

# THE GREEN PLAYGROUND

YOUTH WORKERS AS ARCHITECTS OF ECO-GAME EXPERIENCES

16 - 22 JUNE 2026

MASIA LA MORERA, EL BRULL,  
BARCELONA, SPAIN

Training course program  
Erasmus +



Co-funded by  
the European Union



LA MORERA  
Agroturisme al Montseny





# THE PROJECT

## WHAT IS THE GREEN PLAYGROUND?

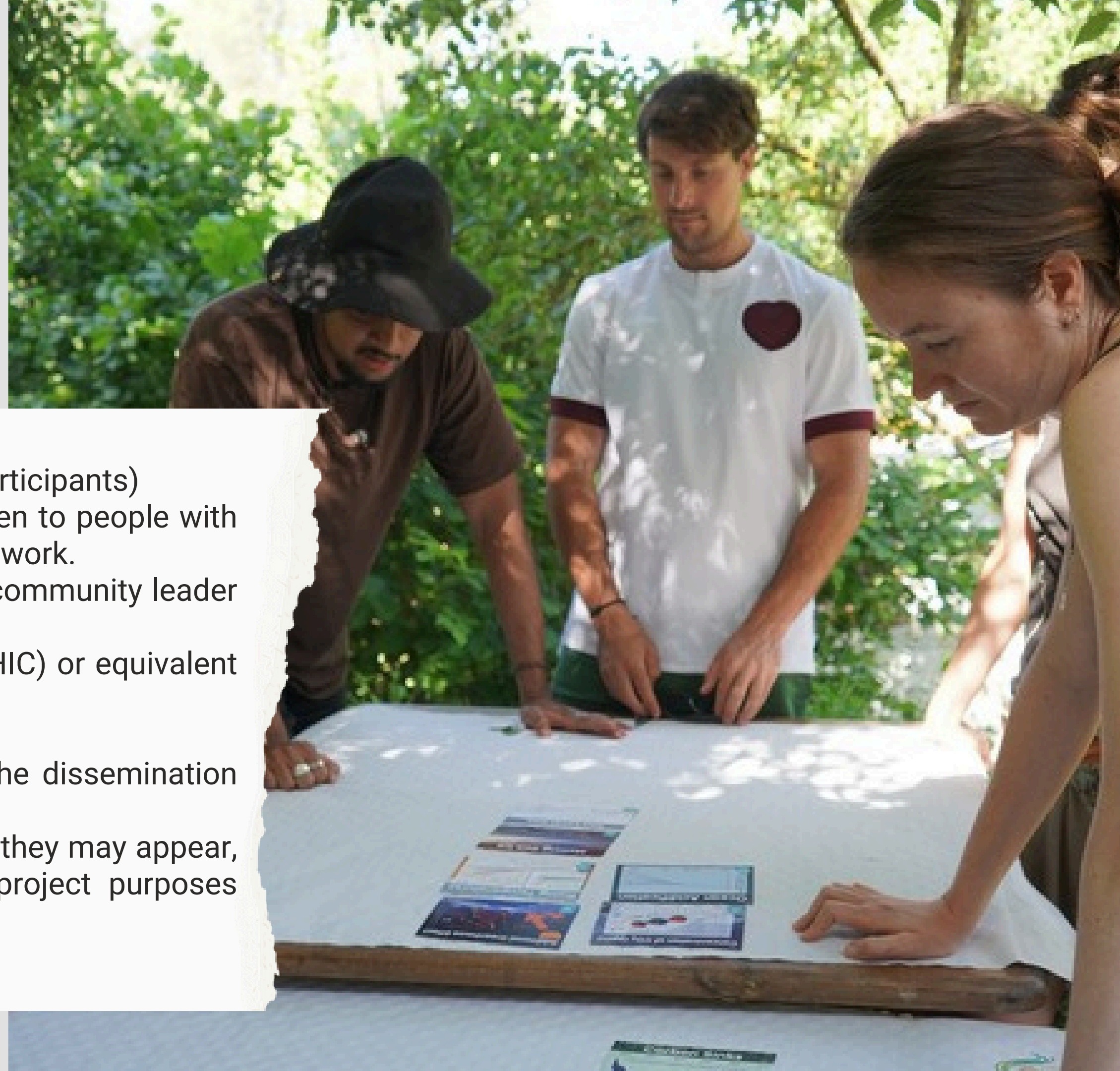
The Green Playground is a learning experience where creativity meets environmental education. It brings together 20 youth workers who become game's facilitators, exploring how gamification can transform environmental topics into something fun, interactive, and impactful.

Through collaboration and experimentation, participants will learn about gamification and co-create a digital toolkit filled with playful activities and games designed to inspire young people to care for the planet and take real action.

Born from the need to bridge the gap between environmental awareness and action, The Green Playground uses game-based and non-formal learning methods to turn complex topics into engaging experiences—empowering youth to learn, connect, and make a difference.

# PARTICIPANTS

- **2 Participants for each country** (Total 18 participants)
- Be over 18 years old; preference will be given to people with more than 25 years and experience in youth work.
- Be a **youth worker**, educator, facilitator, or community leader linked with non-formal or formal education.
- Hold a European Health Insurance Card (EHIC) or equivalent health insurance.
- Live in one of the sending countries.
- Be active and committed to carrying out the dissemination tasks.
- Give consent to the use of images in which they may appear, taken during the mobility, for legitimate project purposes (dissemination, publication of results, etc.).



# ACTIVITIES

Team-building activities

Gamification workshops

Game testing sessions

Role play games

Outdoor experiential activities in nature

Co-creation of a digital toolkit

Exchange of practices between participants

Dissemination planning

Final community testing event





# DISSEMINATION

As part of the project, participants will be expected to organize a local event in their home countries using gamification methodologies explored during the training course.

In collaboration with their sending organizations, participants will design the event inspired by the toolkit developed throughout the project, creating engaging and educational activities. These events will aim to promote environmental education and encourage active participation within their communities.

Additionally, each event should be properly documented in order to capture outcomes, share experiences, and contribute to the overall dissemination of the project results.



# THE TEAM

## SAUL NEBOT



Saul Nebot will be one of the trainers in the project, bringing over ten years of experience in non-formal education, youth work, and environmental education. His background combines technical knowledge in sustainability and agroecology with hands-on pedagogical practice. He has worked as an environmental educator for several public administrations, as well as a trainer and facilitator of non-formal education programmes, where he integrates his passion for environmental education through gamification.

Within the project, Saul will design and facilitate gamified learning processes and support participants in reflecting on and transferring these methods into their daily work. His extensive experience in Erasmus+ (including over 20 youth exchanges and 5 training courses) ensures a strong ability to guide international groups in a dynamic and cohesive way, while also sharing insights from his experience in the field.

## GISELA SALÓ



Gisela Saló will join the project as a trainer, bringing more than a decade of experience in youth work, non-formal education, and creative facilitation. She is a youth worker, art educator, and theatre maker, specializing in the use of play, artistic expression, and creativity as educational tools. She has also delivered training sessions focused on game pedagogy.

Gisela has been actively involved in international initiatives such as CUJUCA (a project focused on street games and popular education) in Argentina.

Her work integrates methodologies such as body-based games, team building, improvisation, storytelling, and theatre to foster participation, inclusion, and collective creativity. Currently, she coordinates community-based artistic projects that connect people through shared stories and participatory approaches. In this project, she will bring an artistic and experiential dimension, enriching the learning process and supporting an inclusive and engaging group dynamic.



LA MORERA  
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# THE VENUE

La Masia La Morera (El Brull, Osona) is a space located within the Montseny Natural Park that works to be a driving and revitalizing force in the territory. Through sustainable rural tourism and a way of life consistent with its values, it promotes the conservation of the area's natural and cultural heritage, contributes to the economic and social development of local communities, and works to reverse challenges associated with rural life in the central regions of Catalonia.



The house offers shared accommodation, with rooms designed for 3–4 people, encouraging a communal and collaborative living experience. Guests have access to various common areas that foster connection and coexistence. Set in an isolated environment, the masia provides a unique opportunity to disconnect, as there are no shops or services nearby, allowing for full immersion in nature.

More information on the webpage:

<https://www.masialamorera.com/>

**Note: There are 3 dogs in the venue!**

# HOW TO GET TO LA MORERA



1

The best option is to arrive first in Barcelona. If you arrive at Barcelona-Sants train station, you will need to take a train to Barcelona–Fabra i Puig (lines R3, R4 or R7). The journey takes approximately 20 minutes.

2

If you arrive by plane, take the R2 train from the airport to Barcelona-Sants station, and then change to one of the lines mentioned above. Please note that the airport train only departs from Terminal 2. If you arrive at Terminal 1, you will need to take the free shuttle bus to Terminal 2.

3

Once you arrive at Barcelona–Fabra i Puig, exit the station and go to the bus stop outside. From there, take the direct bus to Centelles. Buses run every 30 minutes. The latest bus you can take departs at 17:50 from Barcelona–Fabra i Puig and arrives in Centelles at 18:46. We will arrange your pickup in Centelles and bring you to La Morera.



# TRAVEL INSTRUCTIONS

## KEEP YOUR INVOICES, TICKETS AND BOARDING PASSES.

We will need it to reimburse your travel costs. Download your boarding pass once you have it!

Electronic documents are preferred (you don't have to print anything).

Transfer by Taxi/Uber (or similar) is not eligible for reimbursement.

We encourage you to use eco-friendly and sustainable ways of travel (green travel) where possible such as bus, train or carpooling. If you choose this option, you will get more budget and you can cover your stay in a hostel with it.

**You need to arrive to Centelles at 18:46 h on the 16th of June and leave on June 22nd in the morning (after 10am from Centelles). Manage your travel according to that.**

**The reimbursement will occur only after having realized and finished dissemination process of the TC.**

## BUDGET AVAILABLE

FRANCE	211 € / *285€
GERMANY	309€ / *417€
ICELAND	535€
IRELAND	309€
ITALY	309€ / *417€
POLAND	309€ / *417€
SPAIN	23€ / * 56€
SWEDEN	395€ / *535€
TURKEY	395€



*\* GREEN TRAVEL: FLIGHTS ARE NOT ALLOWED*

# FOOD

Breakfast  
Lunch  
Dinner

Will be served in the  
accommodation

A **VEGETARIAN** diet will be followed

**Food restrictions/preferences** will be taken into consideration:

- Health reasons (Alergies and intollerances...)
- Personal reasons (religious reasons, veganism...)

We invite you to bring some typical food / drinks from your country so the first day we can make an international dinner with everything. Prioritize **local products**.





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# PROMOTING ORGANISATION BACK TO THE ROOTS



Back to the Roots is a non-governmental organisation dedicated to promoting environmental education and community participation. It works to reconnect young people with nature through experiential learning.

The organisation empowers youth as agents of change by providing tools for sustainability, inclusion, and active citizenship. Through non-formal education, art, and nature-based methodologies, it fosters resilient and engaged communities.





# THE PARTNERSHIP

**France**      [info@grainandsens.com](mailto:info@grainandsens.com)  
Grain and Sens

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