

International training course

EDUBOARDS

Exploring Educational Board Games

10th-18th September 2019, Estonia

ABOUT THE TRAINING:

The training aims to promote the use of game-based learning methods in youth work and explore application of educational board games through training youth workers to assess learning needs of young people, adapt game-based learning methods and develop table-top games in correspondence with them.

The project sets next objectives:

- To discuss youth trends in participants countries and extract current learning needs from participant's working experience with youth;
- To introduce game-based learning for youth workers/youth leaders to incorporate in own work;
- To explore board games and their possible adaptation as educational tools;
- To introduce board games as a tool for involvement of young people and explore successful examples of the use of board games in youth work;
- To equip participants with methods for idea development and learning design that is transferable to socially relevant topics.

COUNTRIES

- Germany, Greece, Portugal, Spain – 3 participants
- Estonia, Czech Republic, Norway, Romania, Croatia – 2 participants

Link to the application form: <https://forms.gle/T2wz3RwDhQ4PTSx48>

PARTNERS



PARTICIPANT PROFILE

The training course is designed for: **Youth workers, youth leaders, educators, trainers, teachers, NGO volunteers and members.** We are looking for people involved in youth work or in the education field on a weekly basis. Participants do not need any previous experience with board games and game-based learning. We expect participants to have motivation to learn about game-based learning and be willing to create board games for young people.

Participants need to be **official residents** of the country they are coming from, be **over 18 years of age** and have at least an **intermediate level of English**. Participants are expected to **participate fully** in the program and **commit to the dissemination activities**.

TRAINING PROGRAM

The training course will be intense and will include **4 practical sessions of 90 minutes per day** with designated 60 minutes of reflection. The training is designed to produce **physical results** (designed board game concepts), so there will be very little free time during the week with optional times in the evenings to work in groups.

The training program will cover introduction to game-based learning, board game development principles, practical sessions on creating own game concepts, testing the concepts, documenting games and reflecting on the application of such methodology in youth work. As a result we foresee to create several board game concepts and test them with young people.

PREPARATION

Close to the training course the team will send you a home task and a preparation package to get up to date with the non-formal methodology and main aspects of the program that you will take part in.

During the week you will have a chance to share educational game concepts or products that you use or been part of. You can bring these games with you.

VENUE

The whole project will be organized in the picturesque **Oxforell Puhkekeskus** (<http://oxforell.ee/>), which is located not far from Tallinn. Accommodation will be provided in en-suite rooms of 2-3 people. During the training course there will be breakfast, lunch, dinner and 2 coffee breaks provided.

The event will take place in a conference room and in some outdoor working spaces if the weather allows. The place also has a sauna and a river, so make sure to bring your **swimsuit** if you want to enjoy an old sauna tradition in Estonia.

Towels and toiletries are NOT provided in the venue, so don't forget to take your own. As well as any **medication** you might need during the week.

The weather in September is usually moderate but still unpredictable. You are advised to take a **raincoat, warm jumper and anti-mosquito repellent with you**.

According to the rules, we are **not allowed to use the kitchen to cook ourselves**, so don't bring things that you would need to cook.

There is **WIFI** in the venue, but we cannot guarantee it will be working 100% at all time since we will be a big group, we advise you not to plan important online meetings during the training week.

There will be **no daily opportunity to go to the shop**, so you are advised to bring all the necessities for the training with you. We will visit Tallinn on the board game testing day, where you can visit shops.

WHAT TO REMEMBER SO YOU WON'T BE DISAPPOINTED:

We will provide local homemade food, filtered coffee and tea during breaks, board games, helpful staff, a trip to Tallinn with some free time and a public event, Nintendo Wii competition, materials to make board games from and team support.

However, if you will need espresso, hairdryers, special shampoo, hair straighteners, smoothie makers, guaranteed warm weather, 24/7 sauna - you will have to bring your own!

PRACTICALITIES I



INSURANCE:

It is mandatory to have a **valid travel and medical insurance** (i.e. European Health Insurance Card) during your travel. The host organization will not cover any personal health costs. If you need help with this, please contact your sending organization.



PARTICIPATION FEE:

The training course has a **participation fee of 30 EUR** paid on the spot in cash or via bank transfer based on an invoice provided to the partner organization. The participation fee amount is used for the benefit of the project to provide materials and cover extra expenses occurred during the project.



ARRIVAL/DEPARTURE:

Participants are required to **arrive to Tallinn by 16:00 on 10th September** and **not leave Tallinn before 11:00 on 18th September**. We will organize a bus that will take us from Tallinn Central Youth Center to the venue and back. There is no transportation from the venue to Tallinn, so we expect everyone to have tickets booked for given times.



EXTRA DAYS:

At your own expense you can stay in Estonia **up to 4 days before OR after the training course**. If you exceed this amount of days, you might not be subject to travel reimbursement. You can consider staying at United Backpackers, Welcome Hostel, Fat Margaret's Hostel or Red Emperor Hostel (if you don't mind noise).

PRACTICALITIES II



MEDIA MATERIAL:

Pictures and videos taken at the course as well as visual materials produced by the participants during the activities can be used to document the activity and promote the project in reports, partner websites and social media accounts as well as in further promotional materials.



WHAT TO TAKE WITH YOU:

We encourage you to bring your laptop, snacks and beverages for the intercultural evening, swimwear for the sauna, warmer clothes for the outside and fulfilled home tasks (will be sent to the selected participants by the trainers) to the training course.



PARTICIPATION:

Failure to participate in a minimum of 80% of the content sessions or inappropriate behavior might result in reimbursement not being given to the participants with a notice provided to the sending organization or exemption of the participant from the course.

WE ALSO HAVE THIS INTERACTIVE MAP FOR YOU TO FIND BEST PLACES & FIND US. CLICK IN THE ICON!



TRAVEL & REIMBURSEMENT

We expect selected participants to organize their travel according to Erasmus+ and [SGI rules](#). When arranging tickets, bear in mind that there is a fixed maximum amount reimbursable for your individual trip costs. The sum covers the travel costs of return trip from and to the partner organization's region using the most direct and cost efficient way of travel. Travel costs exceeding the maximum reimbursable amount will not be covered.

If there are any changes in the route or special travel requests, you are asked to confirm these with the project coordinator before purchasing the tickets. Failure to do so may result in some tickets being not reimbursable. Travel budgets according to the partner countries:

PORTUGAL

500€

**GREECE
SPAIN**

330 €

**NORWAY
CROATIA
GERMANY
CZECHIA
ROMANIA**

245 €

Note that 30EUR is reserved for local transportation (arranged bus to/from the venue). Experience shows that reimbursement allowances are sufficient to cover your travel and local transportation if everything is booked in advance to/from Tallinn.

THE DEADLINE TO BOOK TICKETS TO TALLINN IS 1ST OF AUGUST.

Reimbursements will be made by bank transfer to the organization or appointed responsible participant after dissemination activities are held (we will make the transfer within 14 days from the moment we have everything needed from a country group).

We advise you to arrange and book your whole trip before coming to the course in order to speed up the reimbursement process.

THE TEAM



PAVEL VASSILJEV

TRAINER

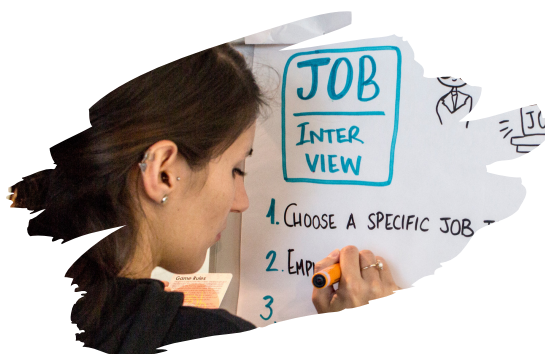
Head of Shokkin Group Estonia and the Shokkin Group International network, Pavel works as an international trainer, especially on the topics of game-based learning, entrepreneurship, youth involvement and outdoor education.



FILIP CÁBOR

TRAINER

Filip has a background in non-formal education, mainly focusing on topics such as intercultural learning, innovative approaches to education and gamification, both as trainer and creator of educational games.



OLALLA GONZÁLEZ

GRAPHIC FACILITATOR

Project and communication manager, Olalla has been developing as a graphic facilitator and integrating visuals in the last years in different educational activities aimed at youth and youth workers.



ANNA ZAVOLNER

HOSTING COORDINATOR

Restless youth worker, Anna has experience in hosting and leading different local and international events connected with youth and non-formal education.

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LINK TO THE APPLICATION

FORM: [HTTPS://FORMS.GLE/T2WZ3RWDH04PTSXY8](https://forms.gle/T2WZ3RWDH04PTSXY8)

ONCE SELECTED PLEASE JOIN OUR [FACEBOOK GROUP](#)

IF YOU HAVE ANY QUESTIONS CONTACT:
EDUBOARDSTC@GMAIL.COM

**WE ARE VERY EXCITED TO HOST
THIS TRAINING COURSE AND
CREATE SOME COOL BOARD
GAMES TOGETHER.**



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