



CREATIVITY & INNOVATION IN ERASMUS +

BY ANITA SILVA AND MARK TAYLOR

TRAINING COURSE PRESENTATION

What is this training about?

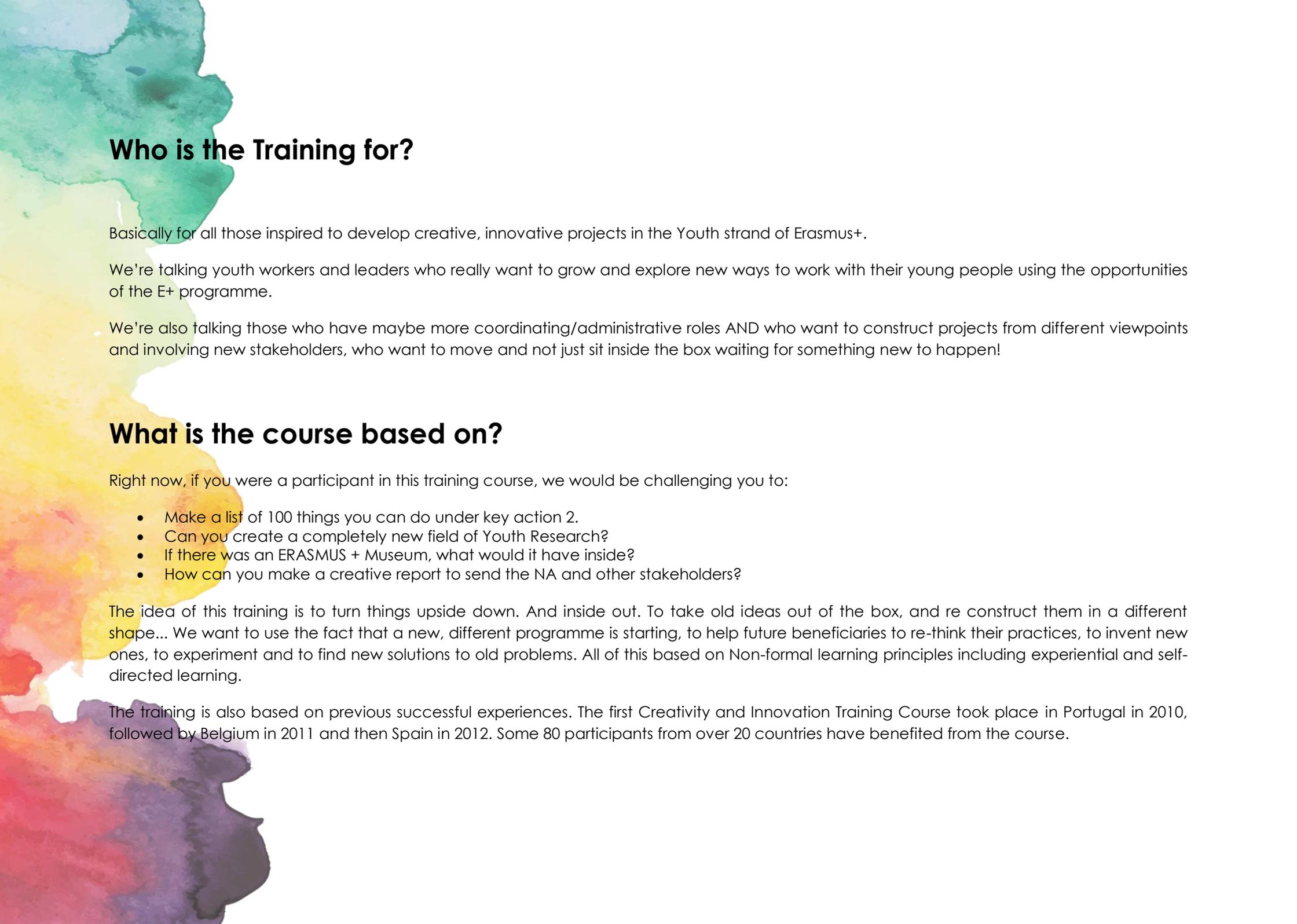
Over the past 12 years of being involved in European Youth Programmes, we have been confronted with several factors when working with youth workers and youngsters in an international context:

- **PARTICIPATION IN PROJECTS:** projects are still often designed and run by a single organization/person instead of being a shared project with all actors effectively involved. Those practices are neither the most efficient nor empowering, specially looking at the new possibilities in ERASMUS +, namely in Key Actions 1 & 2.
- **QUALITY IN PROJECTS:** many projects follow a traditional path and often there is a lack of innovation in the methods used. Some creativity there could increase the learning outcomes for all the persons and organizations involved.
- **NON FORMAL EDUCATION:** many users of the programme are not able to effectively turn the Non Formal methods used in their project into learning and empowerment of the ones involved.
- **IMPACT:** many projects remain far away from the local and national communities and their impact is reduced to a minimum. With a more creative approach, local involvement and visibility can be increased significantly.

Based upon these observations, we have designed this training course aiming to give creative and innovative tools to youth workers in order to increase the quality in their ERASMUS + projects and offer answers to the above issues.

Breaking it down, here's what we want to do:

- To support youth workers, youth leaders and other educators to think in innovative ways when approaching youth-related topics and **develop creative models of intervention** to increase the impact and efficiency of their activities – and even considering cooperating in wider fields and creating synergies outside youth;
- To analyze each step of a project (preparation, implementation, evaluation and follow up) and develop **creative solutions to improve these steps in terms of process and quality results.**
- To develop innovative methodologies that increase **effective participation of all project actors** involved in youth projects: partners, youngsters, local communities, and policymakers.



Who is the Training for?

Basically for all those inspired to develop creative, innovative projects in the Youth strand of Erasmus+.

We're talking youth workers and leaders who really want to grow and explore new ways to work with their young people using the opportunities of the E+ programme.

We're also talking those who have maybe more coordinating/administrative roles AND who want to construct projects from different viewpoints and involving new stakeholders, who want to move and not just sit inside the box waiting for something new to happen!

What is the course based on?

Right now, if you were a participant in this training course, we would be challenging you to:

- Make a list of 100 things you can do under key action 2.
- Can you create a completely new field of Youth Research?
- If there was an ERASMUS + Museum, what would it have inside?
- How can you make a creative report to send the NA and other stakeholders?

The idea of this training is to turn things upside down. And inside out. To take old ideas out of the box, and re construct them in a different shape... We want to use the fact that a new, different programme is starting, to help future beneficiaries to re-think their practices, to invent new ones, to experiment and to find new solutions to old problems. All of this based on Non-formal learning principles including experiential and self-directed learning.

The training is also based on previous successful experiences. The first Creativity and Innovation Training Course took place in Portugal in 2010, followed by Belgium in 2011 and then Spain in 2012. Some 80 participants from over 20 countries have benefited from the course.



On-going evaluations and on the spot adaptations to the needs of the participants and their reality has resulted in levels of **100% satisfaction** about the course's utility and in the meeting of individual expectations.

Most participants point out that through the training course they gained knowledge and skills how to find creative approaches, both in the field of youth work as well as life in general. Some participants mention they feel empowered by experiencing and knowing the possibilities and limitations of creative process(es).

These results were obtained during each edition of the course - so it seems like we are doing something creatively right!

Who runs the course?

Anita Silva

After obtaining a degree in Social Cultural Animation and a master in Creativity and Innovation, Anita has worked in several fields such as: emergency houses for youngsters, drug prevention, neighborhood street work, clowning and adult training. In 1998, she co-founded MAIS, an informal group of young professionals that later on became Team MAIS: a company that provides services such as Trainings and Non Formal Education projects with a focus on promoting creative solutions for communities.

Anita has also been an international freelance trainer since 2000. Currently, she is the Director of Team MAIS, a Trainer in the Youth and Social Field and a Trainer in the SALTO Training of Trainers course.

Mark Taylor

Mark Taylor is a relatively nice dinosaur who freelances from his current base in Strasbourg, France. He does all kinds of stuff - usually involving some kind of learning, or at least what some people call "AHA! Moments". Continuous creativity is important for him. Together with other members of the via Experientia consortium he sets out to expand the links between experiential learning practice and research. Otherwise, you can find him around the place facilitating meetings, training, running workshops and consulting organizations.

One of his passions is to be found in writing what he hopes are useful educational publications. He is a founding member and editor of the European Commission/Council of Europe Coyote magazine.

How to fill 5 creative days?

Underlying the whole thing is a quality approach that aims to respect individual learning processes and promote innovation and effectiveness.

So there are lots of creative exercises, sunrise sessions to get participants creative juices flowing early, library lunches where we eat and learn, sessions on creative ideation, theoretical and technical input and still the course is open to proposals from cooperating National Agencies in order to ensure priorities are reflected in both content and process.

On the next pages you will find the general flow of the programme.



CREATIVITY & INNOVATION IN ERASMUS+ - DAILY PROGRAMME

	DAY 1 ARRIVAL	DAY 2 INTRODUCTIONS	DAY 3 GETTING DEEPER	DAY 4 GETTING REAL	DAY 5 LOOKING BACK & FURTHER
MORNING		Introducing: Pax Team Programme Methodology Tools for learning	Creative techniques for: Engaging Youth Producing new ideas and Building tools	Creative techniques for: Building a learning process and a daily programme Producing new ideas and Building tools	Gathering of best ideas produced. Drafting Youthpass
AFTERNOON	Arrival of pax	What is cre8ivity & Innovation? KA1 and KA2 What are the opportunities for creating new models?	Creative techniques for: Intercultural Learning Producing new ideas and Building tools	Creative techniques for: Self-assessments and evaluations Producing new ideas and Building tools	Innovation Awards for everyone Evaluation
		All about me and us	All about me and us	All about me and us	
EVENING	Innovative Welcome!	The craziest Erasmus+ project we can imagine	Culture MIX & SYNC	Surprise us!	Kukuona Karibuni Party