



Erasmus+

The project is funded within
the “Erasmus+” Programme of
the European Union

Applicant Organisation



Hosting organization



COLORFUL HOUSE

Contact:

Nazie Amisulashvli
naziamisulashvili@gmail.com

Games to reinforce adult learning
Kvareli, Georgia

Information Package

The Project

One of the core values of project 'Games to reinforce adult learning' is promoting the learning of young people through their involvement in open youth work activities, and particularly in game techniques. Youth work plays a vital role in encouraging and supporting young people to become active citizens who contribute positively to their society. We believe that there is great value in sharing experiences of young people and youth workers across Europe, and in fact this was one of the founding aims of project. We want to create A Toolkit for inexperienced youth workers/leaders, which supports the applicants in developing their skills in the playing of games with youngsters. The training will cover such topics as the theory and practice of game playing, workshop planning, adapting games to suit different target groups, and the use of traditional and folk games as a tool for non-formal learning. The training will use as its starting point games that are used in drama and theatre settings, but will give participants the opportunity to bring their own games and adapt them to a non-formal learning environment; and the opportunity to develop their practical skills in leading workshops. Non-formal learning techniques and peer education will be used throughout.

The aims of the project are:

- To explore the theme of games in youth work practice;
- to advocate for the techniques of non-formal learning;
- To explore the opportunities of the Erasmus + Program, and to place it in the context of youth work;
- To develop cooperation across Europe and enhance European networking.

Objectives

With this training we want the project and participants to reach following objectives:

- To learn about youth work practice across Europe;
- To understand the theory and practice of game playing;
- To explore the techniques of successful workshop planning;
- To develop practical skills in leading games with young people;
- To be able to use techniques of non-formal learning with young volunteers within their own organizations;
- To have a good working knowledge of the Erasmus + Programme;
- To develop new projects together.

Profile of Participants

The participants profile is:

- Representatives of organizations that has activities in youth learning
- Person, active in the youth field
- Inexperienced youth workers/leaders
- Possibility to attend entire project from the beginning to the end
- Interested in setting further co-operation with similar organizations from other European countries
- Participants are expected to be advanced in English as the main working language will be English

Successful applicants will receive confirmation of their participation, followed by more detailed information

**Please note: Host organization preserve the right to reject the selected participants by sending organization in case they see the profile is not fit to project aims.*

Financial Conditions

Contribution to the travel costs

Country Of Origin	Travel grant per participant	No. Of Participants
Germany	360	2
Spain	530	2
Armenia	180	3
Estonia	360	2
Italy	360	2
Ukraine	275	3
Portugal	820	3
Romania	275	2
Albania	360	3

Participation fee:

20 Euro, it will be deducted from the travel reimbursement money.

Participants will receive a separate document on detailed Information and travel arrangements after final selection!

PROJECT DETAILS

Dates of activity	11 - 16 August 2017
Arrival date	10 th of August
Departure date	17 th of August
Place	Kvareli, Georgia
Working language	English
Participants	28 participants from Portugal, Spain, Germany, Romania, Italy, Estonia, Albania Georgia, Ukraine, and Armenia

DEADLINE

Application deadline **June 9th**

CONTACT DETAILS

Nazie Amisulashvili
naziamisulashvili@gmail.com
Info.colorfulhouse@gmail.com
00995555555251



Erasmus+

The project is funded within the “Erasmus+” Programme of the European Union

Applicant Organization



Hosting organization



COLORFUL HOUSE