

	DAY 0	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	
MORNING	Arrivals	Introduction of the participants and the project.	Learning in youth work.	Impact of learning	Mapping your local youth work reality	Departures	
AFTERNOON		Lunch					
		Ballad about youth work or how to recognise the youth work?	An egg or a chicken dilemma: what is more important - a process or a product.  Importance of the reflection.	Free afternoon	Evaluation		
EVENING		Dinner					
	Team Building			Goodbye evening			



**YOUTH RUNNER**

