Who we are…

Problem Solving Team (PST) , is a social responsibility project team which was founded in 2013 by the young people who are guided by Sezer Gürsoy. There have been lots of social responsibility projects which have been run by PST and all these projects have been completed with the financial sources that are provided by sponsor firms or in the organization itself. We, as PST, would like to run an European Union Youth Project and develop an external source for the first time. We believe that we gained important experiences about managing a project by means of the projects that we have completed so far. Supposing that our project is accepted and we have the opportunity, we will prove that we are able to manage successfully. These are the social responsibility projects that we have completed: -Awareness for Autism -Blue cap support for the disabled -One day with my brother/sister (Values Education System) -The campaign of rally of support staff in the Red Crescent Week. -They forgat, We remember (Alzheimer Patients Project) -Paraplegia Patients As PST, we all aim to do is growing our youth as useful individuals to society and raise awareness about the sovial issues. Problem Solving Team, is a social responsibility project team which was founded in 2013 by the young people who are guided by Vildan Şengül, Banu Gürlek and Gülçin Yüceer. So far, we have been attending to the "Future Problem Solving Program" which is hold every year in America.

THEME's of the TC Project

We all have problems to solve, decisions to make. In order to solve these problems and make good decisions, we first have to understand the problem. Who or what is involved in the problem? When and where does the problem occur? Why does it occur? How does it occur? In other words, what is the problem? If we fully understand the scope of the problem, we are more likely to come up with a good solution. In order to do this, we have to: • gather information • analyze the specific situation • define the problem • generate many possible solutions • evaluate the solutions • select a solution • communicate that solution to the proper audience Community Problem Solving (CmPS) is a group activity designed to help youth workers study the past, explore the present, and investigate the possibilities of the future. It can be used not only to solve the personal problems but also problems of society. It may be used as a tool in all subject areas and to help young people understand and focus on environmental and social issues on local, national and global levels. Community Problem Solving Programme provides the tools and strategies youthworkers need to face the challenges of today and the future. What better way to prepare young people than by guiding them to learn in depth about topics of global importance, to systematically address related complex situations, and to evaluate multiple solutions in

order to best address the situation through an action plan? Those involved in Community Problem Solving practice powerful problem solving skills using critical and creative thinking. Participants improve their communication skills through collaboration and learning to write concisely with a specific focus in mind. Our project will focus on "Creative Learning and Community Problem Solving" and there will be mainly used non-formal education methods. These methods will be a combination of: 1. Getting-to-know-you activities, reflection and continuous assessment to facilitate group work and to assess learning; 2. Collaborative practice showcase and field visits to share experiences, good practices and ideas in order to conduct a common inquiry into the realities of social innovation and entrepreneurship in different countries and contexts; 3. Experience panels and expert presentation of local and international experiences/topics with questions afterwards in plenary; 4. Workshops run by the participants to test methods and tools and to present projects and policies to understand the complexities of problem in local and international contexts; 5. Plenary sessions connected to the corresponding experiential sessions; 6. Open space to deepen the general knowledge for project building and the creation of networks and partnerships according to areas of interest and fields of work; 7. One2one and evening activities: breaks and evening time to meet, discuss topics and interests and build partnerships to develop new projects and strategies. More about the sessions; workshops will be led by experts and participants selected during the application process. Likewise, good practices, innovative methods, tools, and learning experiences on how to overcome obstacles will be offered a space on the stage for showcasing. Open space will be available to everyone for a structured brainstorming so as to tackle not only pending topics but also to facilitate networking and project-building among participants.

Description of Projects

Fast developing world conditions and environmental issues requires the individuals to be grown up as versatile and to be able to create the best scientific and realistic solutions to the problems that they can come face to face. It is really hard to bring healthy solutions to today's problems with yesterday's understanding an approaches. And this shows that it is really important to grow individuals who are able to produce efficient solutions to problems, work with them, evaluate the events and facts, develop the environment and himself or herself. In today's globalizing world, we are in need of efficient individuals who can solve problems efficiently, can communicate with different groups and works, think productively and gather the analytical thinking and productivity, and are able to deal with the social change and transformation. That's why we focused on this project to promote "critical thinking" and "problem solving" skills among youthworkers and how these skills can be used in everyday life and issues important to community. In this context our objectives we want to achieve with the project are; - developing teamwork and collaboration between the youthworkers; - enhancing the skills of preparing materials and presentations of

youthworkers that communicate ideas effectively; - showing evidence that team members are able to learn and utilize problem-solving strategies in community problems; - developing critical and analytical thinking skills of young people and youthworkers. - developing research and inquiry skills of young people and youthworkers, - fostering the knowledge of foreign language and learning the key competences, - using a deliberate process for Creative Problem Solving methods and tools; - promoting active participation and international mobility of youthworkers; - learning about complex issues that will shape the future; and developing an active interest in the future - inspire a sense of active European citizenship, intercultural communication, collaboration, solidarity and tolerance among young Europeans and to involve them in shaping the Union's future. Erasmus+ Programme aims the cultural interaction, youth active participation, personal development, social entrepreneurship, global values likes brotherhood, solidarity and struggling with the prejudices and racism and so having networks that can lead to an European Consciousness. Within this, these are the points that are common with the aims of Erasmus+ Programme. 1.Our project corresponds to the priority of the Erasmus+ Program's 'Active citizenship in general, EU citizenships in particular' because it will contribute to the idea to grow individuals who are aware of their responsibilities, can act actively, express their ideas and opinions. 2.During our project, partners who have different characters and who come from different countries, will meet and think cooperate with the different cultures. It will provide a really functional atmosphere which will provide an opportunity to diminish the prejudices and ethnocentrism and to have an intercultural learning environment thanks to the cultural nights and cultural trips and the non-formal learning methods that we are going to apply in all the activities. 3.In social life, the part which mostly comes face to face with problems are the disadvantageous part. In this way, it can be seen that our project harmonize with Erasmus+ Program's priority of inclusion of disadvantageous people to the society. 4.Within this project, our participants, will gain lots of competences in various areas and these competences will be helpful to them when they have job interviews, search for the new education opportunities and learn the things that they still need to learn. In this case our Project meets the priorities of Erasmus+ Program 's 'young people's using their abilities (language abilities, digital abilities, entrepreneurship …etc) ' and 'Performance of learning better' 5."Exchange of the good practices and the fact that new methods will be developed in the Project" is correspond to the priority of the 'strengthen the capasity and international extend of the participant institution/s' of Erasmus + Programme. Besides that we are going to in need of motivated participants, qualified trainers, responsible partners, and National Agency's moral and material support .

Basic and Important Informations

Project Title: Community Problem Solving
Project Type: Training Course
Project Activity Dates: 21.05.2018 - 28.05.2018
Project Arrival Date: 21.05.2018
Project Departure Date: 28.05.2018
Location: Ankara, capital city of Turkey
Participants: Every organisations will send 3 participants
Person in Charge: Project Coordinator-Trainer: Yusuf YILDIRIM, Facilitator: Solmaz İsmayilova and Aykut Orbay
E-mail: problemsolversteam@hotmail.com
Target Group: Youth workers, Responsible of NGO's, Youth Associations, Youth leaders, Youth animators and Young people(Selection Priority - Espically who has not attend any this type of projects) - representative of non formal groups who are interested in establish new association and of course who has interest for Cultural Learning.
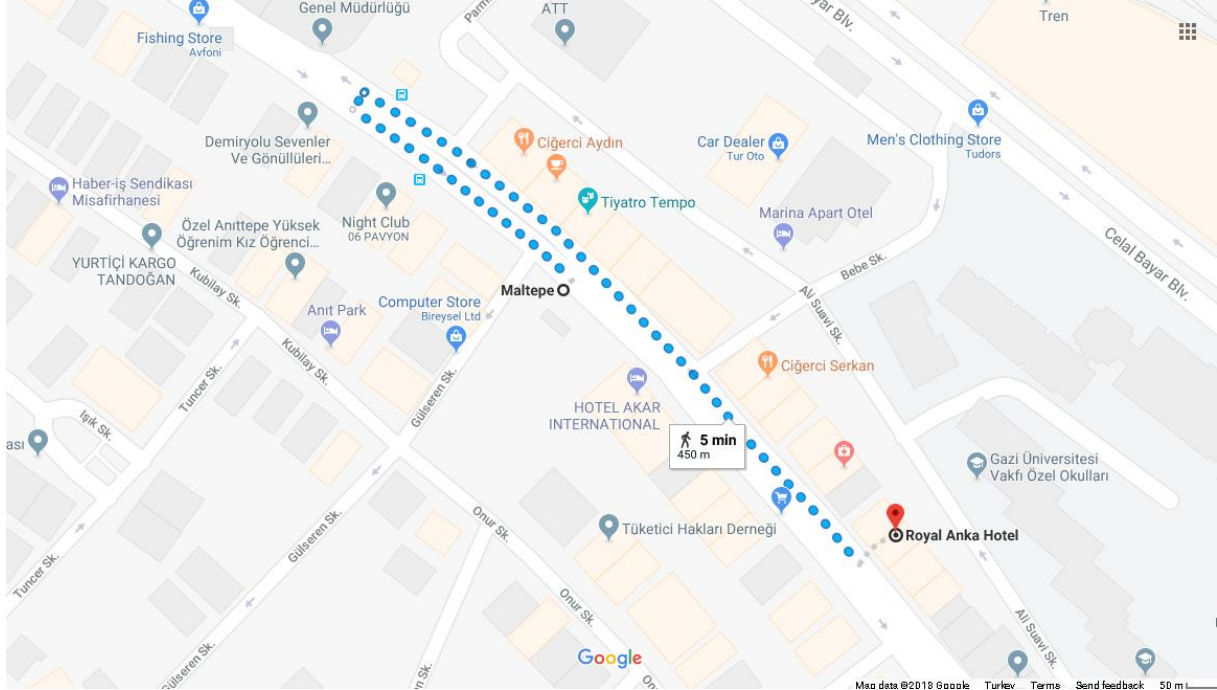**Working Language:** English
Accommodation: Will be in Royal Anka Hotel****, for more info about hotel: http://www.royalankaotel.com/eng/index.html, accommodation %100 covered from budget. Dont forgot please, rooms will be mix nations. And please dont insist us to stay at the same room with your friend.
Arriving Hotel: You will come to hotel with your own way. There is no anyone to pick up you from Airport, train station or bus station.
-Airport, name is Esenboğa International Airport: If you arrive to Airport then take a shuttle bus(name is Havaş or Belko, prefer Belko) and go out from bus at AŞTİ(Main Bus Station) after that walk to Metro, it is inside of AŞTİ. Metro Line name is Ankaray and go to Kızılay direction and go out at Maltepe Station then walk up(out of Metro) you will see Royal Anka Hotel, **PLEASE FOLLOW MAP WHİCH WE HAVE SEND ALREADY ON NEXT PAGE.**

Exactly at the following picture;

-International Bus Station, name is AŞTİ: If you land to İstanbul or any other city airport then take a bus and come to Ankara AŞTİ main bus station. After that walk to Metro, it is inside of AŞTİ. Metro Line name is Ankaray and go to Kızılay direction and go out at Maltepe Station then walk up(out of Metro) you will see Royal Anka Hotel

International Train Station, name is Ankara Garı: From here, the way is really complicate. So if you arrive here then we can just advice you to take a taxi until hotel.

ABOUT ANKARA

Ankara, Turkey's cosmopolitan capital, sits in the country's central Anatolia region. It's a center for the performing arts, home to the State Opera and Ballet, the Presidential Symphony Orchestra and several national theater companies. Overlooking the city is Anitkabir, the enormous hilltop mausoleum of Kemal Atatürk, modern Turkey's first president, who declared Ankara the capital in 1923.

Ankara, formerly known as Angora, city, capital of Turkey, situated in the northwestern part of the country. It lies about 125 miles (200 km) south of the Black Sea, near the confluence of the Hatip, İnce Su, and Çubek streams.

History

While the date of the city's foundation is uncertain, archaeological evidence indicates habitation at least since the Stone Age, and a thriving Phrygian town was located in the area at the end of the 2nd millennium BCE. Alexander the Great conquered Ankara in 333 BCE, and in the 3rd century BCE the town served as the capital of the Tectosages, a tribe of Galatia (the ancient name for the region around Ankara). In 25 BCE Ankara was incorporated into the Roman Empire by the emperor Augustus.

As a city of the Byzantine Empire, Ankara was attacked by both the Persians and the Arabs. About 1073 Ankara fell to the Seljuq Turks, but the Crusader Raymond IV of Toulouse drove them out again in 1101. The Byzantines, however, were unable to maintain their control, and Ankara became a bone of contention between the Seljuqs and their rivals among the Turkish frontier lords. After 1143, Seljuq princes fought among themselves for possession of the city. With the establishment of the Seljuq empire, Ankara declined.

In 1354 the city was captured by Orhan (Orkhan), the second sultan of the Ottoman dynasty, and it became a part of the Ottoman domains in 1360. Ankara was besieged during the Anatolian campaign of Timur (Tamerlane). In 1403 it again became subject to Ottoman rule, and in subsequent centuries it regained its importance as a commercial and urban centre because of its location on the caravan route to the East.

After World War I, Mustafa Kemal Atatürk, the Turkish nationalist leader, made Ankara the centre of the resistance movement against both the government of the Ottoman sultan and the invading Greek forces; he established his headquarters there in 1919. Ankara was declared the capital of Turkey in 1923.

The Contemporary City

The architecture of the present-day city reflects its varied history. Remains from the Roman era include a bath, the Column of Julian, and the Temple of Roma and Augustus. Byzantine remnants include the citadel and a cemetery. The square Alâeddin Mosque, with one minaret, is located near the walled citadel and dates from the Seljuq era. Ottoman buildings are numerous and include the Hacı Bayram Cami (1427–28), as well as the Mahmud Paşa market and the Kurşunlu Han, two 15th-century buildings that have been converted to house the Museum of Anatolian Civilizations. The modern city contains the huge Atatürk Mausoleum complex.

Government is the main business in the city, but Ankara is also Turkey's second most important industrial city after Istanbul. Factories producing wine and beer, flour, sugar, macaroni products, biscuits, milk, cement, terrazzo (mosaic paving), construction materials, and tractors are well established. Service and tourist industries are expanding rapidly.

Ankara is an important crossroads for trade and forms a major junction in the road network of Turkey. The city lies on the main east-west rail line across Anatolia. Esenboğa Airport, to the northeast, provides international services.

Several of Ankara's museums, which present a panorama of Anatolian history, are housed in renovated Ottoman buildings. The most important of these are the Museum of Anatolian Civilizations (with its world-renowned Hittite collection) and the Ethnographic Museum (with its holdings related to Turkish history, folklore, and art). The Atatürk Mausoleum contains the Atatürk Museum, which displays many of Atatürk's personal effects.

Ankara has 7 Public University and 11 Private University.

Country: Turkey / Republic of Turkey (Europe / West Asia)

Location: Central Anatolia / Province of Ankara

Status: Capital city / Provincial capital

Area: Approximately 971 square miles / 2,516 square kilometres

Population: 5.445.026

Language: Turkish

Currency: Turkish Lira (TL)

Time zone: Winter UTC + 3, Summer UTC + 2

Country Dialling Code: +90

Telephone Area Code: 312

Average Daily Ankara January Temperature: 3°C / 38°F

Average Daily Ankara July Temperature: 33°C / 92°F

REIMBURSEMENT

Visa Cost Reimbursement: United Kingdom and Spain has visa cost. The other nations does not need visa to enter Turkey. You can book your visa online from this webpage: https://www.evisa.gov.tr/en/

Travel Cost Reimbursement: When we get your **original** arrival and return boarding passes, tickets, visa and related invoices then reimbursement will be your bank account after final report result.(If there is any transfer cost by the banks, it will cover from everyone travel cost, we will not cover it, if you accept to attend Project, it means you accept also about transfer cost will be cover from your travel cost) You should to know without all these documents, no any reimburse, so please dont lost your any kind of documents.**(Espically Boarding Passes)**

Countries	*Travel Cost(Each Person)
Bulgaria 3 Participants	275 Euro
Czechia 3 Participants	275 Euro
Italy 3 Participants	275 Euro
Spain 3 Participants	530 Euro
Estonia 3 Participants	360 Euro
Germany 4 Participants	360 Euro
Lithuania 3 Participants	275 Euro
United Kingdom 3 Participants	360 Euro
Sweden 3 Participants	360 Euro
Turkey 5 - Participants	20 Euro

*If relevant-available all documents then maximum amount. If you pay less then your cost then you will have how much you paid, if you pay more than your cost then you will have your maximum amount. During the participants selection time Countries or Organisation changeable.

SELECTION PROCEDURE

➢ You have to send us your **Participant Application Form(If you dont have then please contact with us related contact email of project then we will send you)**, the documents must be sent in **pdf format(be in a format suitable for copying names from pdf)** and must be title:

--Community Problem Solving and Participant's Name-Surname--

All the information must be sent to problemsolversteam@hotmail.com *until* **21 April 2018,** *if we can not take any application until deadline then sorry for that but we need to inform you, we will change the partner. Before notification, please dont buy any travel ticket.*

No Exceptions!!

CALENDAR OF ACTIONS

Application deadline: 21 April 2018
Notification of Selected Participants: 23 April 2018
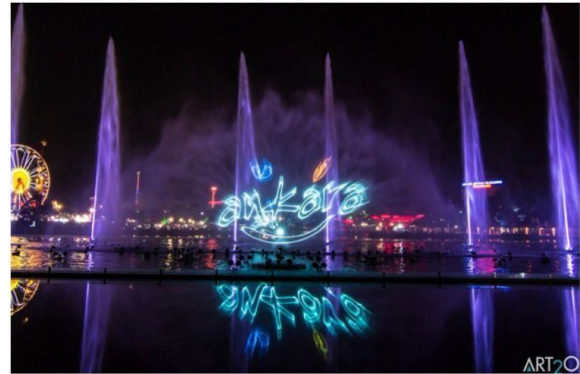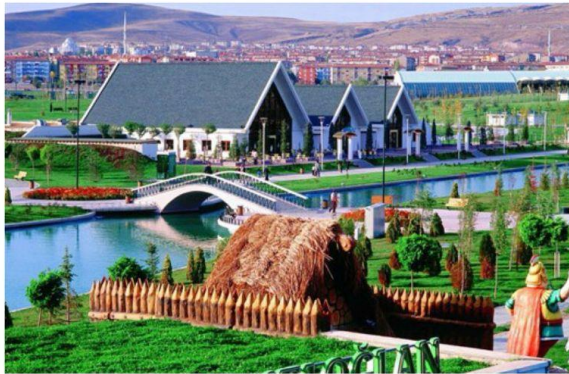**Arrival of participants:** 21 May 2018
Departure of participants: 28 May 2018

ARE YOU GOING TO MOVE OR STAY BEHIND?