

#TRAININGCOURSE

Treasure hunting games in youth work

20-29 MAY ARMENO, ITALY

Age of Participants: 18+

Participants: 27

Language: English

Partner Countries: Italy, Portugal, Poland, Spain, Sweden, Romania, Cyprus

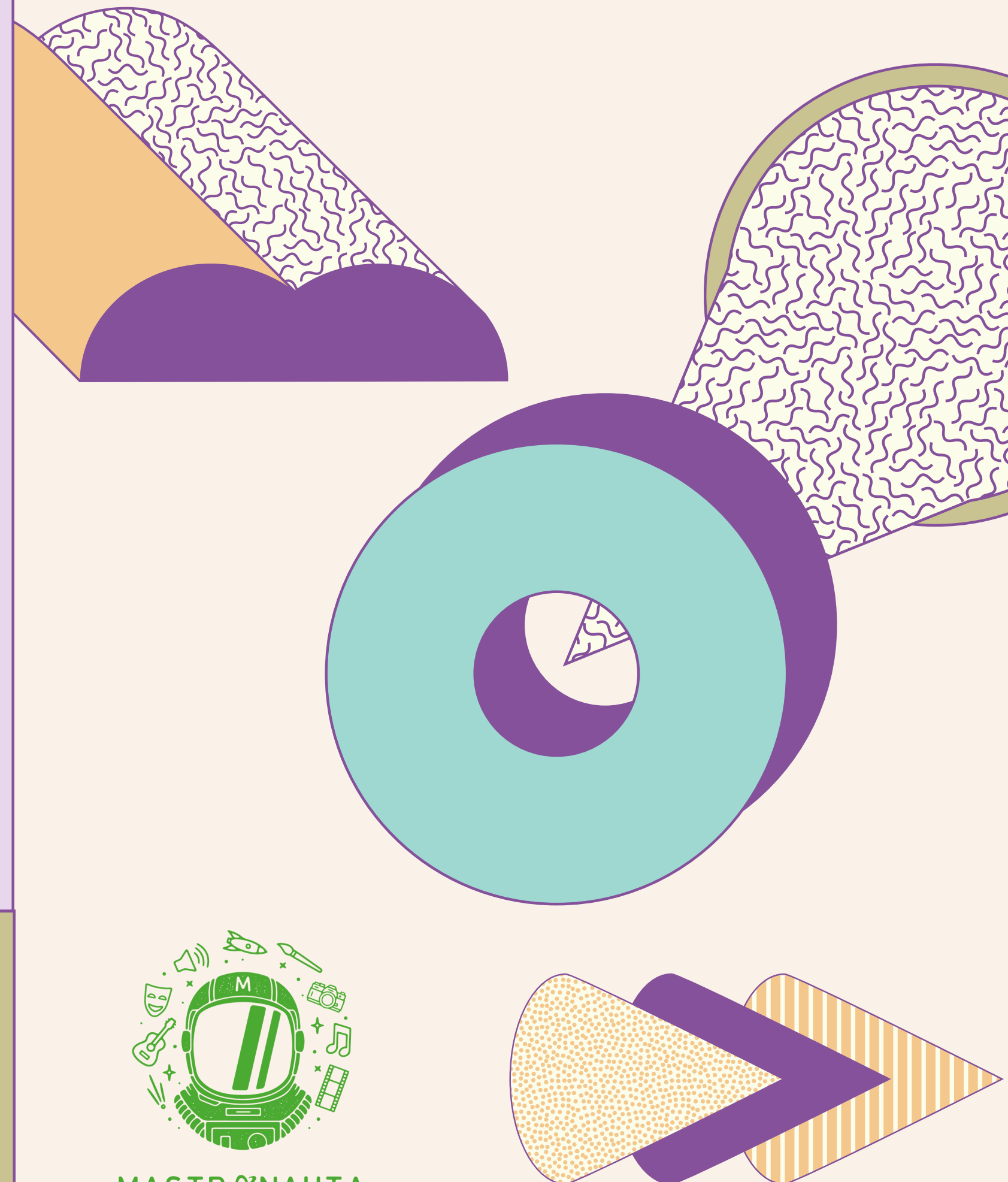
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Co-funded by the
Erasmus+ Programme
of the European Union



MASTRONAUTA



DESCRIPTION of the hosting organisation

Mastronauta is an arts and culture centre that promotes culturally based participation for young people and adults, with a focus on the ones with fewer opportunities and NEETs. **The aim of Mastronauta is to encourage the practice of creative disciplines and the participation of young people and the community through educational activities and cultural initiatives useful for skills development and functional for the adoption of a sustainable development model.**

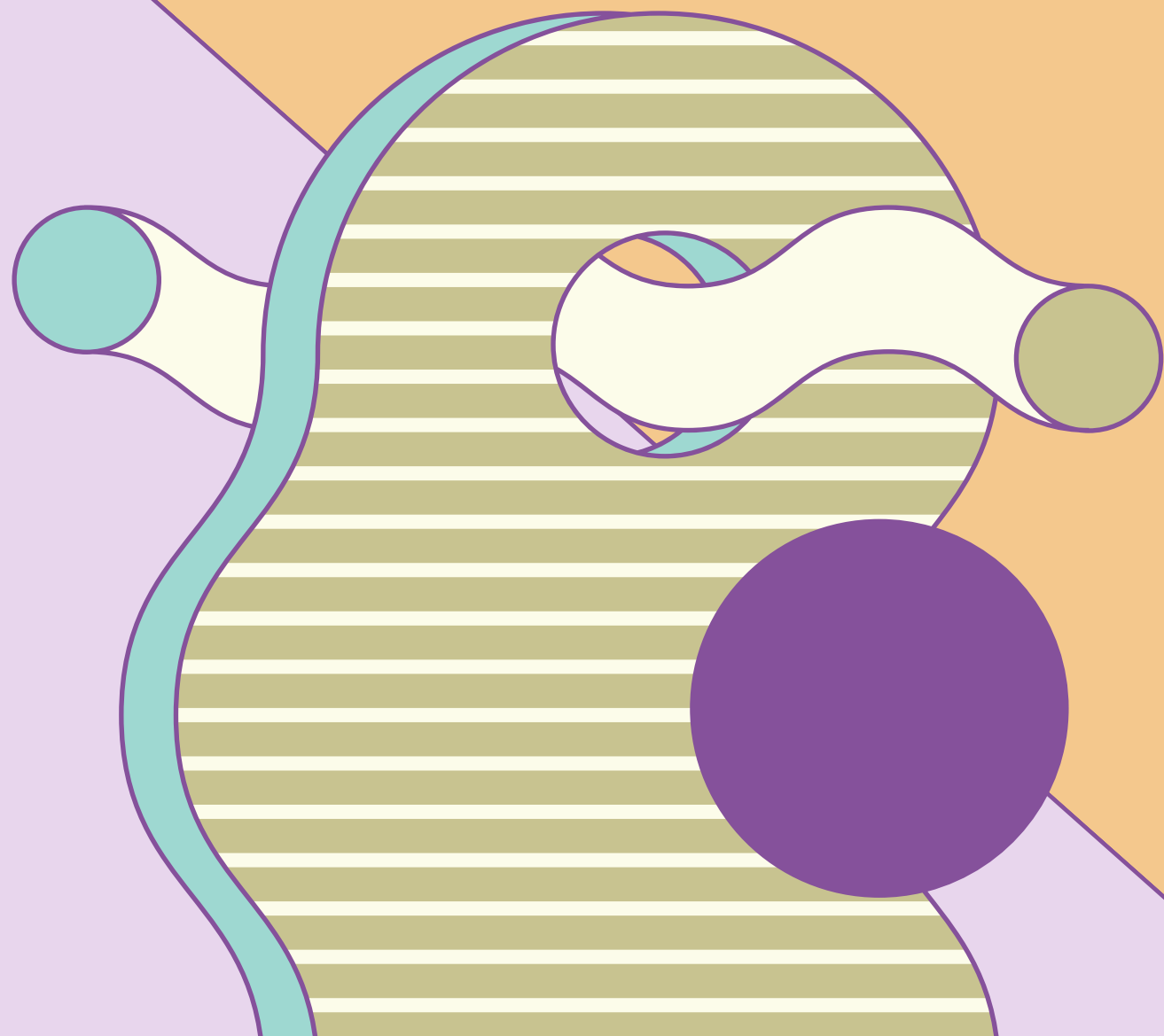
In particular, Mastronauta intends to:

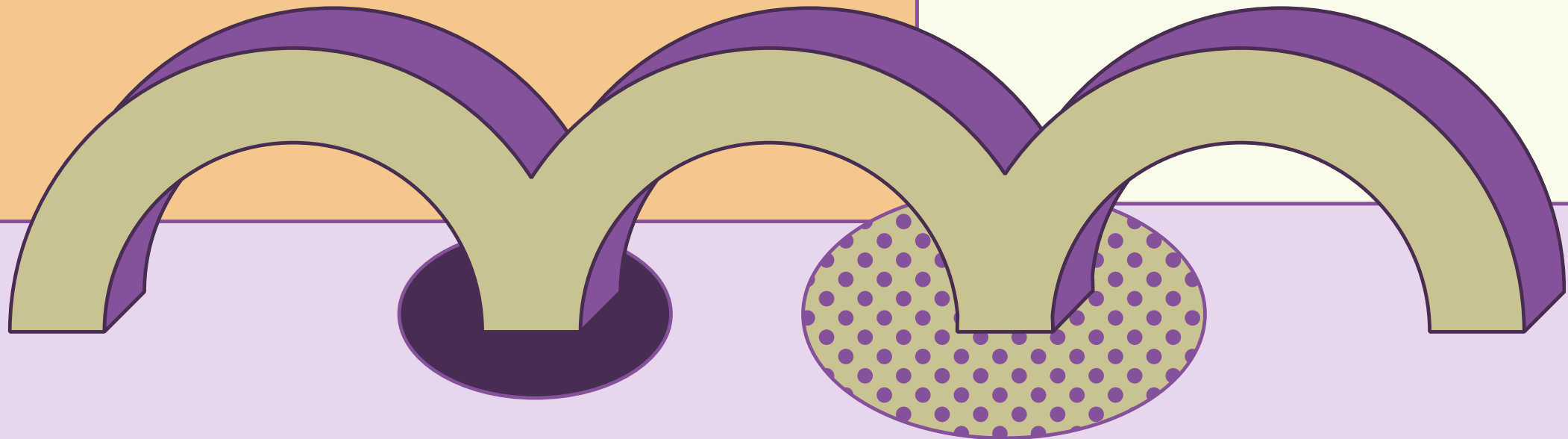
- Organise an open space for creativity, expressiveness and artistic-creative activities
- Promote cultural and training activities aimed at the recovery and enhancement of intangible cultural heritage
- Promote local cultural policies, generating and ensuring a continuous relationship between young people and local institutions.

The main target group of Mastronauta's activities are young people in the **VCO area between the ages of 16 and 25**. Fifty per cent of the young people we work with attend high school, while 20 per cent are boys and girls not in school or work. In addition to promoting specific activities for children and teenagers, we implement **events and workshops for all ages**, with a focus on people with fewer opportunities and with fragility, in order to ensure the highest possible participation.

Many of our initiatives involve NEETs and people with economic and social barriers, either as beneficiaries or as volunteers or collaborators.

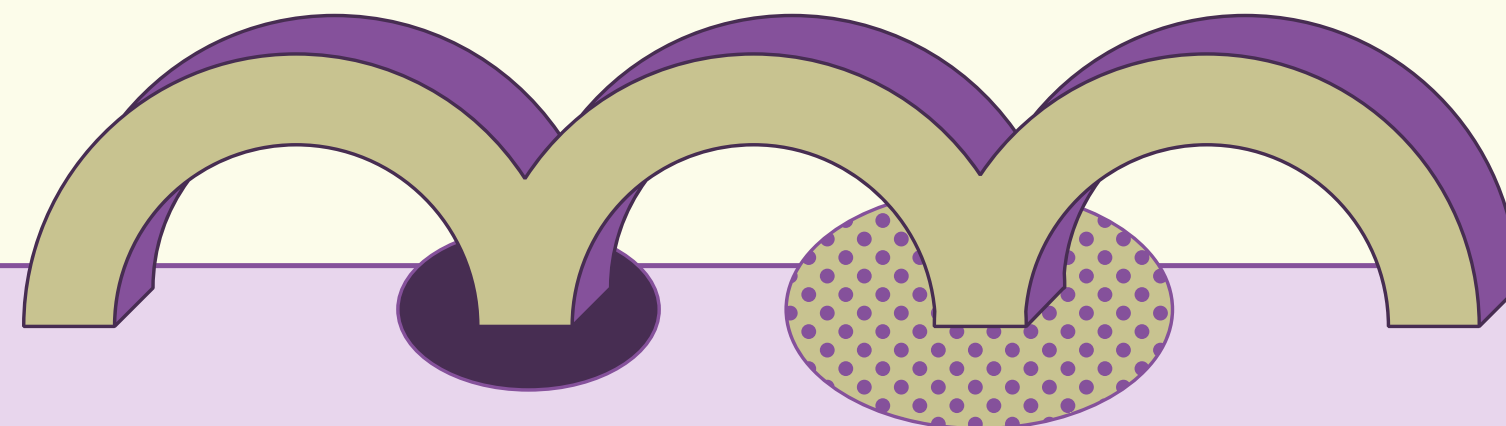
Mastronauta is an Erasmus+ partner for non formal education projects.







MASTRONAUTA



A message from the trainer:

Dear Reader,

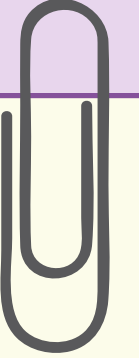
If you came across this infopack looking for a high-quality training program that will leave you feeling like you could not have made a better choice, then this training might be the right one for you.

I know that finding quality projects has become increasingly rare in recent years, with organizations settling for the bare minimum of standards. Well, I am happy to let you know that this is not the case here.

This is the point where you stop reading if what you are looking for is a paid vacation with long parties and drinks. Drugs and alcohol are not allowed in this project, and the reason is that you will be entering a learning experience of high intensity and productivity, for which you cannot take a backseat. The training is designed in such a way that everyone is absolutely included and essential for the good performance of the team. Therefore, being hungover or disengaged will simply ruin it for everyone.

As a trainer, my priority is to create a safe space for everyone—a space where each of you will feel included, safe, and valued within your teams while exploring creative concepts in the field of design for youth work and constantly learning and evolving throughout the entire duration of the project. Despite my strict tone, this project is very creative, engaging, and fun! The name alone suggests games and entertainment, and therefore playfulness and creativity are a big part of it!

Treasure hunting games are something we may have played as children, and perhaps you have heard of similar versions in the form of escape rooms or applications for finding hidden treasures in places you visit. In this training, you will learn how to design treasure-hunting games for youth work, and you will do so by being part of a design team. Since we are talking about design, we will be following the Design Thinking methodology, which forms the backbone of this project.



A message from the trainer:



This is the part where I tell you a bit more about myself—at least the things relevant to the project theme. I come from a long background in art and design studies. Over the years, I have applied my knowledge, skills, and attitudes within education and training roles in various contexts and for diverse audiences. I love guiding design teams and helping people develop and expand their creative and artistic mindsets. If you think you are neither artistic nor creative, I can prove you wrong. As Picasso once said, “Every child is born an artist; the problem is how to remain an artist once they grow up.”

I am here to remind you that imagination, play, and creativity are still part of your identity, and within this project, I aim to create a landscape where you can explore the limits of those assets (which, in reality, do not exist—after all, they say the sky’s the limit).

If I had to describe this training in one adjective, I would call it refreshing! You will have the time to feel free—free to imagine, free to explore, and free to dive into an artistic world, which unfortunately not everyone is privileged enough to experience. It will give us all a break from reality, and it will recharge and equip us with ideas and tools to go back out there and give something back to the world. In a world full of dread and fear, if you give someone even a drop of hope, I believe you will have done something truly meaningful.

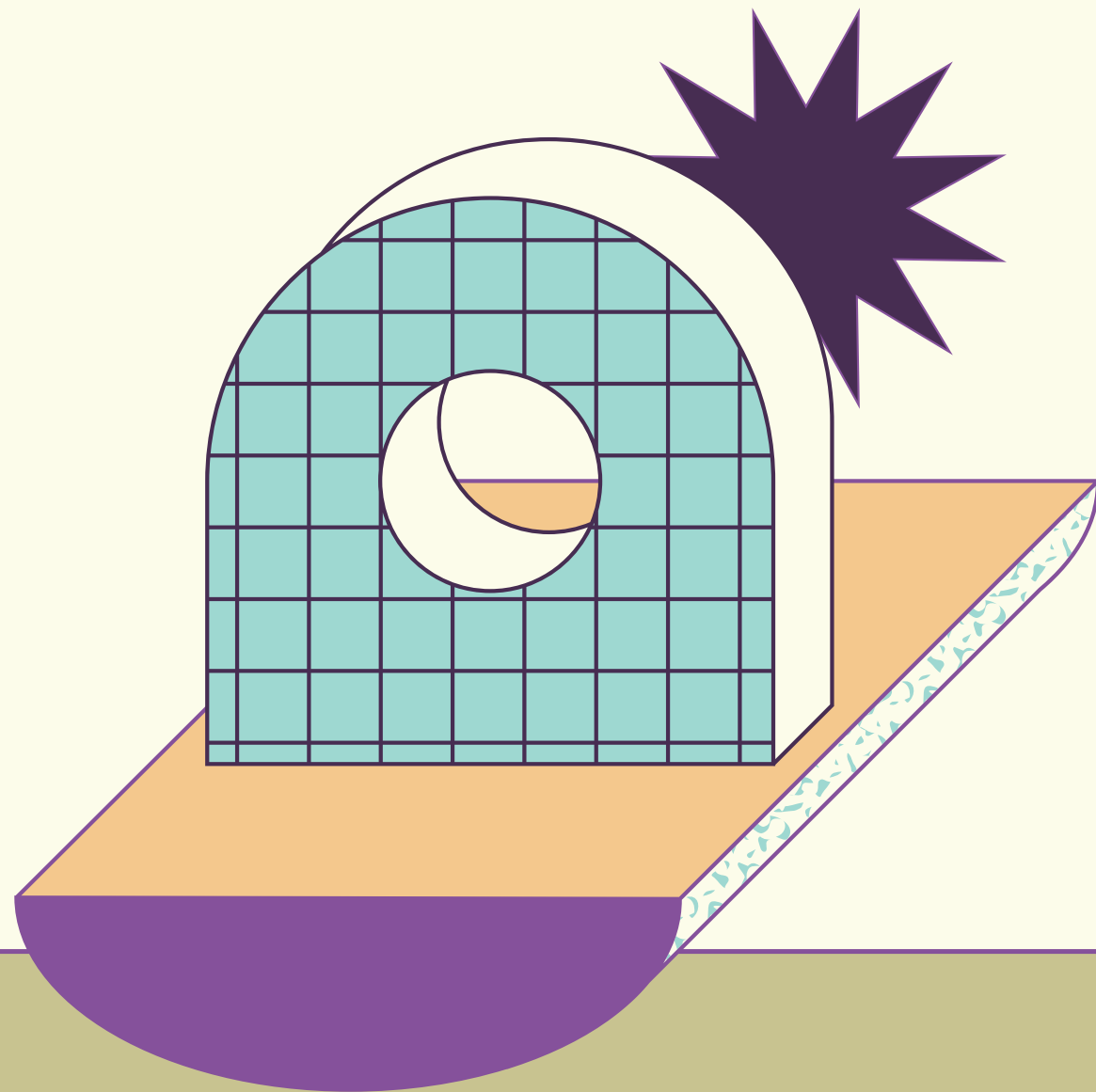
With all that said, I hope to see you at the training. Even though I am not very active on social media, there is a **LinkedIn account** out there with almost no posts, and if you want, we can connect. I am always happy to meet and connect with new people! Should you have any questions about the content of this training, please feel free to email me at afrodite.theochare@gmail.com.

Till next time,

Afrodite Theochare

Education and Training Specialist in Design Thinking for Innovation

DESCRIPTION of the project



In this training course, **Treasure Hunting Games are adapted using the Design Thinking process**, a method standardized in the design world, to develop necessary competences raising the quality of non-formal learning activities offered by all organizations involved.

We used to naturally explore games and discover new skills as children; therefore, we are promoting the return to a more natural way of connecting with the self, each other, knowledge and competences.

We aim to show in practice how an innovative non-formal education method—such as a treasure hunt—can have multiple applications, a significant potential for developing several competences and and, due to its collaborative and critical thinking nature, serve as a valuable tool for personal and professional development under a variety of contexts.

OBJECTIVES of the project

- Address the needs for alternative learning tools in the field of youth work, for youth workers and participating organizations

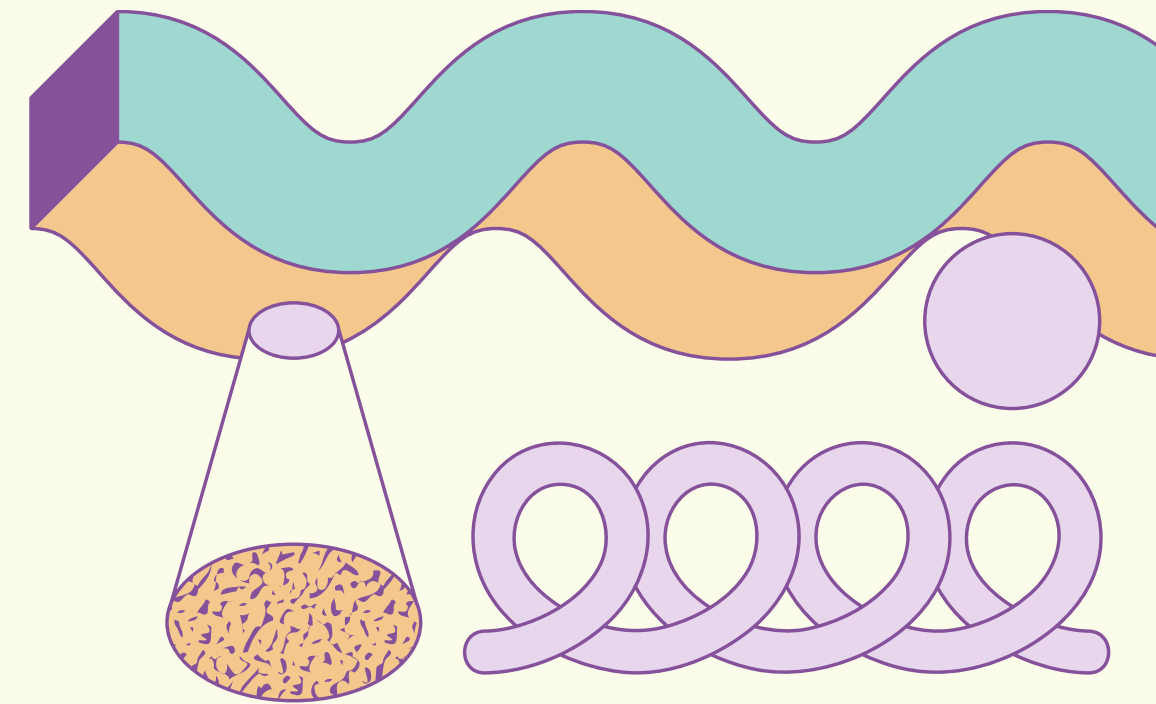
- Develop gamification, creativity, innovation and promotion of active participation in youth work

- Raise youth work quality through innovative methods and tools

- Produce a treasure hunting game tool ready to be used by youth workers in their local community

- Acquire the skills and knowledge required to design and develop a treasure hunting game from scratch based on a variety of contexts and concepts and young people's needs

- Increase capacity in operating EU/International projects

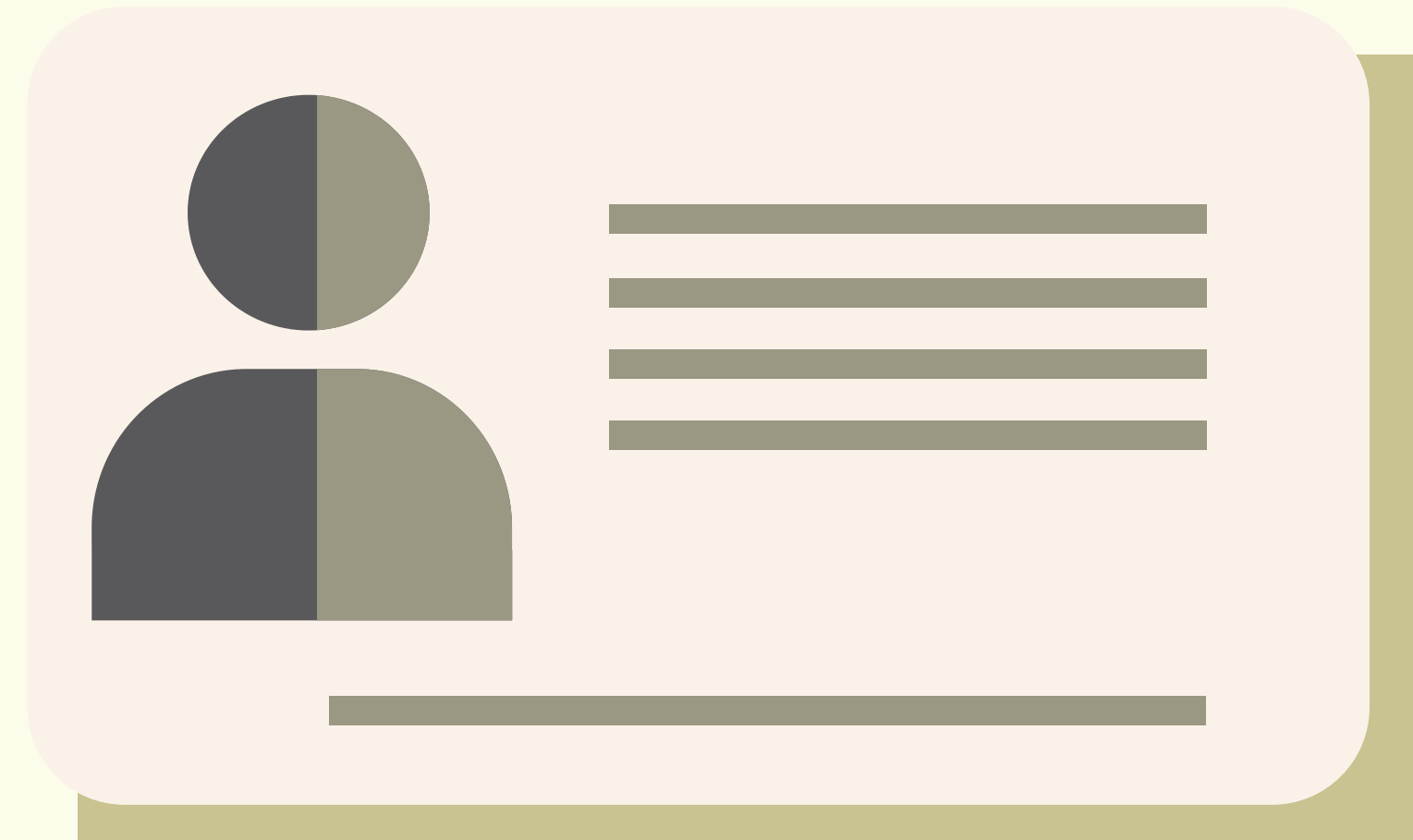


PARTICIPANTS PROFILE

Profile of participants (Age: 18+):

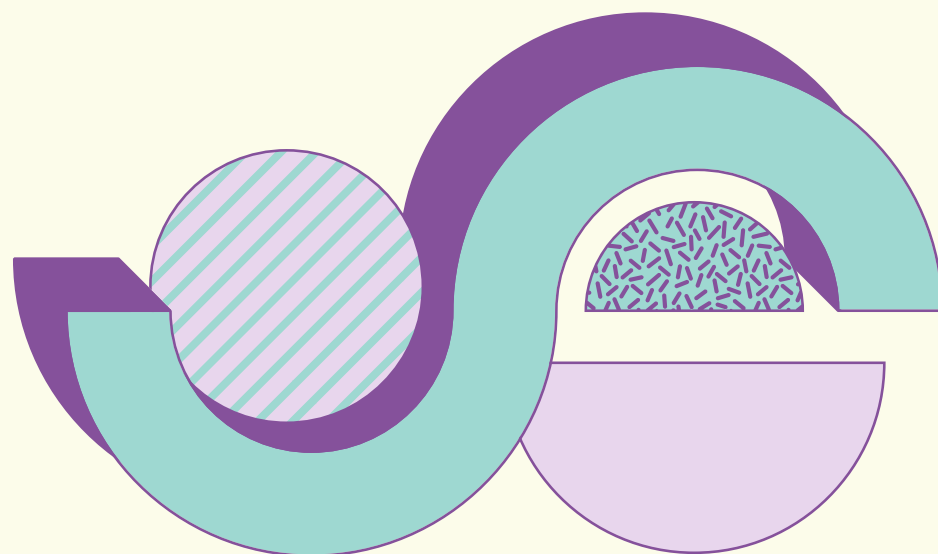
Youth workers and teachers who have an interest in the topic of **gamification, design thinking and treasure hunt games**, want to discover new **Non Formal Education** methods to engage with youth and integrate them into their daily work.

Last but not least, we are looking for participants who are **available to attend all training sessions**. Candidates who plan to take time off from the training for professional assignments will not be selected.



The key characteristics of the participants include ----->

The activities during "Treasure hunting games in Youth Work" training course **will be led by experienced trainers and facilitators.** The activities will be implemented in English, so **it is expected that everyone is able to express themselves in basic English.**



Cooperation

positive energy

teamwork

Assistance

patience

conflict management

helpfulness

motivation for active participation

good will

being punctual

time management



THE VENUE

The project will take place in **Armeno**, quite Municipality (around 2200 inhabitants) **in the Province of Novara in the Italian region of Piedmont**, located about 100 kilometres Northeast of Turin and about 45 kilometres Northwest of Novara. It is located 523 metres above the sea level.

Participants will be accommodated in double and triple international rooms.



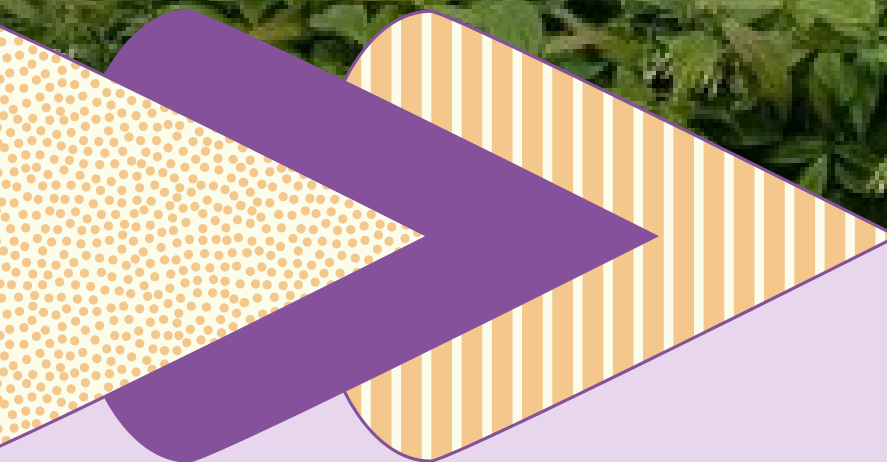
THE VENUE

Website:

<https://www.casadeipadri.com/>

(if the website is not working,
here you can find more pictures:

https://www.exaudi.it/struttura/casa_dei_padri)



THE VENUE

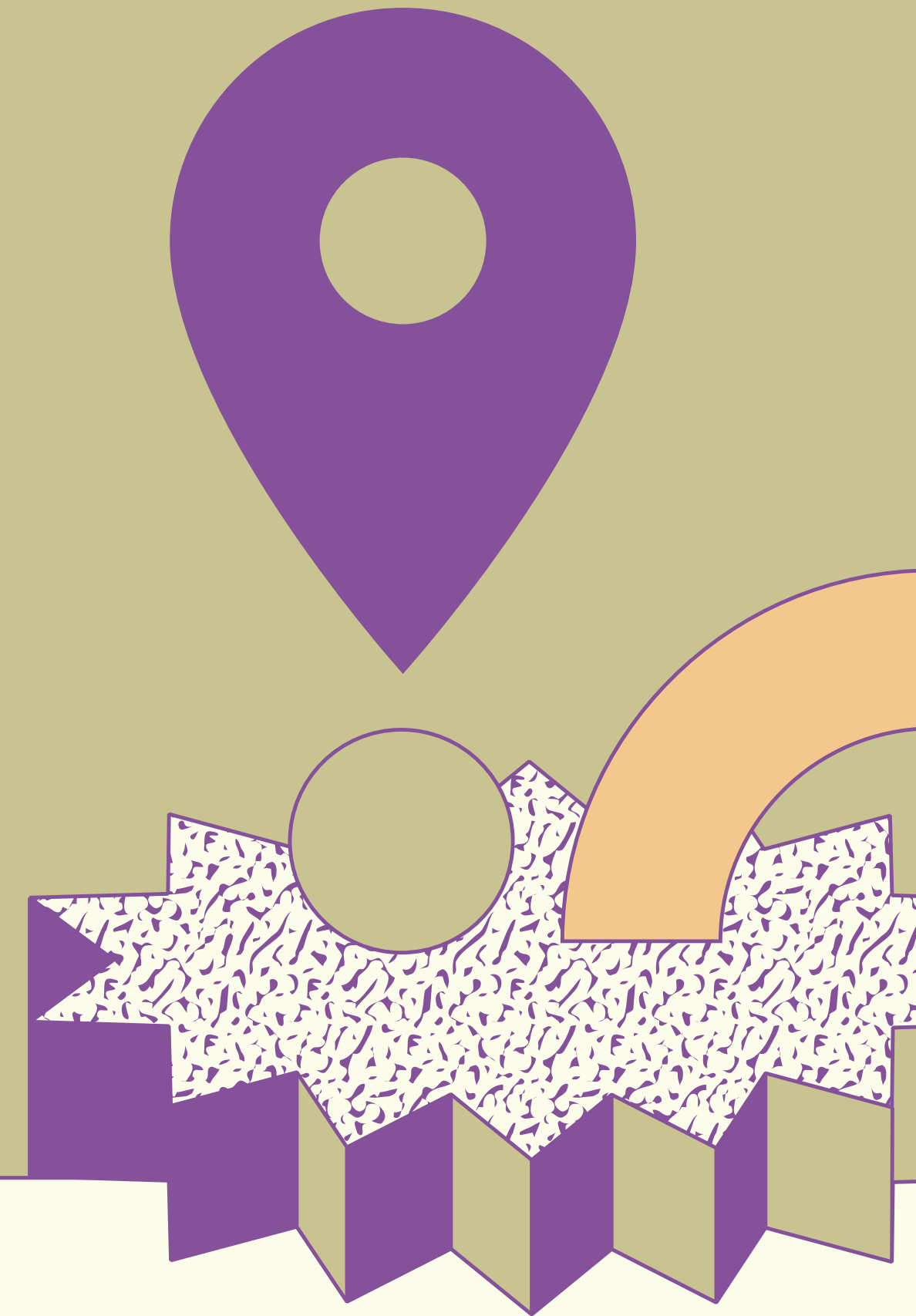
How to reach Armeno?

Armeno is located in the North West of Italy, close to the border with Switzerland. **There are three airports serving Milan: Bergamo, Malpensa, and Linate.**

The official arrival and departure dates are the 20th and 29th. However, if you are interested in exploring the city or the area around (there won't be time for that during the training course activity), it is possible to arrive up to 2 days earlier and/or depart up to 2 days later.

All related expenses for the additional days, including the accommodation, food, and transport, will be at your expense.

IMPORTANT: You have to consult with the host organization (Mastronauta) when it comes to travel itinerary. Do not book the tickets before their approval



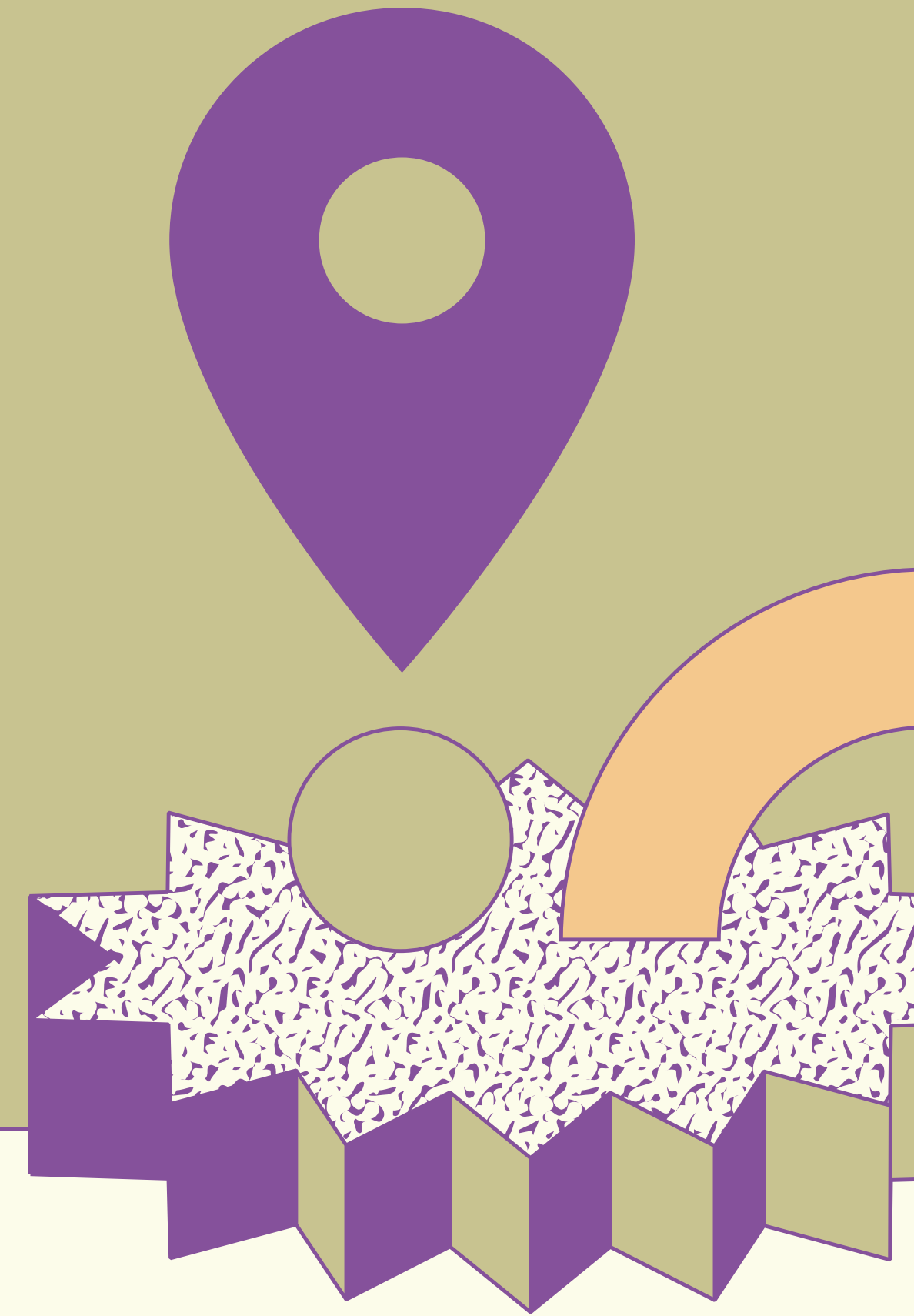
THE VENUE

How to reach Armeno?

You will need to **reach Milano central station by the 20th of May at 15:45**. From there, you will take a **train to Orta-Miasino** (there is a change of train in Novara). The last train leaves **at 16:15, reaching Orta-Miasino around 18:30**.

On the departure day (**29th May 2025**) there is a train leaving from **Orta-Miasino station at 07:08 AM**, arriving at **Milano central station at 08:45 AM** (with the change in Novara). For this reason, your flight **departure time from Milan airports has to be after 12.00 PM on the 29th**

The train tickets can be bought online (preferred, **www.trenitalia.it**) or at the machines at the station (9 Euro one-way ticket). From the train station to the venue, the transportation will be organized.



PARTNERS CONTACTS

Italy

Associazione Culturale Mastronauta

Contact Person: Luca Pinna

E-mail: erasmus@mastronauta.it

Spain

Asociación Cultural L'Ayalguina

Contact person: Fabio Meazza

E-mail: yeuropaproject@gmail.com

Portugal

Bloom

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E-mail: bloom.erasmusplus@gmail.com

Romania

ALT 357

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Cyprus

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Globala Cronoberg

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Poland

Creactive

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E-mail: creactive.online@gmail.com

REIMBURSEMENT

All the project is financed by Erasmus Plus Programme.

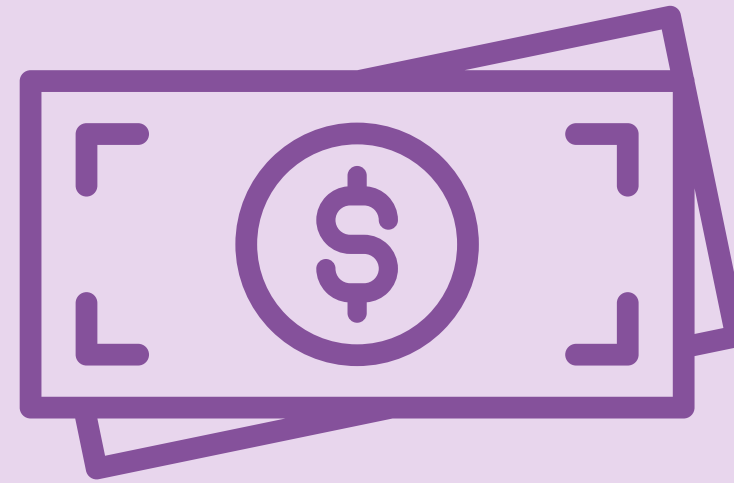
In the next table, you can find the amount of the reimbursement for each participant; **without these documents, we will not be able to process your reimbursement.**

In order to receive the reimbursement, **each participant must keep all the invoices, receipts, emails and boarding passes, we cannot give the money back without these documents.**

You can add to your travel 2 days, if you want to come earlier or to stay longer, but the expenses for food and accommodation during extra days are on your own.

The reimbursement will be done through bank transfer to the accounts of each organization. The organization will then give the money to each participant.

COUNTRY	PARTICIPANTS	TRAVEL BUDGET LIMIT
Poland	3	309€
Sweden	3	309€
Portugal	3	309€
Spain	4	309€
Romania	4	309€
Cyprus	3	395€



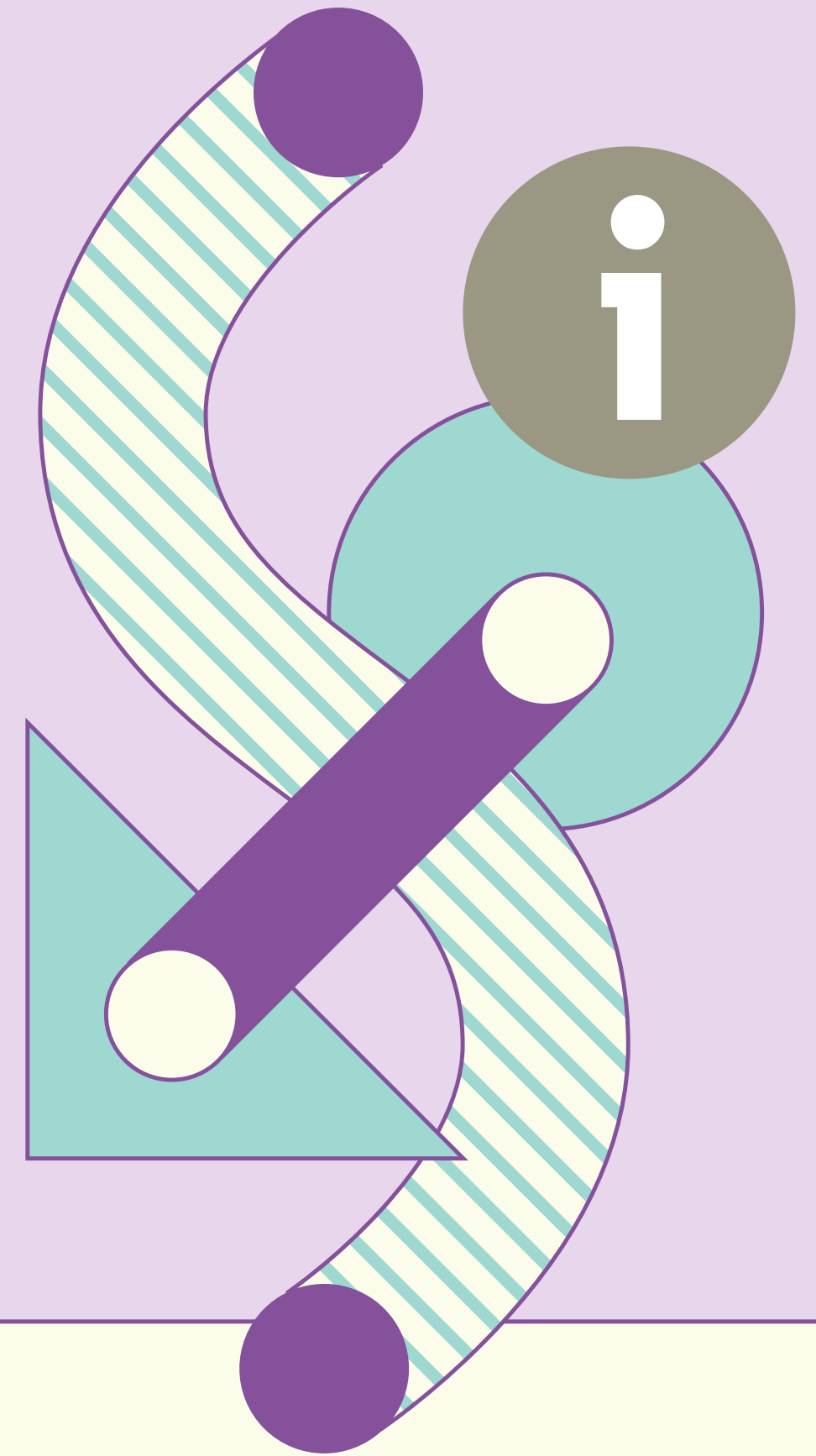
OTHER COSTS

There is no participation fee.

Accommodation, food and coffee breaks are covered by the project.

PRACTICAL INFORMATIONS

- **Participants will stay in double or triple rooms, and will be mixed internationally.**
- **The food served at the accommodation will be vegetarian only** (can be adapted to vegan or other dietary restrictions).
- This training course will include one online session before, and one online session after the mobility in Italy.
- **Alcohol and drugs are strictly forbidden during the whole duration of the project!**





INTERCULTURAL NIGHT

INTERCULTURAL NIGHT

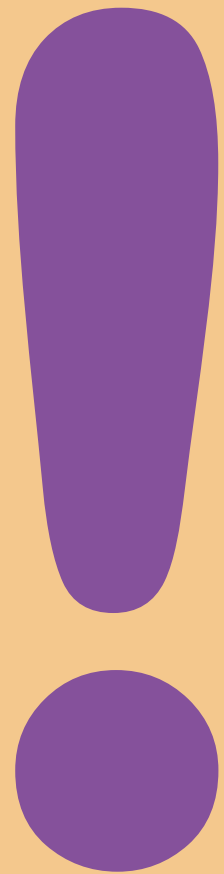
During the project, we will have intercultural nights; it is a moment where you will have the chance to **present curiosities, facts, food, traditional dances, songs, music in a creative way** (we do not want promotional, touristic videos).

You can organize with your time what to prepare and what to bring, for example: **traditional food, flyers, postcards, pictures, artefacts, small presents for the other participants.**

Be Creative and do not forget about some vegetarians and vegan options when you organize the food!



A kind reminder:



This is a non-alcoholic project.

You are welcome to introduce us to your national drinks that are non-alcoholic—some countries have very interesting examples!

In addition, this is a training with a strong **focus on design and creativity**. Therefore, you will be asked to create a piece of work to present your country, which will involve absolutely no PowerPoint presentations or materials from other creators besides yourselves!

This is just a heads-up so that you do not fall into the trap of bringing a pre-made presentation with you.

Everything will be designed during the course!

YOUTHPASS

Within the frame of „recognition of non-formal learning“, participants will receive a **“Youthpass” Certificate.**

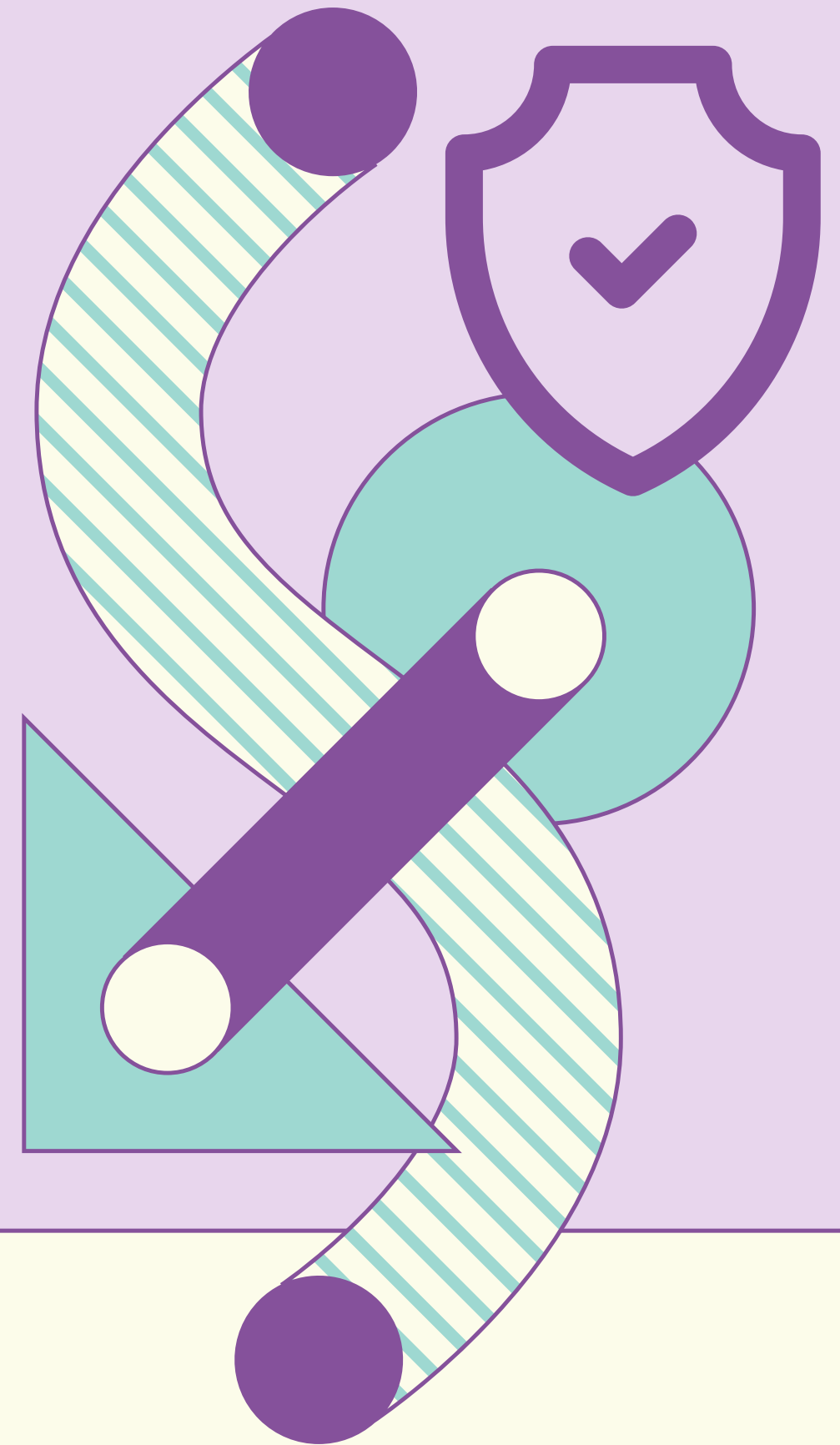
Youthpass **is an official recognized tool in order to validate non-formal learning aspects gained during the Training Course.**

This certificate has international recognition.

APPLICATION FORM:

APPLY HERE!

If you need further information, please do not hesitate to contact us at this address: erasmus@mastronauta.it



**THANK
YOU!**