4C TASTER

— MANUAL ON THE BASICS OF

CRITICAL THINKING
CREATIVITY
COMMUNICATION
COLLABORATION

INDEX

INTRODUCTION

Welcome to the 4C Taster manual!

In this file you will find the basic knowledge and different ideas for workshops and activities that have been shared during the 4C Taster training course.

This manual will help you to develop the four main 21st century competences: Critical thinking, Creativity, Communication and Collaboration.

CRITICAL THINKING

Capacity to analyze the information of your environment in order to formulate an accurate response.

CREATIVITY

Ability to invent new ideas or concepts, proposing innovative solutions.

COMMUNICATION

Exchanging of information between individuals through a common system of symbols, signs, or behavior.

COLLABORATION

Ability to work in a team pursuing a common goal and dealing with any possible conflicts.
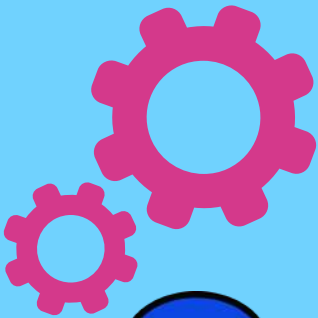
1.1 CRITICAL THINKING SKILLS

1 Observation
The ability to notice and predict opportunities, problems and solutions.

2 Analysis
The gathering, understanding and interpreting of data and other information.

3 Inference
Drawing conclusions based on relevant data, information and personal knowledge and experience.

4 Communication
Sharing and receiving information with others verbally, nonverbally and in writing.

5 Problem solving
The process of gathering, analyzing and communicating information to identify and troubleshoot solutions.

1.2 OBSTACLES TO CRITICAL THINKING

Critical thinking includes identifying cognitive biases, logical fallacies, propaganda, self-deception, distortion, misinformation, etc...

Here we will mention a few common obstacles which can spurt critical thinking. As we shall see, knowing is only half of the story, but recognition is the first step if we want to combat these obstacles.

1.2.1 COGNITIVE BIAS

A cognitive bias is a systematic pattern of deviation from norm or rationality in judgment. Individuals create their own "subjective reality" from their perception of the input. An individual's construction of reality, not the objective input, may dictate their behavior in the world.

ACTOR-OBSERVER BIAS - TENDENCY TO ATTRIBUTE OUR ACTIONS TO EXTERNAL INFLUENCES AND OTHER PEOPLE'S ACTIONS TO INTERNAL ONES.

HALO EFFECT - TENDENCY FOR AN INITIAL IMPRESSION OF A PERSON TO INFLUENCE WHAT WE THINK OF THEM OVERALL.

ANCHORING BIAS- TENDENCY TO RELY TOO HEAVILY—TO "ANCHOR"—ON ONE TRAIT OR PIECE OF INFORMATION WHEN MAKING DECISIONS (USUALLY THE FIRST PIECE OF INFORMATION ACQUIRED ON THAT SUBJECT

BANDWAGON EFFECT - TENDENCY PEOPLE HAVE TO ADOPT A CERTAIN BEHAVIOR, STYLE, OR ATTITUDE SIMPLY BECAUSE EVERYONE ELSE IS DOING IT.

CONFIRMATION BIAS - TENDENCY TO SEARCH FOR, INTERPRET, FOCUS ON AND REMEMBER INFORMATION IN A WAY THAT CONFIRMS ONE'S PRECONCEPTIONS.

HINDSIGHT BIAS – TENDENCY TO VIEW PAST EVENTS AS BEING PREDICTABLE. ALSO CALLED THE "I-KNEW-IT-ALL-ALONG" EFFECT.

DUNNING–KRUGER EFFECT - TENDENCY FOR UNSKILLED INDIVIDUALS TO OVERESTIMATE THEIR OWN ABILITY AND THE TENDENCY FOR EXPERTS TO UNDERESTIMATE THEIR OWN ABILITY.

AVAILABILITY BIAS –TENDENCY TO THINK THAT EXAMPLES OF THINGS THAT READILY COME TO MIND ARE MORE COMMON THAN WHAT IS ACTUALLY THE CASE.

1.2.2 LOGICAL FALLACY

A misconception resulting from flaw in reasoning, or a trick or illusion in thoughts that often succeeds in obfuscating facts/truth.

AD HOMINEM ATTACK IS A LOGICAL FALLACY ASSOCIATED WITH TRYING TO UNDERMINE THE OPPONENT'S ARGUMENTS BY PERSONAL ATTACKS, THROUGH ATTACKING THEIR CHARACTER OR SKILL LEVEL, ETC.

FALSE DILEMMA – FALLACY OF BIFURCATION, BLACK-OR-WHITE FALLACY, THE FALSE DILEMMA PRESENTS TWO ALTERNATIVE STATES AS THE ONLY POSSIBILITIES WHEN MORE POSSIBILITIES MAY EXIST.

THE STRAWMAN FALLACY –OCCURS WHEN ONE MISREPRESENTS AN ARGUMENT SO THAT IT BECOMES EASIER TO ATTACK.

APPEAL TO RIDICULE- IT IS AN INFORMAL FALLACY WHICH CLAIMS AN ARGUMENT TO BE RIDICULOUS OR ABSURD. THE FALLACY USES THIS CLAIM IN AN ATTEMPT TO INVALIDATE THE ARGUMENT SINCE IT IS NOT WORTH ENTERTAINING.

THE BURDEN OF PROOF-THIS IS ON THE PERSON WHO MAKES THE CLAIM, NOT ON THE PERSON WHO DENIES (OR QUESTIONS) THE CLAIM. THE FALLACY OF THE BURDEN OF PROOF OCCURS WHEN SOMEONE WHO IS MAKING A CLAIM, PUTS THE BURDEN OF PROOF ON ANOTHER PARTY TO DISPROVE WHAT THEY ARE CLAIMING.

GI JOE FALLACY – MISTAKEN IDEA THAT "KNOWING" IS ENOUGH TO CHANGE YOUR BEHAVIOR, THAT KNOWING IS HALF THE BATTLE

HASTY GENERALIZATION- INFORMAL FALLACY OF FAULTY GENERALIZATION, WHICH INVOLVES REACHING AN INDUCTIVE GENERALIZATION BASED ON INSUFFICIENT EVIDENCE, MAKING A RUSHED CONCLUSION WITHOUT CONSIDERING ALL OF THE VARIABLES OR ENOUGH EVIDENCE.

1.2.3 PROPAGANDA

The systematic propagation of a doctrine or cause or of information reflecting the views and interests of those advocating such a doctrine or cause.
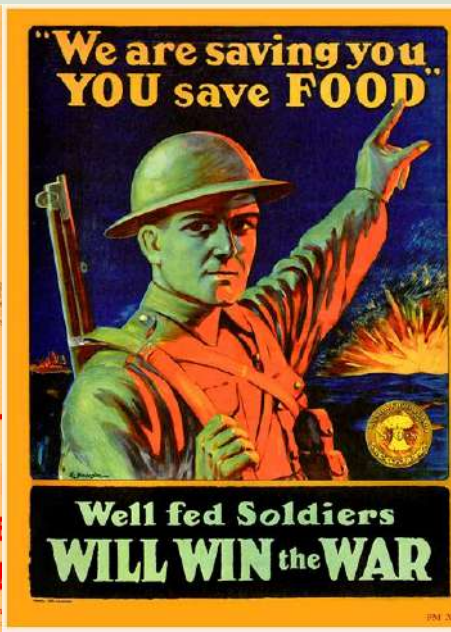
CAN BE FOUND IN NEWS AND JOURNALISM, GOVERNMENT, ADVERTISING, ENTERTAINMENT, EDUCATION, AND ACTIVISM AND IS OFTEN ASSOCIATED WITH MATERIAL WHICH IS PREPARED BY GOVERNMENTS AS PART OF WAR EFFORTS, POLITICAL CAMPAIGNS, HEALTH CAMPAIGNS, REVOLUTIONARIES, BIG BUSINESSES, ULTRA-RELIGIOUS ORGANIZATIONS, AND THE MEDIA.

A WIDE RANGE OF MATERIALS AND MEDIA ARE USED FOR CONVEYING PROPAGANDA MESSAGES, WHICH CHANGED AS NEW TECHNOLOGIES WERE INVENTED, INCLUDING PAINTINGS, CARTOONS, POSTERS, PAMPHLETS, FILMS, RADIO SHOWS, TV SHOWS, AND WEBSITES. MORE RECENTLY, THE DIGITAL AGE HAS GIVEN RISE TO NEW WAYS OF DISSEMINATING PROPAGANDA, FOR EXAMPLE, BOTS AND ALGORITHMS ARE CURRENTLY BEING USED TO CREATE COMPUTATIONAL PROPAGANDA AND FAKE OR BIASED NEWS AND SPREAD IT ON SOCIAL MEDIA

PROPAGANDA UTILISES:
- **MISINFORMATION** – "FALSE INFORMATION THAT IS SPREAD, REGARDLESS OF INTENT TO MISLEAD.
- **DISINFORMATION** – KNOWINGLY SPREADING MISINFORMATION.

4 CHARACTERISTICS OF PROPAGANDA: (1) IT ACTIVATES STRONG EMOTIONS; (2) IT SIMPLIFIES INFORMATION; (3) IT APPEALS TO THE HOPES, FEARS, AND DREAMS OF A TARGETED AUDIENCE; AND (4) IT ATTACKS OPPONENTS

1.3 OVERCOMING OBSTACLES
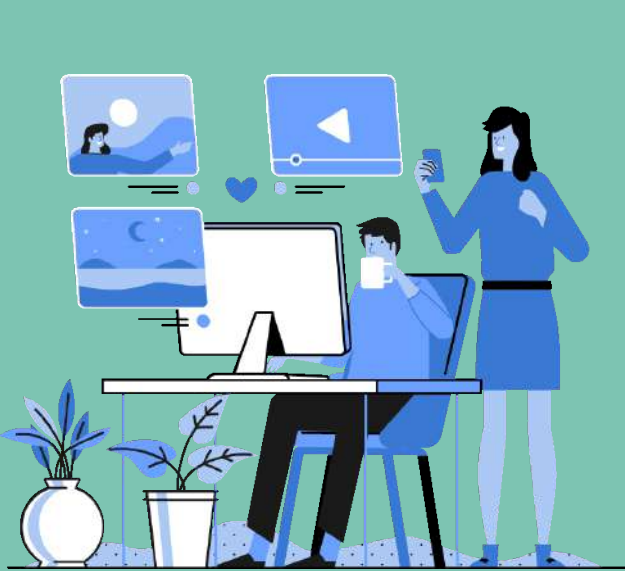
Critical thinking is hard! we do not always have time to analyze, and evaluate... It is much easier to go with the flow and accept things we see as they are. Sadly, that can leave us blind to problems happening around us. That being said, it is essential to develop our critical skills, and possibly turn them into a habit. Additionally, education and more specifically media literacy can be helpful.
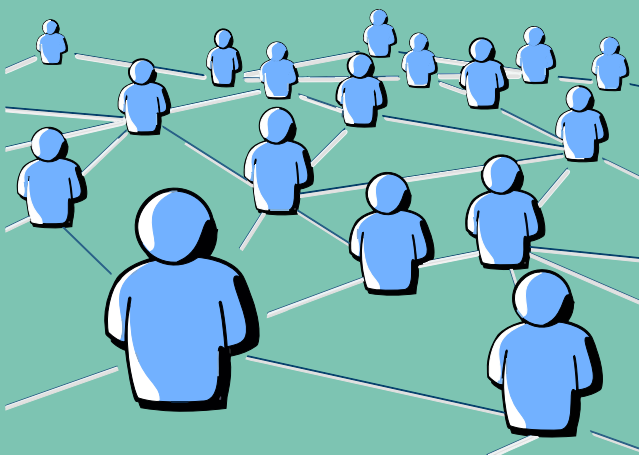
1.3.1 SOCRATIC QUESTIONING

QUESTIONS FOR CLARIFICATION

Questions for clarification define the terms of the question in order to understand exactly what is being asked.

QUESTIONS THAT PROBE ASSUMPTIONS

Questions that probe assumptions analyze the a priori believe supporting the main question.

QUESTIONS THAT PROBE REASONS AND EVIDENCE

Questions that probe reasons and evidence evaluate the available information both supporting and refuting potential answers to the main question.

QUESTIONS ABOUT VIEW-POINTS AND PERSPECTIVES

Questions about viewpoints and perspectives assume a different perspective in order to better understand all possible answers to the main question.

QUESTIONS THAT PROBE IMPLICATIONS AND CONSEQUENCES

Questions that probe implications and consequences look explore the various possible outcomes of the original question.

QUESTIONS ABOUT THE QUESTION

Questions about the question seek to understand the reasons for asking the initial question.

1.3.1 MEDIA LITERACY

MEDIA LITERACY EDUCATION IS THE PROCESS USED TO ADVANCE MEDIA LITERACY COMPETENCIES, AND IT IS INTENDED TO PROMOTE AWARENESS OF MEDIA INFLUENCE AND CREATE AN ACTIVE STANCE TOWARDS BOTH CONSUMING AND CREATING MEDIA.

MEDIA LITERACY IS AN EXPANDED CONCEPTUALIZATION OF LITERACY THAT INCLUDES THE ABILITY TO ACCESS AND ANALYZE MEDIA MESSAGES AS WELL AS CREATE, REFLECT AND TAKE ACTION, USING THE POWER OF INFORMATION AND COMMUNICATION TO MAKE A DIFFERENCE IN THE WORLD.

RESEARCH SUGGESTS MEDIA LITERACY EDUCATION CAN HELP ADOLESCENTS BECOME SENSITIVE TO PREJUDICE AND LEARN TO APPRECIATE DIVERSITY. MEANWHILE, MULTIPLE STUDIES HAVE SHOWN THAT MEDIA LITERACY INTERVENTIONS REDUCE BODY DISSATISFACTION THAT CAN BE THE RESULT OF THE CONSUMPTION OF MEDIA MESSAGES.

Critical Thinking

Explore more...

Brain storming

Brainstorming is a method of generating ideas and sharing knowledge to solve a particular commercial or technical problem, in which participants are encouraged to think without interruption.

Aristotele Triangle

LOGOS–fact basement, statistics WHITE CARD) PATHOS (red card) – emotional appeal; ETHOS (blue card) – ethical appeal, credibility, moral character and goodwill.
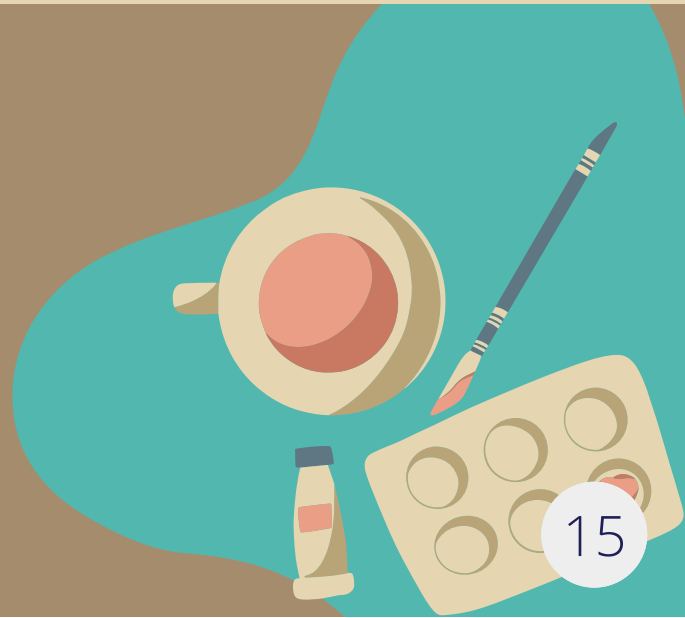
CREATE WITH US

ANAHIT
LUMINITA
THEODORE

CREATIVITY

It is clear as ABC that creativity was, is and will be one of the human superpowers. It can express the ideas, thoughts, conflicts, feelings and definitions of life.
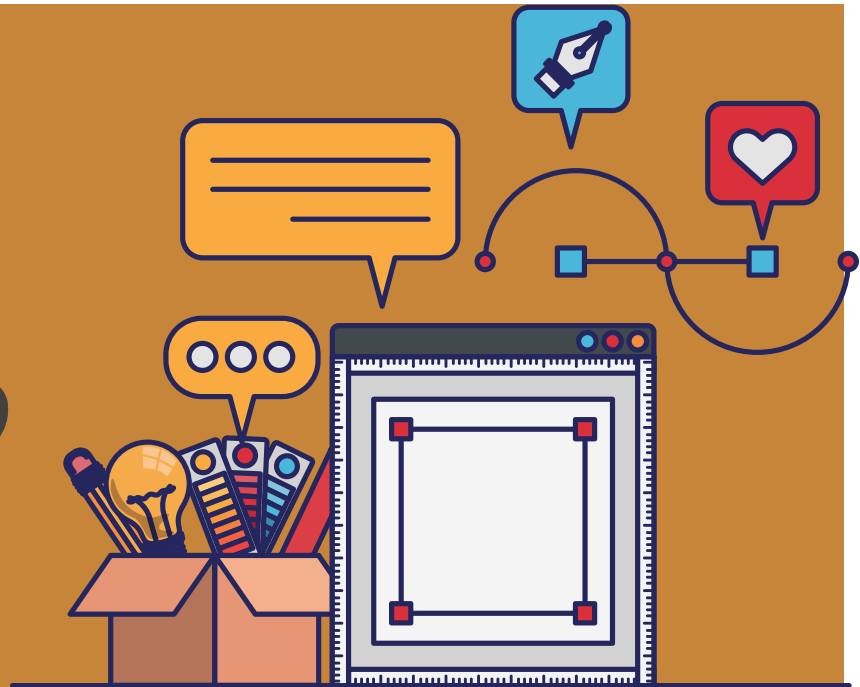
DEFINITION

- The way we see **creativity** is through using your imagination to find solutions to your problems. To be creative is to be inventive.

- **Creativity** is a phenomenon whereby something new and valuable is formed. The created item may be intangible (such as an idea, a scientific theory, a musical composition, or a joke) or a physical object (such as an invention, a printed literary work, or a painting.

TYPES OF CREATIVITY

Creativity comes in the form of original thought, divergent thinking, problem solving, inspiration and imagination.

In order to improve creativity, it is essential that you understand the definition of creative thinking and what steps you can take to improve your own thought process.

Divergent thinking

Divergent thinking is nonlinear and spontaneous. Rather than finding a single correct answer, the divergent thinker discovers multiple options for addressing problems. Brainstorming, predicting, and imagination activities are all examples of divergent thinking.

It is possible to increase divergent thinking by implementing open-ended questions when addressing problems rather than closed questions. Moving toward divergent thinking may not be comfortable for analytical thinkers, but practice will soon help creativity develop.

Problem Solving

This requires looking at each problem as a unique situation rather than applying the same principles to every similar problem.

It is possible to improve the problem solving process by implementing creativity.

Inspiration & imagination

Inspiration and imagination are essential for creativity. Webster defines imagination as the ability to "recombine the materials furnished by experience or memory, for the accomplishment of an elevated purpose; the power of conceiving and expressing the ideal."

In the modern world, it is easy to ignore the development of the imagination, but this is done to your detriment. Exercising the imagination is necessary to improve creativity.

Why are we creative?

Creativity is ones tool to express their uniqueness in the most majestic of ways. It is part of human evolution and the common factor for solving every problem.
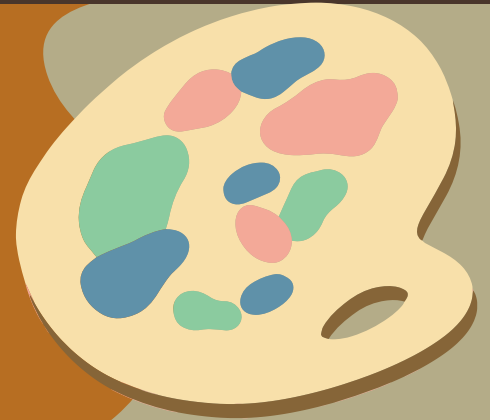
The way of living a common life is one of the reasons why people want to be creative. There is nothing much more important than expressing yourself, as this is the only technique to survive in the society of white and black.

It is making your own rules for creating your love, art, life...

Activities

Tell Me a Story

Duration: A story from each time should take no more than 3 minutes
Materials: -

Description:
Divide people into teams. Each group chooses a representative. The representative is given a topic to tell a story. Each member of the opposite team one by one should give a word that is not connected to the topic every 30 seconds. The person telling the story has to insert the word in the story so it would sound natural there. After both teams told their stories, they can change the representative.

Paper game

Duration: 5 minutes
Materials: Music, Paper (A4)

Description:

Participants are divided into pairs and take one piece of paper with them to the dance floor. They start dancing together on that piece of paper until the music changes and the paper is folded in a half. Afterwards, pairs should come up with innovative ways for both of them to stay on that folded paper and keep dancing. With every next song, paper is folded in a half and participants somehow manage to stay on it together while they keep dancing. The winner is the couple who leaves the dance floor last.
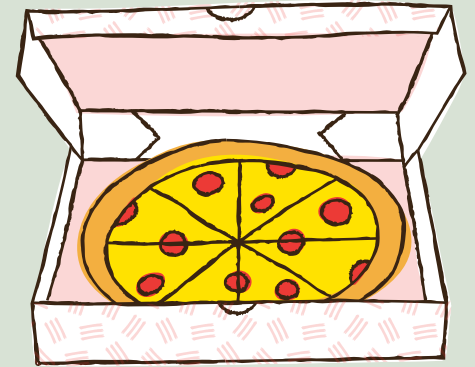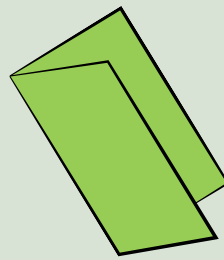
20 ways to serve a pizza

Duration: 5-7 minutes
Materials: 20 pieces of paper and a pen
for each participant

Description:
Imagine that each paper is a plate. Find 20 different ways that a pizza can be served and draw them. It can be as weird as the participants like.

The incomplete figure

Duration: 5 minutes
Materials: one piece of paper and a pen
for each participant

Description:
Every piece of paper has something minor already drawn and every participant has to complete the drawing using his/ her imagination

Act It Out

Duration: one round - 7 minutes (preparation time is decreased with every next round, staring from 30 seconds to no time)
Materials: small papers, a box

Description:

Participants are divided into teams of 5. For each round, they take a small piece of paper with a specific place written on it. They have to present a small play without making any sound and act. The aim of this exercise is for the participants to work together and come up with creative ideas in a short amount of time so the rest can guess the given place..

Imagine It

Duration: Each round should take no more than 7 minutes, depending on the participants creative ideas.

**Materials:** Any everyday object (a pen, a bottle etc.)

Description:

Ask for no more than 10 volunteers at the time and divide them into two teams. Participants are given an everyday object and they have to think of an unusual use of it. The teams have to show how to use it without naming the object one by one changing the representatives. Rest should guess the object. After several rounds with the same people, you can ask others to volunteer and choose a different object for the game.
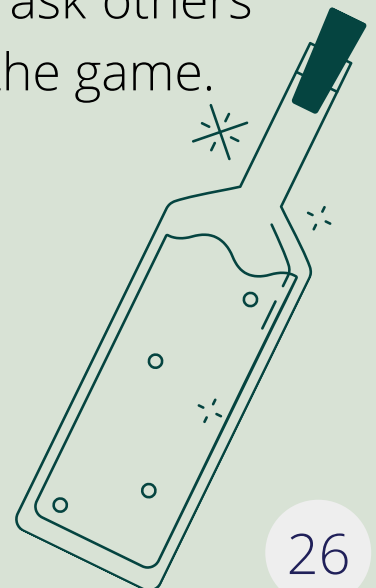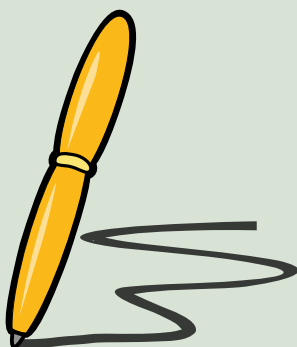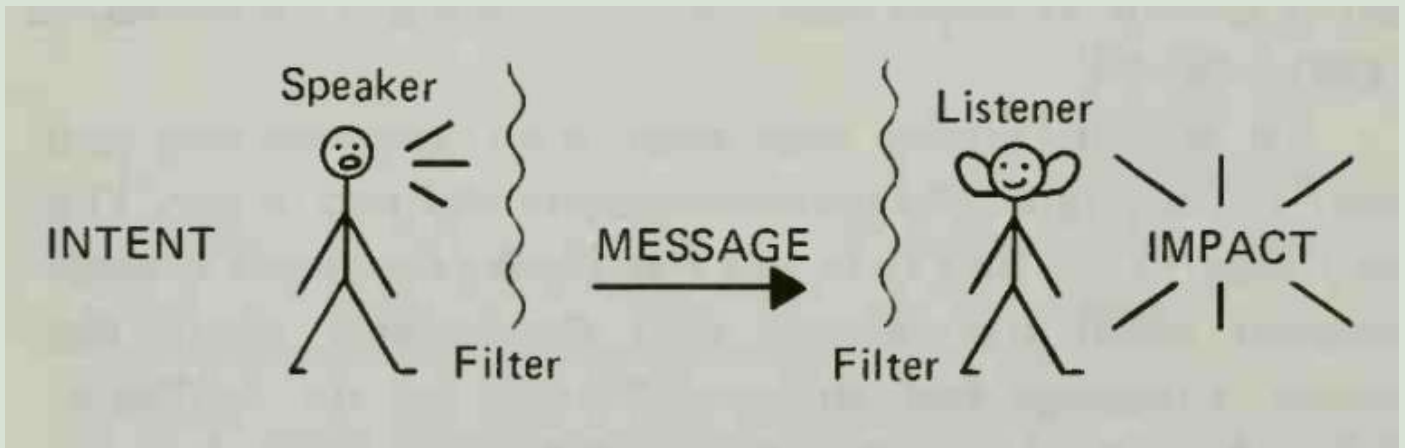
COMMUNICATION
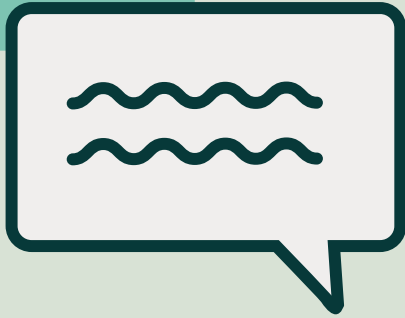
The act of transferring information from one place, person or group to another.

Why we need efficient and healthy communication?

- impove team work --> team work improves efficiency of problem solving and creativity
- avoid missunderstanding --> avoid conflict
- improve relationship and group atmosphere

Communication filters

Communication filters are habit of thought or enviroment that can delete, distort or generalise the messages you want to share

There are 5 types of filters:
- **distractions**
- **emotional states**
- **beliefs and expectations**
- **differences in style**
- **self protection**

PERSONAL AND CULTURAL CODES AND COMMUNICATION PREFERENCES

Language use varies between cultures. Words and phrases are used in different ways. For example, "yes" may mean "maybe" or even "definitely" even in different English-speaking countries. Non-verbal communication is also important and may include anything from gestures and facial expressions to sense of time, personal distance and even seating arrangements. Also the hand gestures are different in every country. Some hand gestures in Greece for example are going to have different meaning in Russia. Kisses and hugs maybe are not acceptable as well in some cultures.

Culture is the pattern of taken-for-granted assumptions about how a given collection of people should think, act, and feel as they go about their daily affairs"
-Joynt & Warner, 1996

A perfect example of cultural codes. We've been divided in 3 groups and we represented 3 different villages with different cultures, behaviour and beliefs. We had to communicate with each other and try to cooperate to make a road between the villages.

LANGUAGE BARRIER AND NON -VERBAL COMMUNICATION

A language barrier is any linguistic limitation that creates confusion or prevents comprehension. A barrier could refer to national and cultural languges, but it may also include specialized knowledge or speech impairments. for example a language barrier: people speaking languages native to different regions. Dialects are another example of a language barrier. People can technically speak the same language and still face misunderstandings and gaps in communication due to dialectical differences. Some language barrier problems are created by physical impediments, such as hearing loss or stuttering. Such conditions can affect both the ability to convey a message as well as the ability to understand what's being said.

COMMUNICATION DIFFICULTIES

Communication problems refers to misunderstanding and misinterpreting other people meanings.

It can be intentional or not

It can be cultural or social misinderstandings

Some exemples:
- not truly listening
- interupting people talking
- Passive Agressive way of speaking; which is attempting to communicate anger and other forms of distress but without openly acknowledging these emotions
-Disinformation: false information which is intended to mislead, especially propaganda
-Misinformation: false or inaccurate information, especially that which is deliberately intended to deceive.
- Violent communication

ACTIVITY

The game, also called transmission chain experiments in the context of cultural evolution research, and is primarily used to identify the type of information that is more easily passed on from one person to another.

This game properly illustrate that the information is not alzays well understood and retransmitted.

Then, to ensure that an information is correct, it is necessary to verify sources and even recut information by deferents sources.

IMPROVE COMMUNICATION

Involve a facilitator to ease the conversation

Use active listening to limit the distractions and speech distorsions

**Practice public speaking to improve your skills**

**Ask for feedback on your communication with colleagues or friends**

Set rules or be aware of the unspoken rules of your environment

Assertive Communication is a type of a communication where one expresses their thoughts, worries, feelings in a open way, yet they respects other people's emotions, boundaries and way of thinking
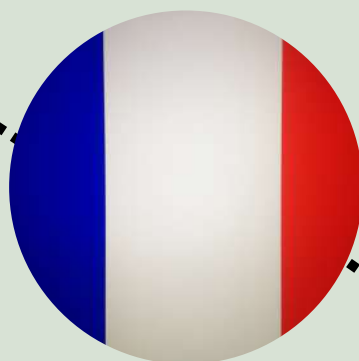
Assertive talkings is in between agressive communication (you put others down while openly expressing your own thoughts) and passive communication (you put yourself down in a favor of others feelings and emotions)
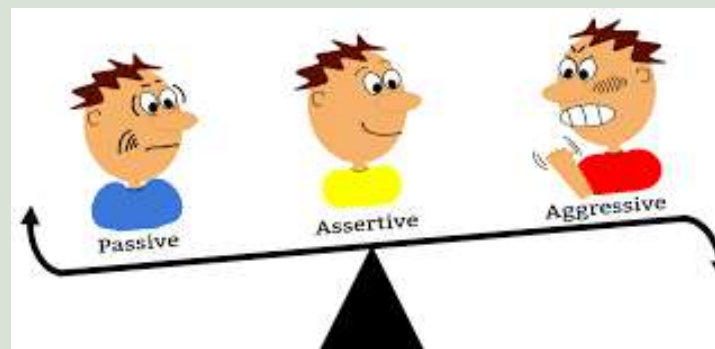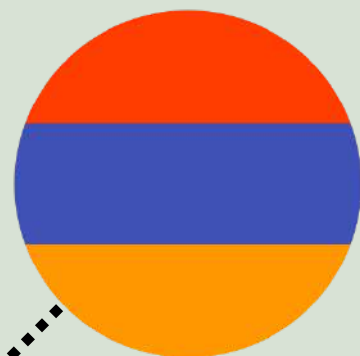
COLLABORATION
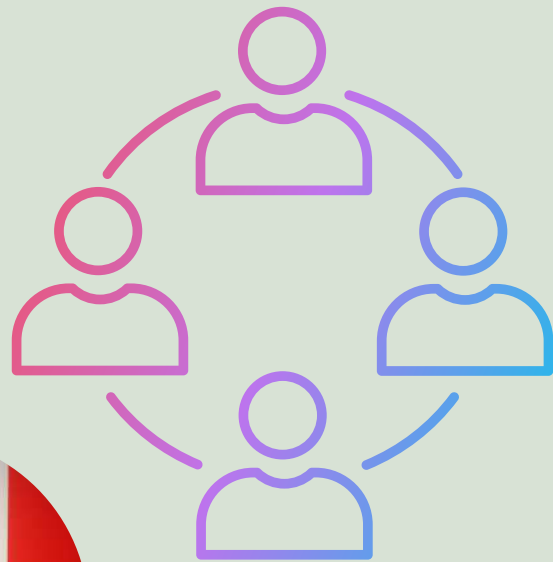
SURADNJA

COLLABORATION

КОЛАБОРАЦІЯ

COLABORAÇÃO

თანამშრომლობა

ΣΥΝΕΡΓΑΣΊΑ

COLABORARE

ՀԱՄԱԳՈՐԾԱԿՑՈՒԹՅՈՒՆ

COLABORACIÓN

COLABORARE

КОЛЛАБОРАЦИЯ

WHAT IS COLLABORATION?

COLLABORATION IS THE PROCESS OF WORKING TOGETHER TO ACHIEVE A COMMON GOAL.

THIS IMPLIES A NEED FOR NEGOTIATION AND AGREEMENT ABOUT THE GOAL AND STRATEGIES. PARTNERS WORK TOGETHER BY SHARING EXPERTISE, RESOURCES, AND RESPONSIBILITY FOR ACHIEVING THE GOAL.

COLLABORATION INVOLVES: SHARING, DEBATING, PLANNING, AND PROBLEM-SOLVING TOGETHER. INQUIRING TOGETHER, USING EVIDENCE AND RESEARCH TO GUIDE DECISION-MAKING AND LEARNING PROCESS.

WHY IS COLLABORATION IMPORTANT? COLLABORATION IMPROVES THE WAY YOUR TEAM WORKS TOGETHER AND PROBLEM SOLVES. THIS LEADS TO MORE INNOVATION, EFFICIENT PROCESSES, INCREASED SUCCESS, AND IMPROVED COMMUNICATION. THROUGH LISTENING TO AND LEARNING FROM TEAM MEMBERS, YOU CAN HELP EACH OTHER REACH YOUR GOALS AND CREATE A NETWORK FOR DEVELOP PROJECTS WITH A COMMON GOAL.

COLLABORATION-MAN

Accro yoga

Travel hacks
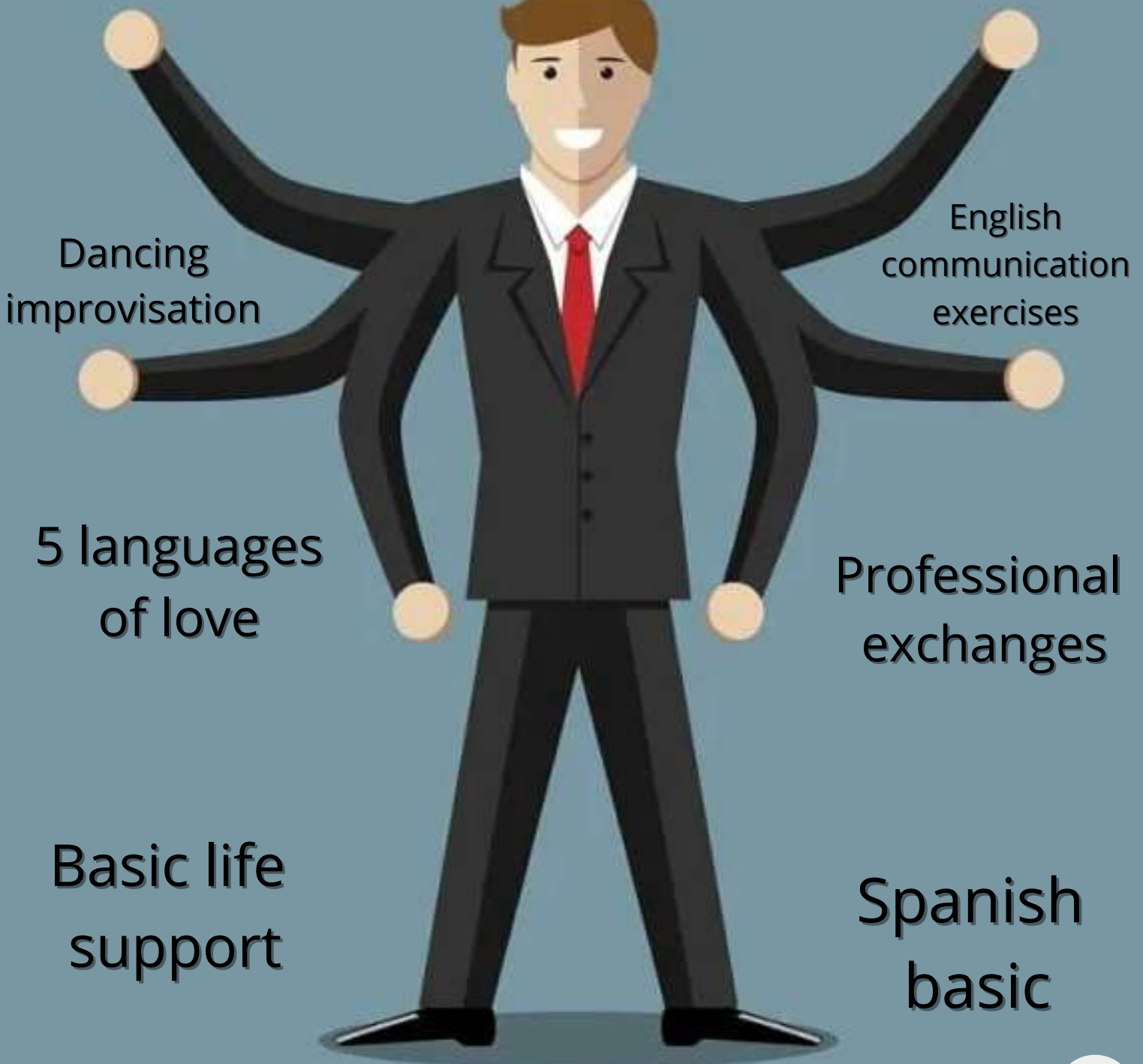
Dancing improvisation

English communication exercises

5 languages of love

Professional exchanges

Basic life support

Spanish basic

Practices

Accro yoga

FUN SPIN OF THE TRADITIONAL YOGA PRACTICE MERGED WITH ACROBATICS

THIS WORKSHOP HELPED TO OPEN THE SOUL AND BODY TO NATURE. THE WORKSHOP LEADER HELPED TO RELAX AND GIVE THE BODY THE NECESSARY ENERGY.

Practices

English communication exercises

THE PARTICIPANTS WERE DIVIDED INTO 2 TEAMS AND EACH TEAM HAD TO DESCRIBE THE WORD THEY WERE GIVEN IN A FEW SENTENCES, 1 WORD OR WITH MIMICS SO ANOTHER TEAM HAD TO GUESS THE WORD.

THIS WORKSHOP HELPED TO UNDERSTAND THE MEANINGS OF WORDS, TO UNDERSTAND THAT EACH WORD HAS MANY SYNONYMS AND DESCRIPTIONS. ALSO, THE WORKSHOP IS USEFUL FOR DEVELOPING TEAMWORK SKILLS.

Practices
Basic life support

PRACTICE HOW TO SAVE SOMEONE'S LIFE IN CASE OF EMERGENCY.

THIS WORKSHOP HELPED TO UNDERSTAND THE BASIC METHODS OF FIRST AID, HELPED TO WORK OUT ALL THIS IN PRACTICE, TO ACQUIRE NEW SKILLS.

Practices
Travel hacks

HOW TO EASILY APPLY FOR THE YOUTH PROJECTS, VOLUNTEERING, HOW TO TRAVEL FOR FREE AND SAVE MONEY, ABOUT TRAVEL INSURANCE, AIRLINES ETC.

THE WORKSHOP PROVIDED THE NECESSARY KNOWLEDGE ABOUT VARIOUS WAYS OF TRAVELING TO DIFFERENT COUNTRIES, HELPED TO UNDERSTAND EXISTING PROJECTS FOR THE EXCHANGE OF STUDENTS BETWEEN COUNTRIES, FOR TRAVEL. HOW TO MAKE IT ALL CHEAPER.

Practices

Dancing improvisation

TO FEEL THE MUSIC, RELAX THE BODY AND REALISE THE EMOTIONS.

THIS WORKSHOP HELPED TO UNDERSTAND YOUR BODY, YOUR OWN FEELINGS OF MUSIC, THE RHYTHM AND SPEED OF YOUR MOVEMENTS. EMANCIPATION AND ELIMINATION OF INTERNAL CLAMPS HELPED TO FEEL BETTER.

Practices
Professional exchanges

IN THIS WORKSHOP PATRÍCIA SHARED HER EXPERIENCE WORKING WITH MIGRANTS AND REFUGEES IN LISBON MUNICIPALITY.
THE GROUP DISCUSSED AND SHARED THEIR INSIGHTS AND EXPERIENCES REGARDING THE TOPIC OF MIGRANTS AND REFUGEES IN EACH COUNTRY.

THIS WORKSHOP HELPED TO UNDERSTAND AN IMPORTANT TOPIC, DISCUSS IT WITH EACH OTHER AND GET INTERESTED IN THIS ISSUE FOR FURTHER ASSISTANCE TO MIGRANTS AND REFUGEES, IF POSSIBLE.

Practices
Spanish basic

PARTICIPANTS JOINED FOR A QUICK INTRODUCTION TO SPANISH LANGUAGE FROM HISTORICAL AND GEOGRAPHICAL POINTS OF VIEW. AFTER PRACTISING SOME OF THE MOST COMPLICATED SOUNDS IN THIS WONDERFUL LANGUAGE, IT WAS TIME FOR THEM TO LEARN THE FUNNIEST SPANISH IDIOMS.

THIS WORKSHOP HELPED TO BETTER UNDERSTAND THE BASICS OF THE SPANISH LANGUAGE, ITS FEATURES. THE PARTICIPANTS WERE ABLE TO DISCOVER A LOT OF NEW THINGS, SHARE THEIR THOUGHTS IN A NEW LANGUAGE.

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Practices
5 languages of love

TALK ABOUT LOVE AND 5 LANGUAGES OF LOVE ACCORDING TO THE BOOK BY GARY CHAPMAN. EVERYONE SHARED THEIR LANGUAGE AND THE WAY THEY SHOW LOVE TO OTHERS

THIS WORKSHOP HELPED THE PARTICIPANTS TO IDENTIFY THEIR LANGUAGE OF LOVE, FIND OUT WHAT LANGUAGES OF LOVE EXIST AND HOW TO LIVE WITH THEM. THE PARTICIPANTS FOUND OUT WHAT LOVE IS FOR THEM AND WHY IT IS IMPORTANT IN OUR LIVES.

WAYS
TO COLLABORATE

*find your interest club in your town

* ERASMUS +, ERASMUS MUNDUS, ERASMUS FOR YOUNG INTERPRENEURS, ESC...

*work and study

*volunteering in different NGOs or on different events

6 STEPS TO CREATE A COLLABORATIVE WORKPLACE

1. CULTIVATE OPENNESS AND TRANSPARENCY

2. ESTABLISH A JUDGEMENT-FREE IDEA-SHARING CULTURE

3. ENCOURAGE COLLABORATION ACROSS DEPARTMENTS

4. LEAD FROM THE TOP DOWN

5. OFFER POSITIVITY AND REWARDS

6. HAVE THE RIGHT TECHNOLOGY IN PLACE TO FACILITATE COLLABORATION

Ideas to improve collaboration at your workplace

- CREATE A SUPPORTIVE WORK ENVIRONMENT
- COMMUNICATE EXPECTATIONS CLEARLY
- USE AN ONLINE PLATFORM TO COMMUNICATE
- WORK WITH YOUR COLLEAGUES STRENGTHS
- ENCOURAGE TEAM MEMBERS TO BRAINSTORM
- DEVELOP TEAM BUILDING ACTIVITIES
- PROMOTE INTERNERSHIPS AND PROFESSIONAL EXCHANGES
- INCENTIVATE INTERNACIONAL PROGRAMES AND EXCHANGES
- PROMOTE A NETWORK OF PARTNERS THAT SHARE THE SAME GOALS AND INTERESTS
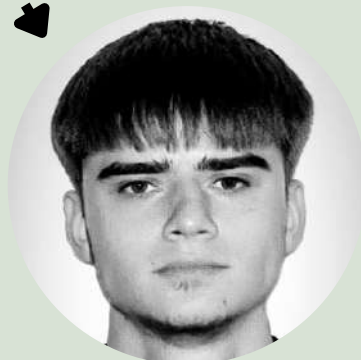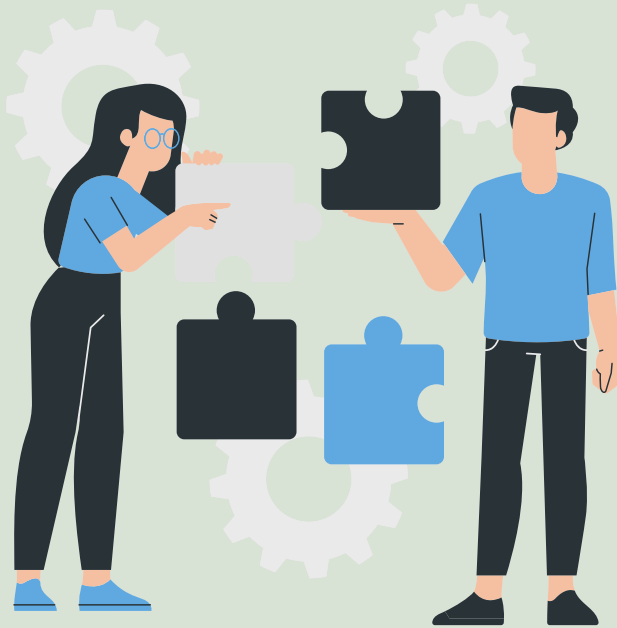
COLLABORATION TEAM

Mia

Patricia

Kristina

Vadim

Vlad

Alina

FEEDBACK

ELSA
I LOVED CONNECTING WITH EVERYONE AND
BIGGER PERSON THAN BEFORE.

EVERYDAY WAS A SURPRISE FOR ME
IZABELLA

EXCITING OPPORTUNITY OF LIFE
NATALIA

TONYA
AWESOME ATMOSPHERE!

MARIAM
I WOULDN'T REPLACE THIS
EXPERIENCE FOR ENYTHING ELSE

ADRIAN
YOU INSPIRE ME!

SANDRA
GANGSTAS PARADISE, AMAZING GROUP OF PEOPLE, MOTIVATED TO ENJOY AND LEARN ARMENIA

ANYA
EVERYTHING THAT I NEEDED

BESSO
GREAT OPPORTUNITY TO IMPROVE OUR SOFT SKILLS

ALINA
THE PROJECT HAD BROUGHT ME A LOT OF NEW INFORMATION AND SKILLS, POSITIVE EMOTIONS, AMAZING FRIENDS AND LOTS, LOTS, LOTS OF HAPPINESS.

GONZALO
4C TASTER IS THE PERFECT EXAMPLE OF A TRAINING COURSE: MANY DIVERSE PEOPLE, IN A NICE ENVIRONMENT, LEARNING GOOD PRACTICES IN A NON FORMAL WAY, AND ENJOYING THE PLACE AND THE COMPANY AT THE SAME TIME SATISFYING

ANA-MARIA

I LOVE THIS PROJECT BECAUSE I FEEL HEARD AND UNDERSTOOD AND I'VE DONE SOME THINGS I'VE NEVER DONE 😊

SABINA

AT THIS PROJECT I UNDERSTOOD THAT THE FUTURE IS DEFINETLY IN OUR HANDS

KRISTINA

THE NEW PATH OF MY LIFE BEGINS HERE

CHRIS

THE PROJECT WAS INSPIRING

THEO

A BREATH OF FRESH AIR

LAURANE

I FEEL GRATEFUL I HAVE BEEN ACCEPTED IN SUCH AMAZING EXPERIENCE! I THANK YOU ALL FOR YOUR BEAUTIFUL SMILES, GOOD VIBE AND THINGS YOU TEACHED ME.

STEPHANOS

EVERY TIME I'M PARTICIPATING IN A PROJECT, I LEARN SOMETHING NEW, AND THIS MAKES ME A BETTER PERSON.

BORJA

4C TASTER IS A CRUCIAL TRAINING COURSE FOR IMPROVING OUR COMPETENCES AND ABILITIES IN OUR WORK WITH YOUNGSTERS AND DAILY LIVES.

ANNA

FRIENDSHIP, BALANCE IS WHEN YOU CAN PARTY TILL 5 AM AND THEN START WORK AT 10 AND BE PRODUCTIVE

PATRICIA

THIS TRAINING WAS AN AMAZING OPPORTUNITY TO DEVELOP MY SKILLS IN CRITICAL THINKING, FIND WAYS TO EXPLORE MY PERSONAL AND PROFESSIONAL CRIATIVITY, IMPROVE COMMUNICATION AND COLLABORATION. DURING THIS TRAINING WE EXPERIENCED AND PRACTICED THESE SKILLS WITH MANY NFE ACTIVITIES AND HAD THE CHANCE TO WORK IN GROUPS TO DEVELOP THESE SUBJECTS. I FEEL REALLY GRATEFUL FOR THIS EXPERIENCE, FOR ALL THE SHARING AND CARING!

ZAN

E+ TRAINING COURSE "4C TASTER" GAVE ME NEW KNOWLEDGE AND DIFFERENT UNDERSTANDING OF: CRITICAL THINKING, CREATIVITY, COLLABORATION AND COMMUNICATION.

I ESPECIALLY FOUND MY QUALITIES IN CREATIVITY AND COLLABORATION. GAINED EXPERIENCES AND KNOWLEDGE WILL CONTRIBUTE TO MY FUTURE WORK ACTIVITIES.

Erasmus+

MED13 NGO   EDUCATIO   Future in Our Hands
Youth NGO

4C TASTER

— MANUAL ON THE BASICS OF

CRITICAL THINKING
CREATIVITY
COMMUNICATION
COLLABORATION