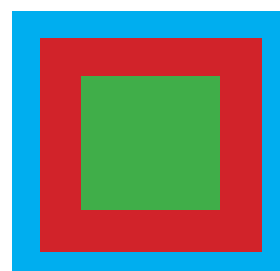
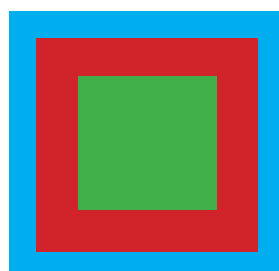
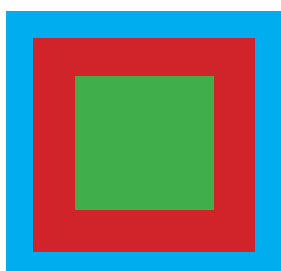
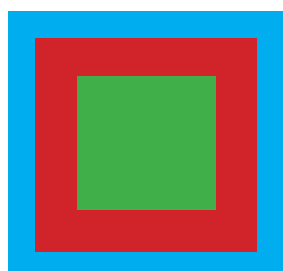
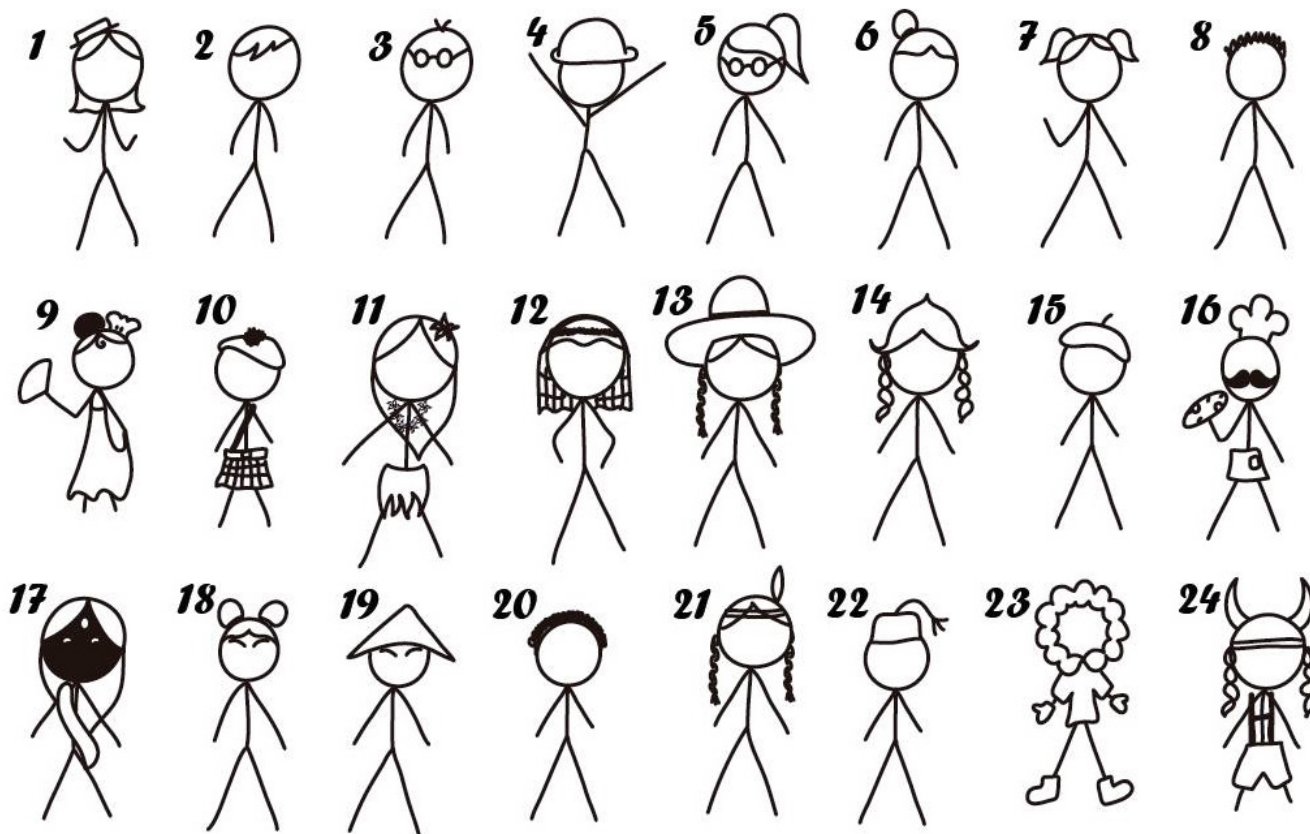
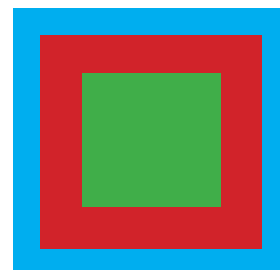
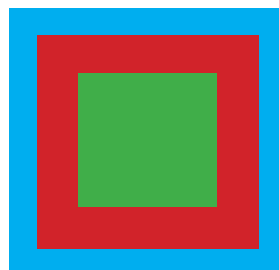
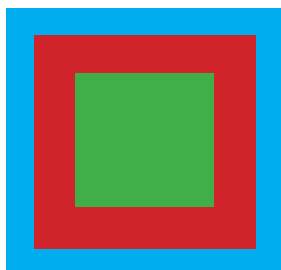
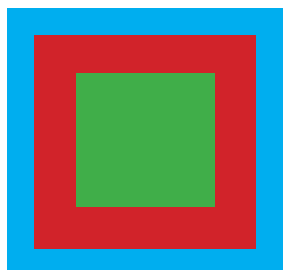


# NETNET mini-guide: a creative lab



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*This project has been funded with the support of the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.*



# Introduction

The mini-guide we're presenting you has been implemented within the NETNET project framework: an Erasmus+ project developed as a strategic partnership in the youth field.

The project has been developed by a transnational team composed by four organizations: two youth associations from Sweden and Turkey, an Italian communication agency and a Spanish research centre.

The project main topics are EU citizenship, EU awareness and democracy: the values of the European Union and its institutions, the European multiculturalism, the principles of non-discrimination. The project includes all of these topics and so much more!

To explore these topics, the partners have designed and implemented a ludic and educational kit composed by a board game and some supporting tools: a highly flexible and customizable kit, suitable for re-processing and subsequent integrations to be used with a wide range of people.

The NETNET project is:  
an Erasmus+ strategic partnership in the youth field

The NETNET project partners are:  
[IFALL](#) - Integration för alla - Sweden  
[Bluebook srl](#) - Italy  
[FAAL](#) - Turkey  
[AIJU](#) - Spain

The NETNET project topics are:  
EU citizenship, EU awareness and democracy

The NETNET project goal is:  
to develop a ludic and educational kit



The NETNET kit has been implemented as an instrument to promote high-quality youth work starting from the assumption that youth workers can play a strategic role in non-formal educational paths for different targets in different contexts and with the knowledge that they need effective tools to play fully engage in their role and make learning fun!

The kit is composed of a board game - including the game board and the game instructions, the questions, the game pieces, etc. - a promotional video, an app and the guide *NETNET: a creative lab*. The board game lets you play the NETNET game, the promotional video reports the projects beginning; the guide tells the project background and the way you can change the kit by yourself.

The objectives of the guide is to accompany you on a virtual tour visit around the NETNET project and its kit of tools discovering the way we designed and implemented the kit giving to you, at the same time, instructions, suggestions and ideas to start a brand new game.

The mini-guide *NETNET: a creative lab* is composed by two chapters. The first one tells about the NETNET project background: to discover how we designed and implemented the kit tools; the second one tells how to create your own NETNET game customizing it according to the target you are working with and in line with its needs.

The NETNET kit users are:  
youth workers

The NETNET kit is:

1. the board game
2. the promotional video
3. the app
4. the guide *NETNET a creative lab*

The NETNET guide tells about:  
the NETNET project background

The NETNET guide tells how:  
to customise the NETNET game



# The NETNET behind the scenes

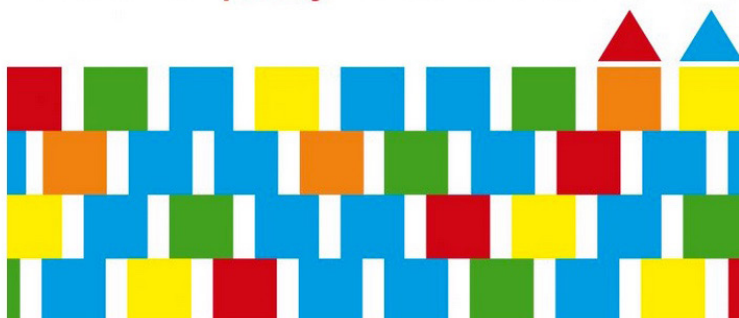
In this chapter you will discover how we designed and implemented the NETNET kit, from the definition of the objectives to the promotion activities, and you will find all the NETNET kit tools to start playing the game.

## The project website

The project website is one of the main sources of information about the project. It has been established at the start of the project as a point of reference both for the partners and for all the people potentially interested in it. It has been designed to be informative and easy to use to ensure wide communication with our target people. During the whole project life it has been updated and now it contains all the NETNET kit materials, info about the partners, photographs of the transnational meetings, description of the dissemination labs and more: we invite you to discover it by surfing [netnet-project.eu](http://netnet-project.eu). The project website has been made using Wordpress and it is linked to the project Facebook and Instagram accounts.



Let' s **play** our future



- The game progresses
- The NETNET cartoon video
- The second transnational meeting
- The kick off meeting took place
- Kick off meeting in Sweden

### CATEGORIES

News

### META

Log in

Entries [RSS](#)

Comments [RSS](#)

WordPress.org



## Svenska

### Other than English...



På denna sida kan du hitta de väsentliga delarna av projektet och material som producerats av NETNET på svenska.

### Om oss

**!FALL**  
Integration För Alla



**aiju**FAAL  
Technological Institute  
for children's products & leisure

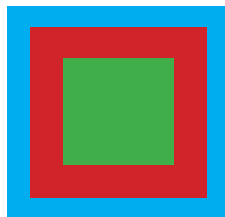


Fyra partners från Sverige, Italien, Spanien och Turkiet har jobbat tillsammans för ungdomsledare.

!FALL, Integration För Alla, är en svensk förening. Huvudsyftet med föreningen är att lyfta fram integration mellan kulturer och motverka våldsyttningar mellan kulturer i Sverige och i andra länder. När vi talar om kultur menar vi den individuella. Tack vara det så arbetar vi inte bara med integration för flyttningar utan även med integration för kultur på olika nivåer.

ifall.se / Kontakta Neco och Charlotte: [neco@ifall.se](mailto:neco@ifall.se) / [charlotte@integrationforalla.se](mailto:charlotte@integrationforalla.se)

## Project website



*Other than English* there is a special section where you can find the main info about the project in all the partners' languages: Swedish, Italian, Turkish and Spanish.

In the website it is also possible to find all the game tools in our four project partner languages.

## The NETNET kit

The kit is composed by a board game, a promotional video, an app and the guide *NETNET a creative lab*. The promotional video reports the project beginnings; the video tutorial describes the game and its rules; the guide tells the project backstage and the way you can change it making a brand new game.

## The NETNET game

The main tool of the kit is the board game that includes the game table; the instructions, including the video tutorial; the questions; the challenging cards; the scoring cards; the scoring points; the game pieces.

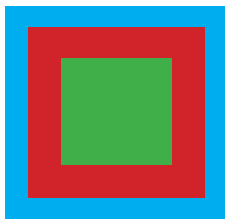
The NETNET kit is composed by:

1. the board game
2. the promotional video
3. the app
4. the guide *NETNET a creative lab*

The NETNET game is composed by:

1. the game board
2. the instructions
3. the video tutorial
4. the challenging cards
5. the questions
6. the scoring cards and the scoring points
7. the game pieces

## NETNET kit

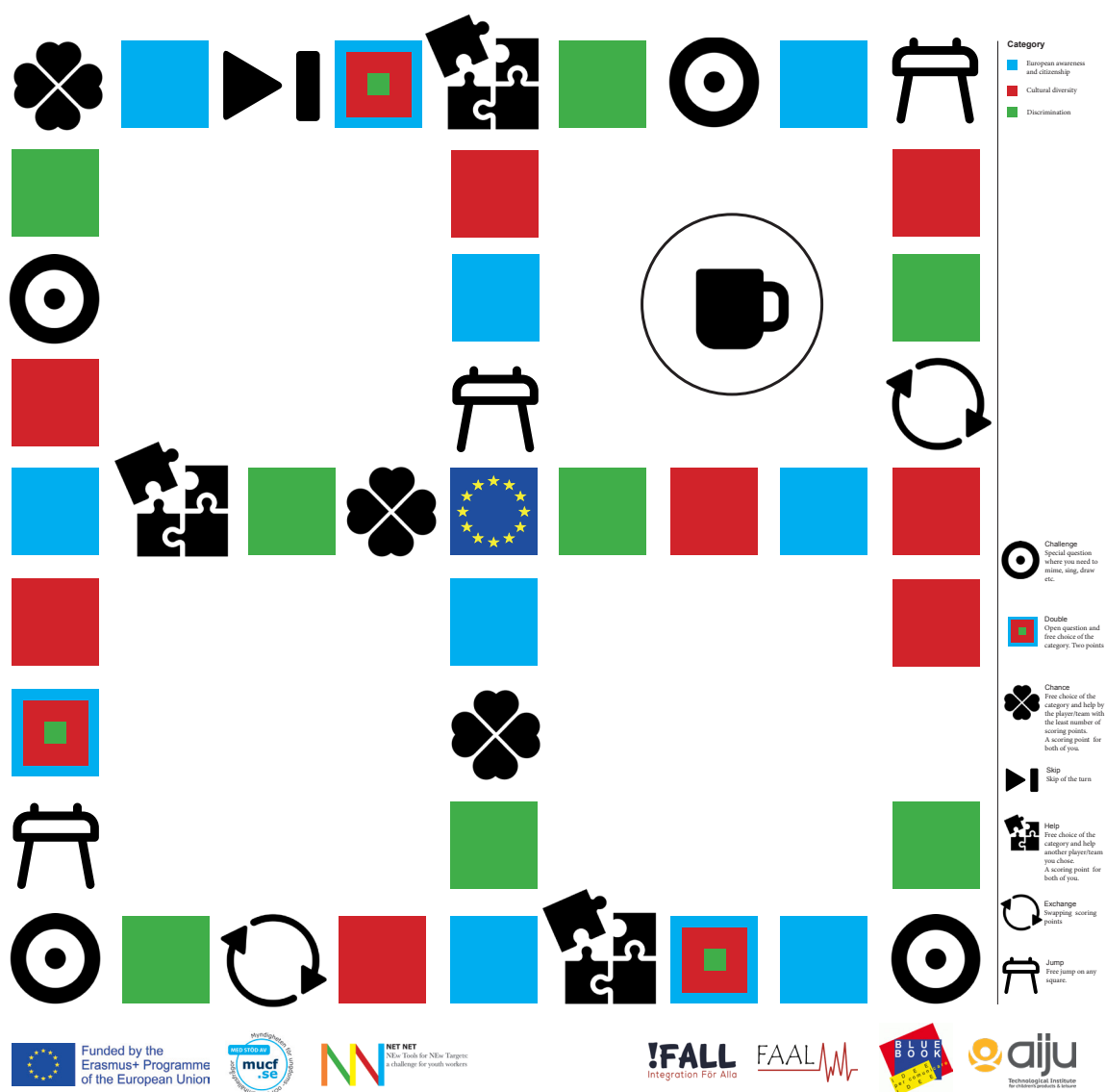




## 1. The game board

The game board is a square frame which measures 40 cm each side. It shows the games path which should be followed as a result of the number shown on the dice. The coloured squares correspond to different categories of questions: discrimination, European awareness, cultural diversity; the pictograms indicate activities such as: *Skip your turn* or *Help* (free choice of the question' category and help by another player/team).

At the bottom of the game table you can find all the logo of the involved organizations: first of all the Erasmus+ Programme and the MUCF logo; next to them the project logo and the partners ones.



To print the game table by yourself you can use the *Poster function* on your printer: poster printing allows you to print poster-size images by enlarging one page to cover several sheets of paper.

## The instructions

The instruction manual is a pdf document composed by 8 pages including the cover and the back cover.

It describes the game as a whole explaining its rules, outlining the meaning of icons, introducing the role of the QRCode you find on each individual question.

We designed and implemented the game instructions during the game design and implementation phases, as well as after the testing phase: according to the collected feedback we fine-tuned the instructions making some steps clearer.

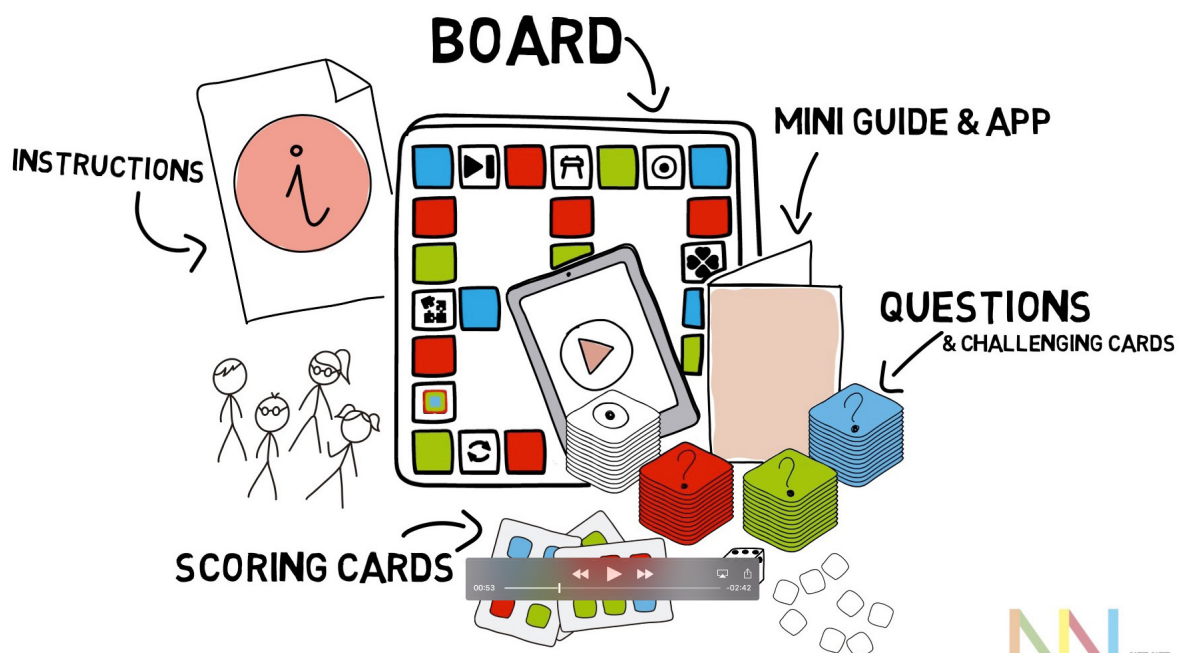


*EU Flag: this is the starting point. But you can't land on it again until you have completed your scoring card and said NETNET!*

*When you put your game piece on this icon you can suggest a break. If the other players agree, you can have a coffee or a tea!*

## The video tutorial

The video tutorial has been designed and made using VideoScribe, also known as Whiteboard animation, an engaging new form of story telling which replicates a stop-motion capture style. The tool is quite simple to use and lets people and organizations communicate educational contents or promotional ads to get their voice heard. In this case we created the video tutorial as a video to support the printable guide.



## The challenging cards

The challenging questions asks for a special answer where you need to mime, sing or draw.

The following are examples of challenging questions:

- Draw a picture of Mahatma Gandhi
- Sing the European anthem
- Mimic the title of the movie *White cat*  
*black cat*

The challenging questions ask the players to...

1. sing
2. draw
3. mime

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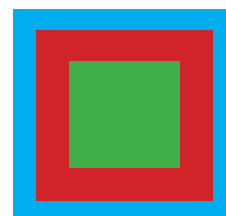
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sol sol

The challenging questions we listed can be easily changed according to the players profile, interests and tastes: you can choose different words to be mimed, different item or figures to be drawn and different songs. To create a challenging question file, you can use the graphical word processing program you prefer. They are included in the Question file (see the last ten pages of the file).

NETNET kit



## The game questions

The game questions have been implemented with the contribution of all partners.


According to the project topic and to its objectives, during the first transnational meeting we planned to focus on three categories of questions:

1. discrimination
2. European awareness
3. cultural diversity

Each partner, working on a shared file on Drive, collected a selection of questions and the linked information sources.


In regards to the deepening sources we selected them according to the evaluation of the following points: authority, accuracy, objectivity, currency, coverage and appearance. In regards to this point, you will find more info in the following section: *The NETNET customizing tools*. The links are the main tool to explore the topic further: they open the game to the world inviting the players to look beyond the borders, exploiting the huge amount of information available on the Internet.

## Samples



**According to a 2015 Eurobarometer survey what are the three most widely perceived grounds of discrimination?**

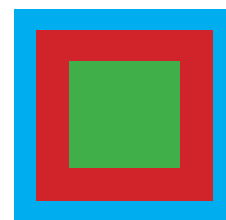
1. Age, gender, disability
2. Disability, sexual orientation, age
3. Ethnic origin, sexual orientation, gender identity



The correct answer is the third one. Discrimination on the grounds of ethnic origin continues to be regarded as the most widespread form of discrimination in the EU (64%), followed by discrimination on the basis of sexual orientation (58%), gender identity (56%), religion or belief (50%), disability (50%), age (being over 55 years old, 42%) and gender (37%).

[goo.gl/SLqvFh](http://goo.gl/SLqvFh)

## NETNET kit



Starting from the 2015 Eurobarometer survey, the question explores the grounds of discrimination. The answer reports some data from the survey and is linked to the reference document: the summary survey, published in 2015 by the European Commission.

The green square on the left means that the question belongs to the Discrimination group of questions. The short link - [goo.gl/SLqvFh](http://goo.gl/SLqvFh) - and the QRC guide you to the document.

**Which was the first European countries to lower the voting age to 16?**

1. Malta
2. Austria
3. Belgium




The correct answer is the second one. Austria is the first country to allow 16 year olds to vote. This process started in some Austrian local States and was applied to the whole country in 2007. Malta chose to do so for local elections starting from 2015. The debate of lowering the voting age can be found in different countries and some such as the United Kingdom might seem to take this decision soon. [goo.gl/4R8IgJ](http://goo.gl/4R8IgJ)

In this case the question explores a topic of great interest among young people as it refers to their right to vote. The correct answer is the second one as Austria is the first country to allow 16 year olds to vote. The first option - Malta - has been selected as Malta chose to follow this trend for local elections starting from 2015. The topic can be deepen consulting the European youth forum whose website link is the following: [goo.gl/4R8IgJ](http://goo.gl/4R8IgJ)

**Which is the oldest film festival still occurring annually in Europe?**

1. Venice, Italy
2. Cannes, France
3. Berlin, Germany



The correct answer is the first one. Venice film festival first took place in 1932. Today it is one of the most well-known film festivals happening in Europe together with Berlin (1951) and Cannes (1946) film festivals. [goo.gl/UjVLt7](http://goo.gl/UjVLt7)

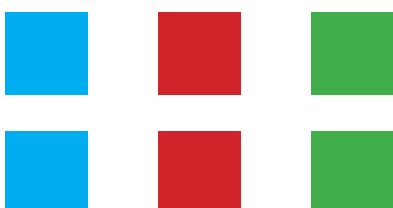
This is an example of the questions under the category Cultural diversity. The question asks what is, among the most famous film festival in Europe, the oldest one. The question is an opportunity to discover more about the Venice film festival by the link to The Venice film festival website [goo.gl/UjVLt7](http://goo.gl/UjVLt7)

## The scoring cards and the scoring points

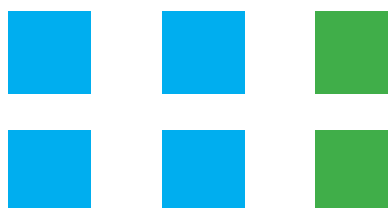
The scoring cards have been designed on an A4 page, easily printed and usable. We prepared 24 cards on three pages. If you want to make different cards, differently mixed, you can use the graphical word processing program you prefer (Word, Pages, Google Docs, OpenOffice Writer, AbiWord, etc.).

The cards are all different and contain 6 scoring points each. We also prepared a printable page containing 108 points you can use to play.

You have to collect 6 scoring points of the following colors:



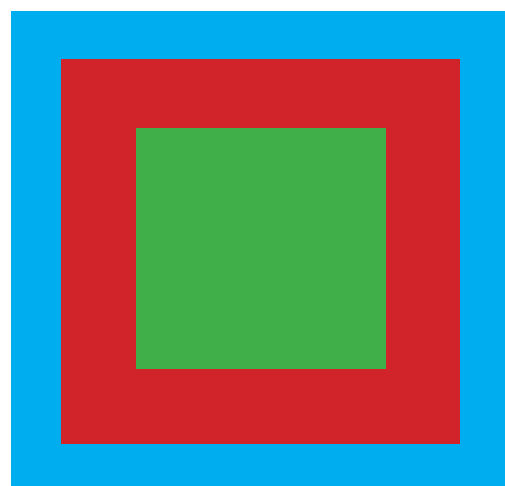
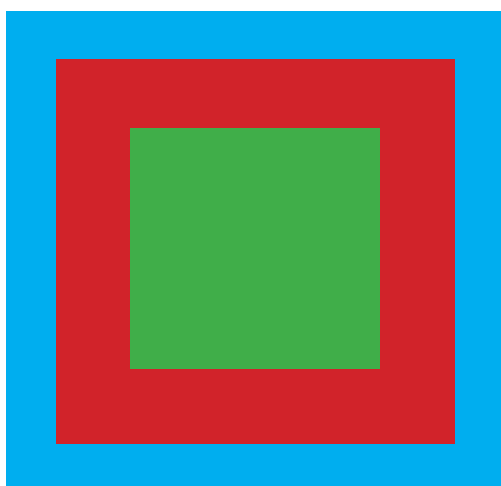
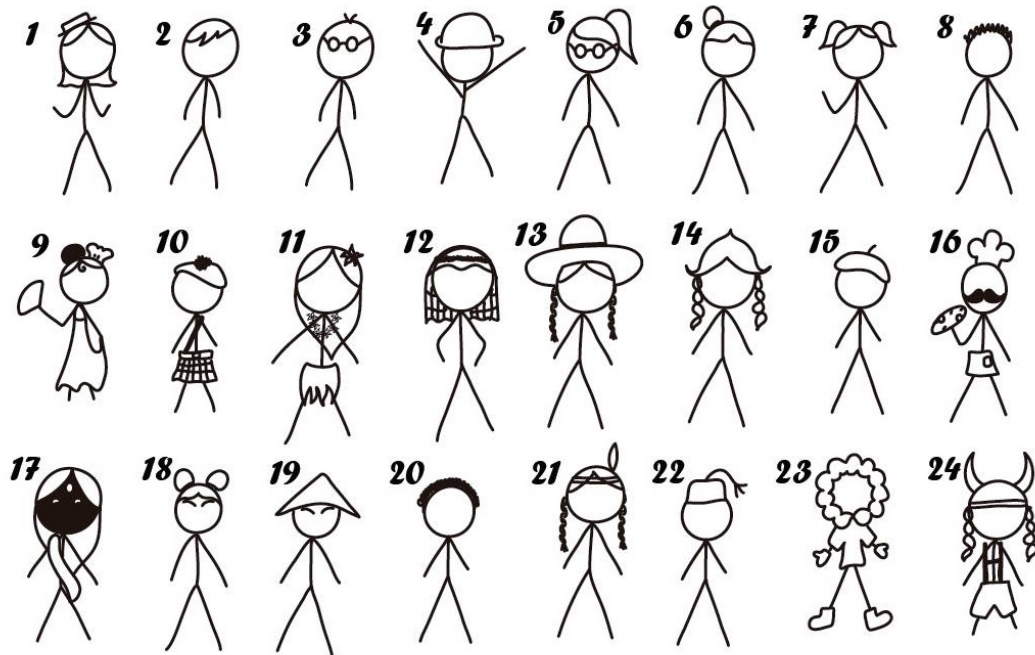
You have to collect 6 scoring points of the following colors:



## The playing pieces

To enrich the NETNET kit we decided to design some brand new playing pieces and, after a selection made by the medium of a competition through the NETNET page on Facebook, we printed the most voted ten pieces using a 3D printer.

You can do the same, but, of course it is possible to play the game using any kind of playing pieces: bottoms, pins, chess figures or whatever you want.

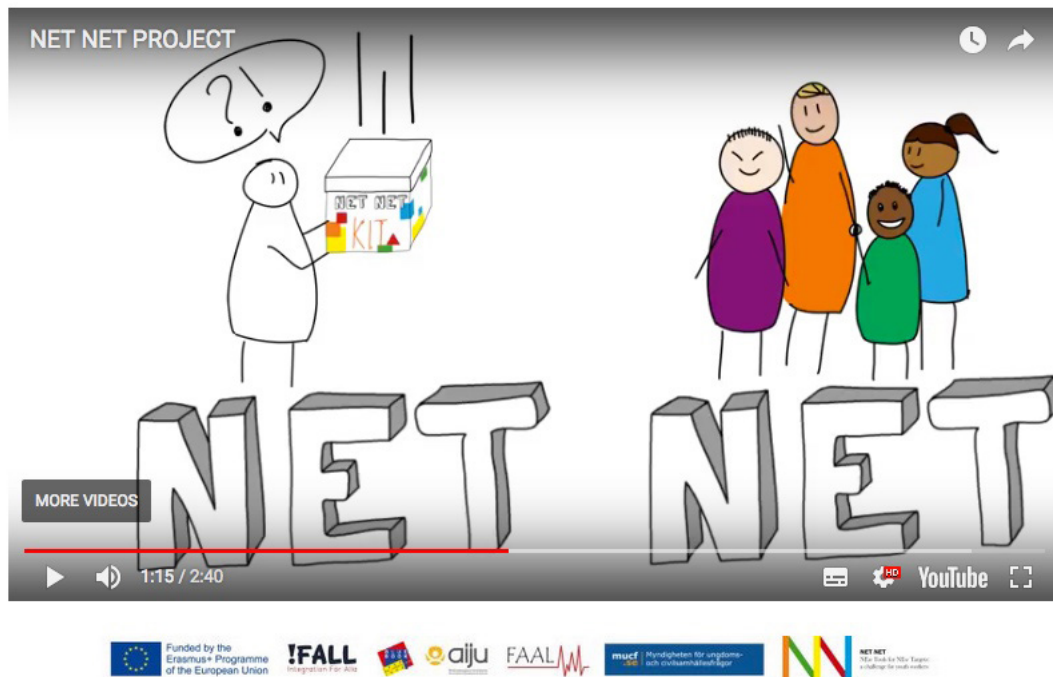




## The promotional video

When we designed the project, we decided to use the video channels as a dissemination tool, making one short video to be released on the project website and youtube.

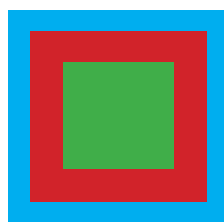
Through the promotional video, we tried to make a short storytelling about the way we started working on the project, about us, about the role Erasmus+ plays in this story.



Working all together on a Drive shared file we collected our common ideas as in a brainstorming. After the brainstorming, we selected the most effective ideas and we organized them designing a simple storyboard\*.

As you will see, the drawings and the texts are very simple, but the video is lively and effective; the video has been created using VideoScribe. A special thanks to Charlotte: our voice :) in the video.

## NETNET kit

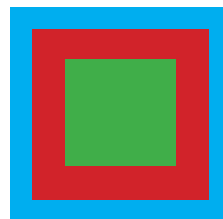


*\*A storyboard is a tool for sketching out how a video will unfold, shot by shot. It looks like a comic strip. It shows who or what is in the scene, what's being said, and any text or graphics that appear on the screen.*



The first draft of our storyboard

## NETNET kit

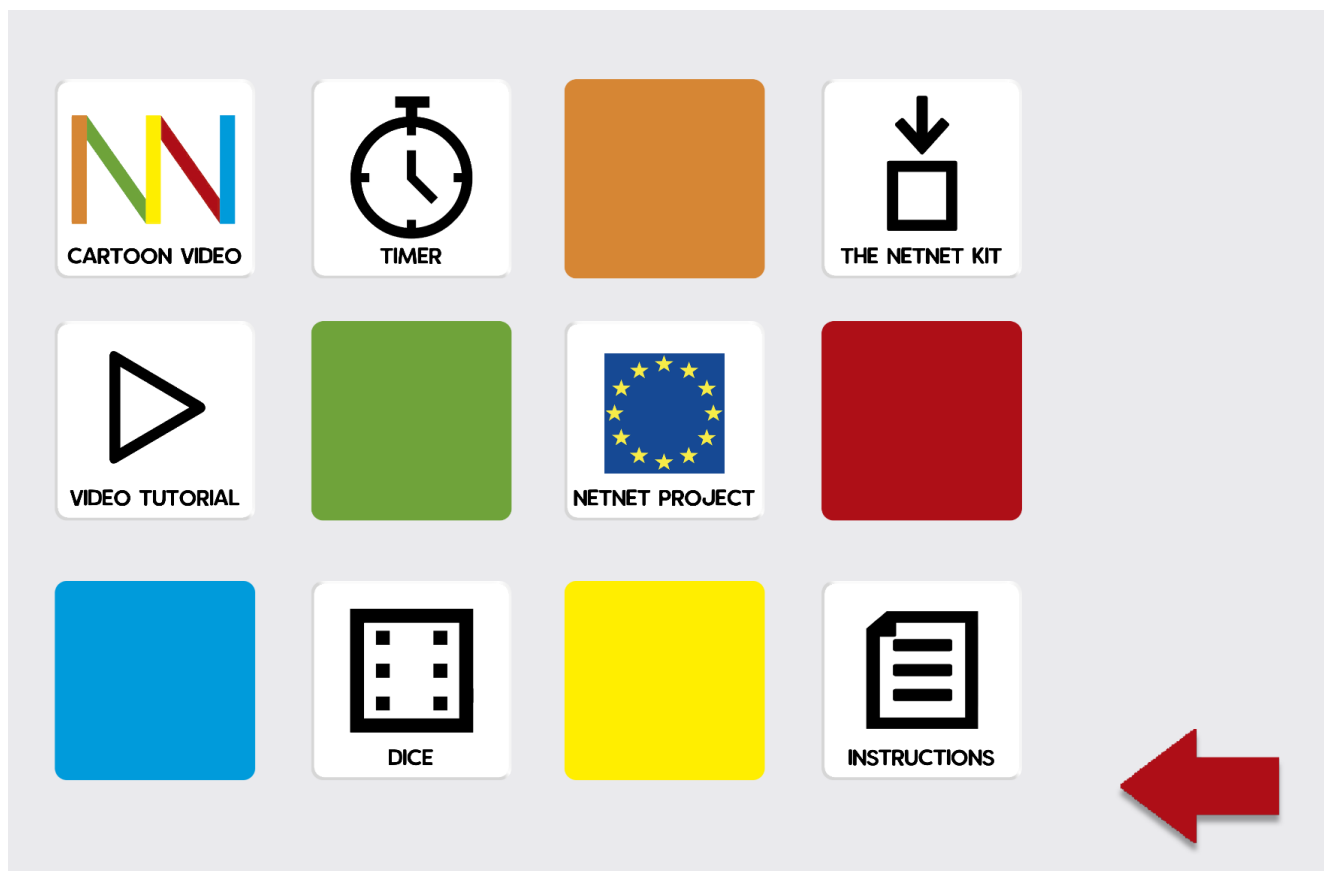




## The app

The app contains the following functions:

- the cartoon video
- the timer
- the NETNET kit
- the video tutorial
- the dice
- the instruction



# Testing and evaluation

## The evaluation

In order to create a kit perfectly suited to the objectives, we engaged a team of experts for a final adjustment of the contents, in terms of appropriateness of language (gender, religion ...), clarity, readability. The editing phase has been carried out as a step towards the following testing phase. The participants to this activities have been twelve.

During the design stage, we planned a testing phase to evaluate the NETNET kit with regards to its usability, graphic appealing, consistence, etc.

After the kit implementation, all the partners conducted the testing, in collaboration with four groups of youth workers for a total amount of 60 people.

We conducted the test playing the game: the participants played both individually and in team. By playing, they checked the game rules evaluating the clarity of the text and the coherence of the rules; surfed the Internet looking for additional information, but also for songs and videos; answered to the game questions rating their complexity level and clearness. At the end they enjoyed a lot!

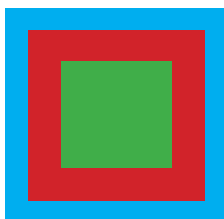
The feedbacks collected during this stage by a specific evaluation form have been exploited to fine-tune the kit. We took onboard the constructive criticism: we added the QRC and adjusted some of the too complex questions.

**The NETNET testing:**  
we played the game with a group of 60 youth workers

we collected the feedbacks by a questionnaire

we fine-tuned the game thanks to their feedbacks


## Testing and evaluation



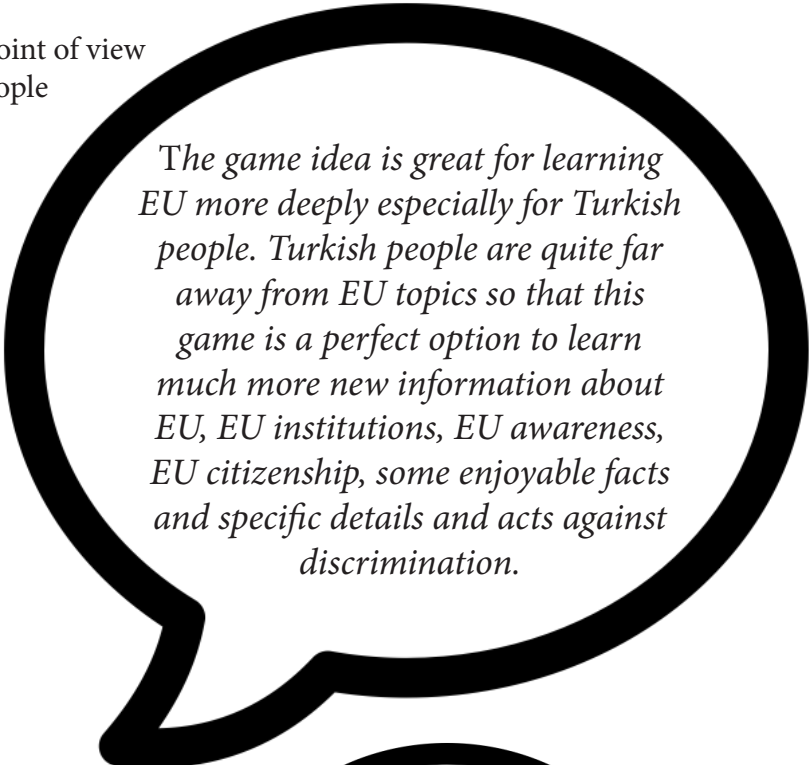
The participating youth workers were asked to rate the following elements of the NETNET kit:

- contents of the questions
- quality of the sources (Internet links)
- appearance of the material by a graphical point of view
- adaptability to other contexts and target people

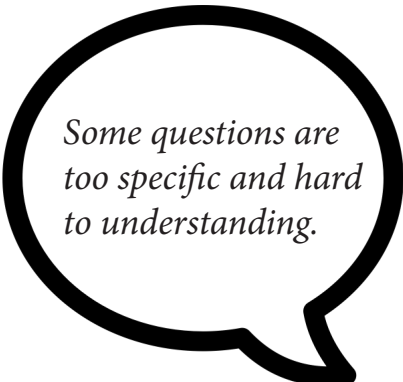
Here are some quotes from the youth leaders who participated to the testing activities:




*To answer the questions we need a time limit.*




*The game idea is great for learning EU more deeply especially for Turkish people. Turkish people are quite far away from EU topics so that this game is a perfect option to learn much more new information about EU, EU institutions, EU awareness, EU citizenship, some enjoyable facts and specific details and acts against discrimination.*




*Some questions are too specific and hard to understanding.*



*I can use the game within my sessions: let us know when its finished.*



*We needed more time to complete but it is a really good idea.*



*It needs a lot of time to play but I think its a new tool that's useful for all types of targets.*



*A QRC could be useful.*

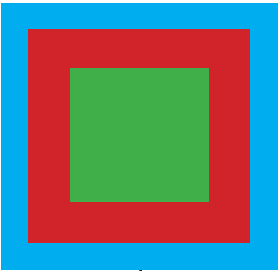
# The dissemination activities

To disseminate the project as a whole and its intellectual output - the NETNET kit - we exploited different channels and tools:

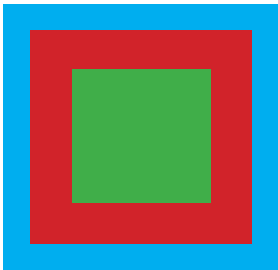
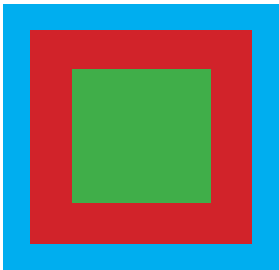
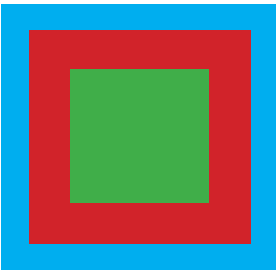
- the project website and our organization websites
- the project Facebook page
- Youtube - as regards the promotional video and the tutorial video
- The newsletters
- The free cards
- The dissemination labs
- The multiplier events

## The newsletters

To get in touch with people and organizations dealing with the project topics we delivered four newsletters: one after each transnational meeting and one final at the end of the project. All the newsletters are in English, Swedish, Italian, Turkish and Spanish languages. You can find them on our website.



## Dissemination activities



## The free cards



### **Come and play with NET NET project**

**NEw Tools for NEw Targets: a challenge for youth workers**

The project is going to design, implement and disseminate a ludic and educational kit highly flexible and customizable by youth workers on EU Citizenship, EU awareness and Democracy.

### **Are you with us?**



[www.netnet-project.eu](http://www.netnet-project.eu)

[www.facebook.com/groups/netnetproject](https://www.facebook.com/groups/netnetproject)

[www.instagram.com/netnetproject\\_team](https://www.instagram.com/netnetproject_team)

Erasmus + Key Action 2 Strategic Partnership in the field of Youth

The free card we used to disseminate the project website and the project social media. We translated the free card in Swedish, Italian, Turkish and Spanish; we printed and distributed 10.000 free cards - 2.500 in each country.

## The Dissemination labs

To disseminate the project results at local level, we planned to carry out a series of labs in youth centers and schools. We conducted the labs involving a total amount of about 100 people.

In Sweden the Dissemination Lab was done within a training with youth workers and social workers from different European Countries: Poland, France, Turkey, Sweden, Greece. It was with 35 different people. For some youth workers it was their favourite part of the training.

In Italy the Dissemination Lab was conducted in a secondary schools involving a total amount of 50 people, including 25 young people who have experience as youth workers. Some teachers took part to the labs and, with them, we agreed a next step for the customization of the game: the topic they are most interested in is the one connected to the risks of the Internet.

In Turkey the Dissemination Lab involved 11 young people experienced as youth workers. They really liked the game and they wanted to play more at the end of the process. Taking inspiration from the game, some of the participants also proposed its customization, sharing their ideas. At the end of the lab all the participants declared that they have learnt a lot from the game: on the Union, on discrimination, on cultural diversity. NET NET game increased their awareness about world issues, too.

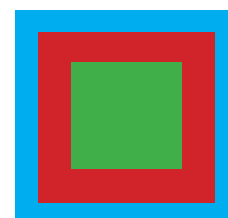
In Spain the Dissemination Lab took place in AIJU headquarters and hosted 28 people: teachers and students interested in finding new tools to mainstream the project topics among young people and among their peers.

## The Multiplier Events

At the end of the project we carried out four multiplier events hosting a total amount of more than 200 people. During the events we talked about the individual, social, formal and political dimensions of non-formal learning. We debated on the role of youth work in our society and by an European point of view and we played the NETNET game.

You can read more and see our photos on [NETNET website](#).

## Dissemination activities



 Funded by the Erasmus+ Programme of the European Union
 


## Save the date

### Torino 7 novembre 2017

dalle 14.00 alle 18.00


**Per informazioni:**  
 Noemi Marchionatti, 349 660 6427; noemi.marchionatti@bluebook.it  
 Monica Pomero, 392 976 4246; monica.pomero@bluebook.it

[www.netnet-project.eu](http://www.netnet-project.eu)

Let' s **play** our future

Erasmus + Azione 2 - Partenariati Strategici - Gioventù



 Funded by the Erasmus+ Programme of the European Union
 


## PROYECTO NETNET

### PLAY DIFFERENT, PLAY ACTIVE

### Ibi, 11 de Diciembre

desde las 10.30h hasta las 15.30h


 Instituto Tecnológico de producto infantil y ocio

**Edificio de AIJU**  
 Av/ de la Industriai, 23  
 IBI (Alicante)

Let' s **play** our future

Erasmus + Acción Clave 2 Asociaciones Estratégicas en el ambito de la Juventud



 Funded by the Erasmus+ Programme of the European Union
 


## Bugünü Kaydet!

### Ankara 9 Aralık 2017

Saat: 14.00 - 18.00


**Daha fazla bilgi için:**  
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[www.netnet-project.eu](http://www.netnet-project.eu)

Let' s **play** our future

Erasmus + KA2(Ana Eylem 2) - Stratejik Ortaklık - Gençlik



 Funded by the Erasmus+ Programme of the European Union
 


## — Play different, play active —

### Program för 15 december

14.00 Registrering, mingel.

14.30 Presentation om Ifall och ifalls arbete.

15.00 Information om Erasmus plus  
 - Vad är Erasmus plus?  
 - Hur kan man använda Erasmus plus som verktyg?

15.30 Fika

16.00 Presentation av spelet NETNET (new tools for new target).

16.15 Genomgång hur man spelar spelet NETNET.

16.30 Prova spela NETNET.

17.30 Utvärdering och diskussion.

18.00 Julbord.

[www.netnet-project.eu](http://www.netnet-project.eu)

Let' s **play** our future



The *Save the date* (Italy, Spain and Turkey) and the event agenda (Sweden).

# The NETNET customizing tools

## Set the goal

If you are going to exploit the NETNET game in your activity as a youth worker customizing it according to your specific target need, the first thing you have to do is to set your goal.

You can start by answering the following questions:  
Why am I using this game in my activity?  
What does it allow me?  
What are the resources I need?  
How can I measure the achievement of the goal?  
What are the expected impacts?

Having replied to these questions you will be able to check if your answers match the main elements that allow you to define a goal using the SMART technique: one of the most well-known goal-setting technique\*.

*\*SMART does not have one definitive meaning. In fact, the words within the acronym have changed over time. The original definition by George T. Doran tied in five criteria:*

*Specific: target a specific area for improvement.*

*Measurable: quantify, or at least suggest, an indicator of progress.*

*Assignable: specify who will do it.*

*Realistic: state what results can realistically be achieved given available resources.*

*Time-related: specify when the result can be achieved.*

*The suggested acronym doesn't mean that every objective have all five criteria. For example, not everything worth achieving is measurable and a goal you set for yourself does not need to be agreed-upon: it is a starting point.*

Your goal must be:

Specific

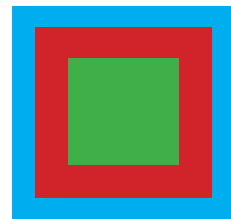
Measurable

Assignable

Realistic

Time-related

Customization





## Set the target people

The aims of youth work are varied and can target all young people or be more targeted towards certain groups: one of the trends in youth work in the last decade is work focused on specific groups of young people.

Working with a specific group of people requires a deep knowledge of the audience to create customized contents, manage communication effectively and understand better how you can meet the needs of people you are working with.

To know more about the people you are working with, you need to be basically curious, eager to understand their interests for example: the music they love, the films they watch, the way they communicate or their problems.

For instance: lack of employment, social exclusion, discrimination.

To collect data about your target people you can surf the internet - exploring the social media, blogs or websites of organizations dealing with people you are going to target to - conduct interviews, read statistical data and exchange info with experienced organizations or youth workers.

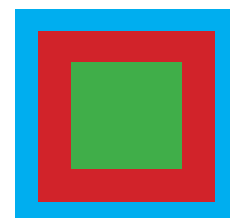
If you are a youth worker  
**your work can:**

target all young people  
be targeted towards certain groups

**To know your target  
people you can:**

follow the social media  
conduct interviews  
read statistical data  
exchange info with experienced  
youth workers  
ask for data to different  
organizations

## Customization



# Set the questions

To set the questions you have to take into account the above mentioned points, first of all: your objectives and your target people.

After having designed your project, according to your objectives and the needs of people you are going to target, you can start looking for the materials to work on.

To do this you can start surfing the Internet: it is actually a powerful source of information and data, ideas, suggestions... But be careful: it can be also a source of incorrect, incomplete or misleading information. To avoid the risk, take into account the elements we suggest you in the following page.

When you have collected a relevant amount of information and data on the selected topic, you can start working on the wording of the questions.

Wording the questions, you have to be clear and concise, using enough information for the reader to understand fully the question. Then choose the possible answer options. This point is a hard one.

Our suggestion is: be fair and avoid using traps.

You do not have to make the players make a mistake: your goal is to make they enjoy the game, also learning.

During the testing phase we discovered that 50 questions are enough to play the game for more than one hour: so don't trouble if you don't have 300 questions, as the original NETNET game has :)

At the end of your work try to test it with a sample group of your target people; watch them playing, collect their suggestions: all the feedback you will collect during the testing will be precious and will let you to improve your game.

After this you can print the board, the game and start playing!

## Customization



As told before, we agreed to select the deepening sources according to the evaluation of the following points: authority, accuracy, objectivity, currency, coverage and appearance. In this page you can find some questions you can put to in selecting the sources.

### **Authority**

Is it clear who is responsible for the contents of the page?  
Is there a way of verifying the legitimacy of the organization, group, company or individual?  
Is there any indication of the author's qualifications for writing on a particular topic?  
Is the information from sources known to be reliable?

### **Accuracy**

Are the sources for factual information clearly listed so they can be verified in another source?  
Is the information free of grammatical, spelling and other typographical errors?

### **Objectivity**

Does the content appear to contain any evidence of bias?  
Is there a link to a page describing the goals or purpose of the sponsoring organization or company?  
If there is any advertising on the page, is it clearly differentiated from the informational content?

### **Currency**

Are there dates on the page to indicate when the page was written, when the page was first placed on the Web, or when the page was last revised?

### **Coverage**

Are the topics successfully addressed, with clearly presented topics and adequate support to substantiate them?  
Does the work update other sources, substantiate other materials you have read, or add new information?  
Is the target audience identified and appropriate for your needs?

### **Appearance**

Does the site look well organized?  
Do the links work?  
Does the site appear well maintained?

To shorten the links, especially when they are so long they are quite impossible to digit, you can easily create a shortened URL; we used the Google URL shortener site at [goo.gl](https://goo.gl). As regards the QR Code if you are going to create a QR Code you need a QR Code creator. Search for an open source one and check for non-expiring QR codes.

# NETNET: imagine you are...

After having focused on your objects and aims and having delineated the profile of your target people you will be ready to work on the NETNET kit customization.  
Here you can find two samples of operative way to do it.

Imagine you are the leader of a short term voluntary camp in Sweden focused on new strategies to face the youth employment's topic.

The camp is for youth workers coming from all Europe.

Your main goal is to use the NETNET kit to inform young people on the opportunities EU gives them when they are going to find a job, about the way they can apply for a job, about the skills and competences required by the labour market.

Imagine you are going to design and implement a new NETNET kit on this specific topic.

You're going to encourage the interaction among the participants and involve them in the creation of a kit of new tools.

You will need to implement a number of new questions; a new promotional video can be useful. You can exploit the other tools such as: the instruction guide, the game table, the scoring points and the scoring cards.

First of all share your proposal to the participants and ask some questions listed below at your team; collect their feedbacks and start working.

- Why are we using this game to design strategies for youth employment?

Possible answers are:

Because it allows the players to learn in a funny way.

Because the game is a tool to strengthen transversal competence such as team working, interpersonal communication, learn to learn.

- What does it allow us?

Possible answers are:

It allows us to involve actively the participants in a learning by playing activity.

- What are the resources we need?

Possible answers are:

We need time to design and implement a kit of new questions.

We need competences to reach sources of information and deepening on the Internet.

We need specific skills and competences

We need to get new skills such as, for example, skills to make a short promotional video.

According to your main goal and to your target profile you can prepare some questions on EURES, some questions on how to prepare a CV and some questions on the skills and competences the labour market requires.

Here are some examples of possible questions.

To apply for a job you need to present a Curriculum Vitae (CV), but what a CV is?

1. The story of your life
2. A short account of your career and qualifications
3. The description of your motivation

A CV is a document to present your skills and qualifications effectively and clearly.

The word is frequently seen in conjunction with vitae; a curriculum vitae (Latin for “course of (one’s) life”) is “a short account of one’s career and qualifications prepared typically by an applicant for a position” – in other words, a résumé. Curriculum vitae is abbreviated CV, and is pluralized as curricula vitae. (Source Merriam-webster.com).

To engage your future players in a “special experience” you can link the answer to videos such [the one we suggest to you](#). Look at it and enjoy.

EURES is...

1. The European Employment Service
2. The European Research and Expertise Society
3. A service for searching job the European Union will launch next year

EURES (European Employment Service) aims to facilitate the free movement of workers within the countries of the European Economic Area. Partners in the network include public employment services, trade unions and employer organisations. The partnership is coordinated by the European Commission. According to your target profile you can invite them to visit the EURES Facebook page  
<https://www.facebook.com/EURESjobs/>

What are the key competences?

1. A mix of knowledge, skills, and attitudes that help people find personal fulfilment and, later in life, find work and take part in society.
2. Learning to learn, social and civic responsibility, sense of initiative and entrepreneurship, cultural awareness, and creativity.
3. Communication in one’s mother tongue, foreign languages, digital skills, literacy, and basic skills in maths and science.

The correct answer is the first one. To deep the topic, you can explore the Recommendation 2006/962/EC on key competences for lifelong learning with the players. You can print the [document](#) and read it during a coffee break together with the players.

# NETNET: imagine you are...

Imagine you are a youth worker operating with minors at risk of early school leaving.

Imagine you are going to encourage social interaction among the participants by the medium of the game. You will be able to use the game as it is, eventually choosing the most adequate questions for your target, or you can choose a different topic to face: theater for example.

Also in this case, you can try to answer the questions we listed before:

Why am I using this game in my activity?

What does it allow me?

What are the resources I need?

How can I measure the achievement of the goal?

What will the results be?

After having fixed

## **Examples of questions**

According to your target profile you can prepare some questions on superstitions regarding theater, some questions on ancient theater and some questions on the contemporary forms of theater.

Here are some examples of possible questions.

a. It is bad luck to have mirrors on stage.

1. True
2. False

The statement is true: the myth is that many believe that mirrors are a reflection of the soul and breaking one can mean seven years bad luck, not only for the breaker but for the theater itself. However, having a mirror on stage can cause technical issues, such as reflecting light into the audience or into places never intended to be lit. It can also be a source of distraction for vain actors. The mirror superstition has since been challenged with the successful musical *A Chorus Line*, and its famous mirror scene.

b. Mime the title of the comedy by William Shakespeare:

*A Midsummer Night's Dream*

To discover more on this Shakespeare comedy you can invite your team to watch a film, or to read certain parts of the comedy, or to watch a video on youtube, for example [this one](#).

c. What is the oldest Italian festival dedicated to the contemporary performing arts?

1. Santarcangelo festival
2. The Shaw festival
3. Sibiu international theater festival

Santarcangelo dei Teatri organises the oldest Italian festival dedicated to the contemporary performing arts in Italy and one of the most significant in the European context of theater and dance.

[Visit the official website](#)

# NETNET: imagine you are... and share your ideas!

Contact us by our project website [netnet-project.eu](http://netnet-project.eu)  
or by our [Facebook page](#)

## Customization

