

CALL FOR PARTICIPANTS



The Game Changer: From to Learning in Youth Work

should we add
(edition II)



Oh!! noticed the Volu.M.E abbreviation
explanation

A project within the Volu.M.E. (Volunteering. Motivation. Empowerment.) series

02.10. – 08.10.2026 | Lefkosia | Cyprus



Why invent from scratch when the best games already exist?

We turn modern board games—rich in strategy, communication, and creativity—into powerful tools for youth learning. Discover how these engaging worlds connect with youth workers' competences and spark alternative learning experiences.

Join us to play, learn, and change the game in youth work – join us for **“Volu.M.E. Series – The Game Changer: From Board Games to Learning in Youth Work**

Turn a Game into Learning

Why reinvent the wheel when the world of board games already offers an incredible toolbox for learning, reflection, and growth?

In this edition of the Volu.M.E. (Volunteering. Motivation. Empowerment.) Series, ***The Game Changer*** invites youth workers, educators, and facilitators to explore how modern board games can become powerful educational tools in youth work. We will be focusing on the development of Competences for Youth workers who are engaged in working with youths.

Instead of building new games from scratch, we'll dive into the rich universe of professionally designed, beautifully crafted, and deeply engaging board games. These systems are built on rules, strategy, communication, and creativity, designed to challenge minds and foster connection.

Together, we'll explore:

- How existing games can be reframed as tools for competence development and experiential learning. Exploring the [ETS Competence Model for Youth Workers to Work Internationally](#)
- How to design meaningful learning experiences from play.
- How to use games to build teamwork, problem-solving, and social skills among young people.

Questions to be dealt with and discussed supporting our learning process would evolve around:

- What is a competence based approach and what does it have to do with games?
- What can we learn from a game about our competences?

For whom?

This is an invitation to **youth workers, trainers and game passionate persons (16 + years, priority to persons 18+, from Erasmus+ program countries)** ready to explore alternative ways of the way we learn, teach, and connect—with a playful twist. Experience in youth work & youth education is essential, board game experience is a plus! Persons under “with fewer opportunities” (as described <https://politistiko-ergastiri.org/index.php/young-people-with-fewer-opportunities/>) may apply and will be supported if needed to participate. Please note: a sending organisation MUST be involved in the training.

Travel information

We will reimburse the travel costs on the basis of the cheapest possibilities, e.g. second class railway tickets, economy class flights etc., within the provided limit, from place of residency to the venue of the activity and return, based on the rates of the “distance calculator” of the European Commission <https://erasmus-plus.ec.europa.eu/de/node/2626> and related regulations as follows:

- 10-99 km: 28,00 EUR / Green travel: 56,00 EUR
- 100-499 km: 211,00 EUR / Green travel: 285,00 EUR
- 500-1999 km: 309,00 EUR / Green travel: 417,00 EUR
- 2000-2999 km: 395,00 EUR / Green travel: 535,00 EUR
- 3000-3999 km: 580,00 EUR / Green travel: 785,00 EUR

*Green travel: Travel where low-emission modes of transport are used **for the majority of the journey**, such as bus, train, bicycle or carpooling.*

Participation fees

We are aware of the difficult financial situation of many people active in the field. Nevertheless, we see the offered events as a quality experience concerning venues, tools and activities and therefore as a unique opportunity for personal learning, professional development & networking which should be, beyond the received funding from European taxpayers not “for free”. Further, as providers of civic education, focusing as well on topics as (global) social justice, we decided to disrupt the vicious system of underpayment of people active in the field of (international) youth work & education, who dedicate their lifetime & energy for creating quality learning experiences by offering fair payment for their work (e.g. as free-lance trainers, facilitators or support staff). Therefore, a financial contribution from each participant is required **upon individual situation & decision**:

- You are e.g. student, unemployed person or a volunteer without own income (**reduced fee**): 50,00 EUR
- You are e.g. freelanced youth worker / trainer / educator with own income (**regular fee**): 75,00 EUR
- You are e.g. a person in stable job/employment (**solidarity fee**): 100,00 EUR

In case you are not able to afford the fee, please contact us for individual solutions.

Venue, accommodation & board

Volu.M.E. Series – The Game Changer: From Board Games to Learning in Youth Work, 02.10. – 08.10.2026 | Lefkosia | Cyprus

Accommodation, full board & activities will be provided by Politistiko Ergastiri Ayion Omoloyioton, Lefkosia:
<https://politistiko-ergastiri.org>

HOW TO APPLY?

Join us and become a Game Changer: From Board Games to Learning in Youth Work:

Please apply **until 25.08.2026** via <https://forms.gle/NYj8t6fe1VtLwp9P8>

We will inform all applicants by 01.09.2026.

A PROJECT OF “THE CONSTELLATION”

“The Constellation” is a consortium of organisations working together to develop learning activities aimed at enhancing the quality of volunteering & volunteering management. The members of “The Constellation” are EJBW (Weimar, Germany) Politistiko Ergastiri Ayion Omoloyioton (Lefkosia, Cyprus), Pro Vobis (Cluj-Napoca, Romania), Terzo Millennio (Lecce, Italy), Hors Pistes (Marseille, France), La Víbria Intercultural (Terrassa, Spain), Team for Youth (Baia Mare, Romania) & Esplora (Itri, Italy).



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