Title:

YOUTHPASS FOLDED - FORTUNE TELLING ORIGAMI

Aim and objectives:

Aim of the session is to raise understanding of 8 Key competences framework and how different activities contribute to the competence development.

Objectives:

- To enhance learning and demonstrate competences
- To introduce the eight key competences by way of a 'learning-by-doing' and handcraft activity
- To introduce Youthpass and raise awareness of it as a tool for self-assessment and recognition of non-formal education
- To introduce support materials for implementing Youthpass

Target group and number of participants:

For various target groups. Most suitable from 10 and more (preferably even number; if we have odd number of participants, than facilitator should also play the game).

Methodology:

Experiential group dynamic with handcraft activity and idea generating.

Duration:

Short version approx 30 min (If you fold origami in advance); longer version 1h30

Material and Resources needed:

Room big enough for all participants to move freely.

Pre prepared set of YP–folded for every participant:
- YP-folded_version1: competence task part
- YP-folded_version2: empty paper - to fill in with own ideas and Key competences description

Publication »Youthpass unfolded« and other Youthpass publications for distribution to the participants.

Outcome:

"Personal" 8KC fortune teller origami.

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Background:

This activity offers:

- Creativity in preparation (origami activity),
- Possibility to use in various occasions,
- Possibility to use for different target groups,
- Customization (possibility to create own version).

It was inspired by Youthpass Island Tool created by Juan Ratto-Nielsen.

STEP BY STEP PROCESS (APPROX TIMING):

SHORT VERSION

1. Facilitator (FC) explain the aim and objectives (3 min).
2. FC Distribute YP-folded (version 1). Participants fill in randomly numbers of the competence areas – numbers 1-8 in empty circles (2 min).
3. FC explain the procedure of the game (min 25 min).
    a. Find another person (make pairs) and decide who will be first Fortune teller (FT).
    b. Other chose number and FT reveal content
    c. Other »perform« task given from fortune teller
    d. Then they switch the role
    e. When finished both every individual find another »partner« and repeat again (could be more rounds - according to the time available).

LONGER VERSION

1. Facilitator (FC) explain the aim and objectives (3 min)
2. FC Distribute YP-folded (version 1) and guide fortune teller origami folding (step by step). When finished folding participants fill in randomly numbers of the competence areas – numbers 1-8 in empty circles. (10 min)
3. FC explain the procedure of the game (min 25 min).
    a. Find another person (make pairs) and decide who will be first Fortune teller (FT).
    b. Other chose number and FT reveal content
    c. Other »perform« task given from fortune teller
    d. Then they switch the role
    e. When finished both every individual find another »partner« and repeat again (could be more rounds - according to the time available).
4. When majority of the group complete the task, distribute YP-folded (version 2). Pax fold new FT. (5 min)
5. FC explain the procedure of the second round (in total 35 min).
    a. Make groups of 8 (or less depend on the number of participants).
    b. Every person in the group chooses randomly one key competence area and proposes new activity (task). It should be feasible within 5 minutes, with resources "in the room" and relevant to the given competence area. If we have smaller group, than one person should do more. As a support, there are descriptions of 8KC framework on the other side.
    c. Share ideas in the group and write them down into empty spaces of YP-folded (version 2). Also give activities randomly the numbers form 1-8.
    d. Than start to play the game as in the first round preferably with participants from "other" groups (2 rounds or more according to the time available).
6. When finished (majority of the group), make a debrief (15 min)
    a. How was the first part? Task challenges?
    b. How was the activity designing? Mayor challenge?
    c. How were newly designed activities? Relevant? Collection of some ideas...
    d. Relevance for various target groups and situations?
    e. Do we achieve aim of the activity?
    f. Additional ideas or variations of the game?
7. If possible give information about Youthpass support materials www.youthpass.eu. (2 min)