- Family groups
- “Dancing in the Dark” idea
- 5 next steps to bring games closer to the young people we work with
 - At daily work with youngsters
 - At summer camp
 - Evening and weekends of games at schools (also traditional games) – GR, PL, GE, Chechnya
 - To create Teens’ club (UA)
 - Make a training for students of university – using games and about E+ (UA-Crimea)
 - Create volunteer groups – use games (GE)
 - To use games at formal education (LV)
 - Field trips that include games (LV)
 - Use them in commercial events – team-building for classes (LV)
 - Game lab for young people to create own games (BG)
 - Use Games in English Club and adapt according to cultural reality (Chechnya)
- International
 - What ideas for cooperation you have with the members of this group?
 - Keep in touch, continue sharing resources and inspire through FB (all)
 - Youth exchange on active games in NFL (AM)
 - EVS cooperation (AM-Greece) (GE+??)
 - Youth exchange idea on intercultural dialogue (RO)
 - Will keep on informing about next project ideas (Erasmus+) and invite partners to join
 - Keep in touch with partners from TC
 - Youth exchange on cultures and languages (BG)
- Energizer: Pizza in the back (Hachapuri)
- SOLO: TIME FOR SELF-REFLECTION
 - Every participant is invited to go to the beach (or any other private area), alone, and reflect about the experience in Kobuleti. They have to write a letter to themselves that will be sent after some time, to remember all the learnings and experiences from the TC.
- LUNCH
- Short movie about the war in Chechnia: Pod pokrovom
- Families evaluation:



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- 3 Interesting funny statistics about the training
 - Number of Touchy-touchy activities
 - Hours of Florin speaking
 - Mess in the room
 - Number of single time
 - Number of “come-oooooon”
 - Number of post-soviet countries bornt people 75%
 - Average sleeping hour: 02:00
 - Average time of arrival to Top-10 activity
 - Over 9000 time touching each other
 - Number of seagals
 - Number of times we have asked “how do you feel right now?” 143!!!
 - Toilet paper rolls 278!
 - Times per day leva was “dancing” in the room: 86
- To what extend your expectations from this training are met?
 - More than expected
 - Very deep reach of expectations and totally accomplished
 - Deep level of self-development
 - Totally accomplished expectations
- 3 Dixit cards that represent the TC



- The unity of our families and the relations
- The mess of the rooms
- The proximity to the beach
- The unity of all the people in the group
- Teamwork
- Reinis coming to Kobuleti
- Well balanced training FUN-EDUCATIONAL
- We are more enlightened than when we arrived
- Good process during the week and teambuilding
- We went very deep inside during the training
- Sleepless night but full of energy
- Family feeling

- WRITTEN EVALUATION
- YOUTHPASS CEREMONY and SECRET FRIEND REVEALING
- Farewell party with the contributions of the families to the decoration, to the performances and to the music... We even had a wedding in the group!!!

You can find here the [Lyrics](#) and the [music](#) of the “Your TURN” song.



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See you soon! And enjoy playing in your lives!!!

Kety, Daniel, Ieva and Antonio.





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Attachment 1

List of games used in the TC (and some more)


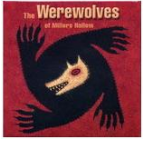



Title	Image	Competences
Dobble https://boardgamegeek.com/boardgame/63268/spot-it		Foreign language
Fantasma Blitz https://boardgamegeek.com/boardgame/83195/ghost-blitz		Abstract-creative thinking. Reaction
Timeline https://boardgamegeek.com/boardgame/131325/timeline-diversity		Knowledge about History
123 now you see me https://boardgamegeek.com/boardgame/148494/123-now-you-see-me		Memory, Learning to learn
Coyote https://boardgamegeek.com/boardgame/8172/coyote		Deduction, Logics, Strategy
Cardline https://boardgamegeek.com/boardgame/145014/cardline-globetrotter		Knowledge about geography or environmental issues
SuperRhino https://boardgamegeek.com/boardgame/91514/rhino-hero		Concentration, Strategy
UghaBugha https://boardgamegeek.com/boardgame/106753/ooqa-booga		Cultural expression, Foreign language (voice apparatus training)



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Diablo https://boardgamegeek.com/boardgame/130999/diavolo		Knowledge about Mathematics, deduction, reaction
The Werewolf of MillersHollow https://boardgamegeek.com/boardgame/25821/werewolves-millers-hollow		Social skills, debating, language skills
Dixit https://boardgamegeek.com/boardgame/39856/dixit		Creativity, abstract thinking, deduction
Tokio Train https://boardgamegeek.com/boardgame/41052/tokyo-train		Reaction, foreign languages, communication
Smart Ass https://boardgamegeek.com/boardgame/27389/smart-ass		Knowledges, culture

Attachment 2

Secret Missions

- Go to at least 3 different balconies in Kobuleti from which you can manage to make a photo of Iris hotel (of course, except our hotel..) and make pictures with the owners of balconies with our hotel in the background.
- Go to market place and sell at least 1 kg of grapes to locals there (surely you can also sell other things..).
- Go to the beach and create sand sculptures out of stones with the title of our training.
- Make for yourselves suitable costumes and help for at least 30 min the pedestrians to cross the street on zebra near our hotel.
- Find some bar or restaurant and volunteer for them for at least 30 min doing something really useful and tangible



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- Make a short dance video (at least 1 minute, with some choreography) involving at least 3 staff members from this hotel
- Be statues in Kobuleti central square for at least 30 min
- Take some of the board games and find at least 3 more people in the city (outside our group) to play these games with you for at least 30 min
- Find some little shop where you could “job-shadow” the shop assistant and sit next to them for 30 min
- Find a market place and for 30 min become a volunteer to carry the bags of people – even until their home
- Choose the most special stones from the beach and in some crowded place try to sell them (at least for 30 min)
- Make a petition about something absurd and collect signatures of at least 20 people from the city who sign it
- Go to somebody’s home and ask for a recipe for making a Georgian dish – eggplants in nuts (patridzani nigvzit) – write it down
- Walk around Kobuleti (some crowded place) with 2 imaginary dogs tied in a belt for at least 30 min (of course don’t forget to talk to them and feed them..)
- Find some crazy video with dancing from youtube, bring computer with the video with you and dance this video at least 3 times in some public place
- Organize a card game play with the old guys near the cigarette-selling place in city square
- Go to the beach with name tags and walk around the beach for at least 30 min and go and introduce yourself to everyone. Also find out THEIR names and make name tag for each of them and ask them to wear it or leave it near them on the stones.
- Walk around the town center with towels only around you and on the head for at least 30 min



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Attachement 3

Casino Game scenario

Aims:

- to multiply capital/to earn money
- promotion of creativity, sense of initiative/entrepreneurship
- promotion of understanding of competences developed by games
- promotion of learning through games

5 companies (each consists of 6 persons)

To earn money, companies may:

1. to buy a stock, answer the question and triple the money (in a stock office:)

The group is buying a stock in a bank (50 TURNS) and needs to answer the question. Then with the ready answers goes to the stock office and one of experts assess their answer/proposition. If it is well developed and described (not too general and basic), people that assess offer some amount of money (up to 150 turns). Another group may take the same stock to create some other solution.

2. to play in casino:

- LOTTERY: to pick a piece of paper with a task to do, one costs 20 TURNS. Do what is written and earn 40 TURNS or lost 20. (...)
- GAMBLING: to play a card game (blackjack). You have to pay 20 TURNS to play. If you win you are getting 50 TURNS more. If lost, you lost your money. (...)
- (UN)LUCKY BALLOONS: to answer the question from the balloon. There are balloons in 3 colours: yellow, green and red.

BLUE costs 25 TURNS: you earn 50 % of bet money (50) or lost 25 TURNS. (...)

GREEN and YELLOW costs 50 TURNS: you earn 100 % of bet money (100) or lost 50 TURNS.(...)

RED (a blind chance, the most risky ones): you bet as much as you want BUT not less than 100. You can earn 300 % of bet money or LOST the amount you bet. If you find "LOSER" ticket you lost.

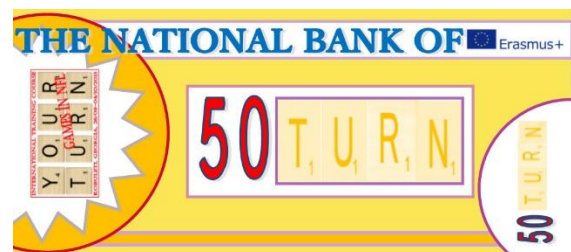
STOCK ASSESSMENT:

- Ieva, Antonio, Kety

CASINO:

GAME 1 "PICK UP": Dominika

GAME 2 "BLACKJACK": Vasilis





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(UN)LUCKY BALLOONS: Ori

BANK - Daniel



As you remember on each stock there was another (one of eight) “key competence” to describe.

<h2>STOCK # 1 (50 TURNS)</h2>	
1. Communication in mother tongue	
What kind of skills, knowledge and attitudes can be developed by games. If you give at least one example of a game you will get 10 turns extra).	Amount and signature:



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PICK UP tasks:

1. You are a great singer, don't deny ☺ To get the money you have to sing some song in your language.
2. Lucky you!
3. Go to a person from other country and try to ask him/her something in your language about anything you want – make him/her confused.
4. Lucky you!
5. Lucky you!
6. Lucky you!
7. Lucky you!
8. Lucky you!
9. "L" stands for LOSER ☺
10. "L" stands for LOSER ☺
11. "L" stands for LOSER ☺
12. "L" stands for LOSER ☺
13. "L" stands for LOSER ☺
14. "L" stands for LOSER ☺
15. "L" stands for LOSER ☺
16. "L" stands for LOSER ☺
17. Just dance! You can do it ☺
18. Go to the person you like and kiss her/him.
19. Swap/change at least one shoe with someone else in your group.
20. Put a lipstick on your lips and stay like this till the end of a game.
21. Take a silly picture with whole your group.
22. Dance using a chair.
23. Dance using a chair.
24. Ask some person to dance with you.
25. Ask some person to dance with you.
26. Put a lipstick on your lips and stay like this till the end of a game.
27. Take a serious picture with whole your group.
28. Take a picture with whole your group outside the building.
29. Take a picture with whole your group in a toilet.
30. Teach your group some simple sentence in your language.
31. Take a selfie with someone from the hotel (owner, lady from the kitchen etc.)

Yellow balloons:

1. How many stars is on European Union flag? 12
2. Why there are 12 stars on European Union flag? 12 – symbolic number from ancient philosophy – perfect number, something connected with religion, FOR SURE not the number of countries that established EU
3. How many countries are in European Union? 28
4. What country has joined European Union as the last one? Croatia
5. In which year Greece joined European Union? 1981
6. In which year Poland joined European Union? 2004
7. In which year Italy joined European Union? 1958
8. In which year Latvia joined European Union? 2004



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9. In which year Romania joined European Union? 2007
10. In which year Bulgaria joined European Union? 2007
11. You won!
12. You won!
13. You won!
14. You won!
15. You won!
16. You won!
17. Ask some annoying question to one of a person that conduct this game 😊
18. Please name all the countries that take part in "Your Turn!" TC.

Green balloons:

1. Which programme has paid for our training course? Erasmus plus
2. What is the most popular music instrument in Spanish flamenco? A guitar
3. You won!
4. You won!
5. You won!
6. You won!
7. You won!
8. You lost!
9. You lost!
10. You lost!
11. You lost!
12. What city was the first capital of Georgia? Mtsheta
13. How Georgia call their country? Sakartvelo
14. How old is Tbilisi? 15 centuries
15. What is the population of Georgia (more or less)? 4 436 266
16. What is the name of Georgian "pizza? khaczapuri
17. What does khachapuri mean in Georgia? "Khacho" – cottage cheese, "puri" – bread
18. How many kinds of khaczapuri you can find in Georgia? 9 different (the answer from 7 to 10 is "paid")
19. What is the capital of Georgia? Tbilisi
20. What is the name of Georgian "dumplings"? Khinkali
21. What is the rule of eating khinkali? With hands
22. How many participants from Georgia we have on our TC? 5
23. What is the name of a person who making Georgian toasts while drinking wine? Tamada
24. What is Georgian "supra"? Dinner table
25. What is Georgian traditional dinner famous for (while drinking wine)? Making toasts
26. What is the traditional way of drinking wine in Georgia? From the horn
27. What is Kety's surname? Zhvania-Tyson

Red balloons:

1. You lost... sorry ;)
2. You lost... sorry ;)
3. You lost... sorry ;)
4. You lost... sorry ;)
5. You lost... sorry ;)
6. You lost... sorry ;)
7. You lost... sorry ;)



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8. You lost... sorry ;)
9. You lost... sorry ;)
10. In which year European Union has been established? 1958
11. What is the title of the anthem of European Union? You can sing a bit instead of answering...
Ode to Joy
12. In which city is located the parliament of European Union? Brussels
13. What was the name of the previous programme in which we could take part in projects such as our training course? Youth in Action

Attachement 4

Reinis' eye and hand





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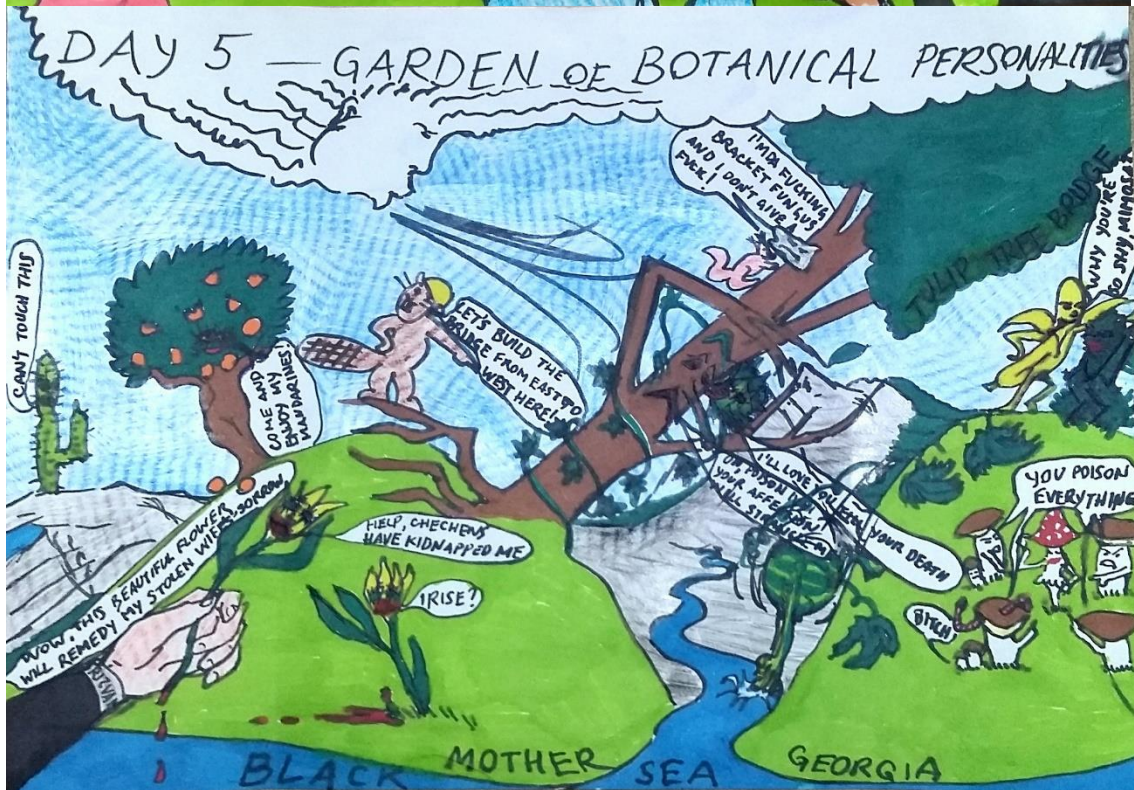
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Training course

"Your Turn: Games in NFL"

26.09-4.10.2015, Kobuleti, Georgia

EVALUATION RESULTS

1. How much did the training meet your expectations?

(Please indicate one of the boxes)

None of the expectations	Some of the expectations	Most of the expectations	All expectations
		3	24

Comments:

- I expected to be more involved into the activities, sometimes I was lazy.
- Even surprised my expectations.
- my expectations were : knowledge, skills and experience. I got it.
- the training overcame my expectations. I was thinking that this training would only focus on youth but it was amazing with various tasks.
- the trainers were of very high level.
- even more wider spectrum of games ,what to do before and after games

2. Your involvement?

(Please indicate one of the boxes)

	Never	Some of the time	Most of the time	All the time
Active participation			7	20
Taking initiative		5	13	9

Comments: I participated in every activity, I didn't always take initiative because I wanted to observe first.

- Im really happy that I had the chance to be involved in everything.
- the most intense and busy training I've ever been.

3. Please name the sessions/topics of the training which were the MOST useful for you. Please explain why:

- The debriefing parts after each activity was the most useful. They helped to understand fully how the background of youth training is organized. understanding the concepts of games.
 - Casino : I learned about the things I've never heard before.
 - the LAB game creating our own new game and trying it on real people because I need to create games in my volunteer and professional life.
 - Competence required for active participation in social life discovering the power of game.
- Playing game, was all very practical and useful sessions because I can use them in my everyday work.



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- Chair game: it strongly showed me how important is the cooperation, the positive attitude and it made reflect. Also the power of the debriefing was visible.
- Group preparation of a game, it was challenging but it showed me that it's possible to manage light preparation of the game. Also feedback was valuable and I have learned how to cope with stress and failure.
- game creation process, it was all about our initiative and checking the material we were given at the same time.
- it was a serious teamwork and we learned a lot.
- chairs game: taught us a lot. It was more exciting to discover the real point of the game than the game itself. It was really active.
- Creating our own games.
- It is a really hard topic so I had my chance to clarify my knowledge.
- for me the most useful was when we had a task to create a new game focused on developing skills and values
- sharing professional experience, cooperation and team building activities, debriefing and games. Creating our own games and Erasmus plus.
- for me everything that we have done here is useful from the beginning till the end. I learned a lot of things and I am excited to apply them.
- each session was really great, interesting but I have to mention the casino game because it was a result of team work, making a strategy, learning new things.
- I really liked the games and that I met new people.
- we learned that games are also very helpful at learning.
- casino, crocodile game, creating game was very useful.

4. Please name the sessions/topics of the training which were the LESS useful for you. Please explain why:

- for me this was not a non useful session, I enjoyed every one of them and I learned a lot. Everything was really useful.
- maybe the presentation of YE, TC AND EVS because I was already familiar with them.
- all of them were useful and great.
- black jack, it was fun but not useful because of obvious reasons.
- dancing in the dark was something totally not connected to our TC.
- I could only mention only some parts of the program which I already knew but they were valuable to other participants so it's difficult to judge.
- a film about conductors was not very helpful, maybe I was not focused but I didn't feel it as something worth to watch. Although the idea of short movie was good.

5. Please mention what are the 4-5 most important things you learnt, discovered and realized during this training?

- well, indeed plans failed (try them out first with demo groups)
- Give more exciting elements, then slowly add challenges.
- more emphasis on team selection team with conflicting intentions will fail more often.
- pay attention on how your subjects feel. However they might try drown to their original feelings.



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- I discovered such a person like Reins.
- I learned many games and energizers. I discovered the dark side of myself.
- I discovered many friends.
- working in team.
- use of non formal learning.
- being inventive
- learn to take the leader role when needed
- power of debriefing (sometimes it's necessary for participants)
- how to share very personal feelings in the best way.
- I have improved my teamwork.
- games are powerful tool for learning.
- the importance of the facilitators.
- I gained more knowledge about non formal education.
- importance of intercultural interaction.
- I discovered that I have so much energy and so many ideas to improve.
- new friends.
- the power of team building and the importance of debriefing

6. How do you plan to use the experience from this training in the future?

- Im going to implement experience from the training in English and communication club.
- sharing it with my colleagues.
- to apply a lot of activities of this T.C in our own projects.
- I will definitely use the games in my youth center and the debriefing of the activities.
- im going to prepare a workshop in my N.G.O
- it will be a good experience and useful information for future programs
- to make trainings in schools in cecenia
- I plan to present our game knowledge to my organization, staff and volunteers.
- use it in my youth clubs.
- I'm youth worker so I must try to share the new experience with my youth club and then with my friends.
- share it with as much people as I can.
- trying to create a youth exchange
- I' m going to use as much exercise from our .T.C as I can in our work in schools , university and youth organisations.
- Of course for my self-growth.
- language skills that which im going to cultivate even more. Attitude to life and knowledge about culture.

7. Mention at least one follow-up activity – how will you share and use the results from this training at your organization and with young people/

- we have to make a report to our facebook group of our N.G.O



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- Try new games in voluntary work
- dancing in the dark- I can share the results on facebook group.
- for new evs volunteers, we could organise city games to give them fun, opportunity to work together and meet local people.
- crocodile game as a great tool to attract people's attention and to show their characters.
- creating games with young people, game lab
- creating a new game
- I have an idea for a cultural youth exchange maybe also connected to learning languages from participating countries.
- I cannot forget activities with chairs. Because of this, I can show that others sometimes can reach their goals with cooperation, not with bullying each other.
- firstly, I will talk to my manager and stuff about my experience . secondly, present to volunteers and later to youth club.
- the game "cross road" I will use it to the session for the youth because its really important for them.
- methods of facilitation and gained experience of playing games, I will offer it to the organisation and to the intern trainers.
- casino game will be a perfect example because during the youth exchange and T.C the part of 8-key competence are the most boring parts. And by using that game it will be more easy and helpful to develop their knowledge.
- publish on facebook and in our webpage a report of the T.C with photos.

8. Any comments about trainers team and organizers.

Trainers are the best, they are passionate about their job and truly professionals. I want to thank them from the bottom of my heart.

I really do appreciate their very hard work and for being so nice .

The best!

Team is great, I hope we can work together in the future, it's a great mixture between Antonio and Ieva.

Good chemistry between Katy, mister Daniel.

I love both of them very much and wanted to be a part of their projects.

Very good and intelligent people.

I am grateful. They are super, fantastic. Organizational support was great.

The best combination, everything was more than great.

You did really great job from the beginning to the end, nothing negative to speak about.

Very professional, probably best experts on NFL, I met so far. They have different styles of working and would be interested in seeing some research which works best.

9. Was the training held in an environment where you felt comfortable to work?

(Please indicate one of the boxes)

Not at all

Fully satisfied



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	1	2	3	4	5	6
Food			1	3	9	14
Accomodation					6	21
Training space				1	6	20
Logistical and organizational support from Daniel and Kety						27

Comments:

Thank for hard work Daniel and Kety.

10. Anything else you would like to add.

Thank you so much for this amazing experience!

You are awesome. See you soon!

Big hug to everybody.

Thanks a lot for giving me a chance to participate.

I hope that our training group will get together in the near future.

It was a great challenge to be in this training.

EU institutional slang for NFL could be simplified and replaced in trainings for especially young audience.