



BACKPLAYERS youth exchange

Mobility for youth

INFO PACK for partecipant

valid from September 2015

A project by NoBorder Onlus (ITA)
www.noborderonlus.org – www.panweb.eu



**Info Pack for Participants
about BACKPLAYERS youth exchange
from 23th of february to 1st march
2016**

**BACKPLAYERS Youth Exchange
Coordinated and monitored by
NoBorder Onlus
and
Patchanka Network**

with the partnership of

**Viaje a la Sostenibilidad (Zaragoza, Spain)
Servircomsol, CRL (Seixal, Portugal)**

**Erasmus+ KA1 Action
Financed by the Youth in Action Programme of the
European Commission**

1. INTRO: ERASMUS+ Youth in Action

Since 2000, the different EU programmes on Youth have been an important tool of the European Commission to support non - formal learning (NFL) activities for young people. These programmes have been valid for 6 years each time, with the newest programme called Erasmus+: Youth in Action which started in 2014

2. WHAT IS BACKPLAYERS YOUTH EXCHANGE?

The “BackPlayers” project born with the idea to use the language of the game and the charm of the journey as suitable tools to spread awareness among the youth around good practice to intervene actively in society. Objective of the project is to increase the sensitivity on the issue of sustainability, and equip young participants with the tools to disseminate in their territory the project’s results. For this, from a group of volunteers of our association game fans and activators of a toy library, we chose this method, considering it as a suitable language, close to the younger generation of the globalized world: we refer in this regard to both games table as online games. The metaphor of the journey was chosen instead because inherently suited to accompany the discovery of new cultures and territories, with an approach of curiosity and respect necessary to exploit the riches to be discovered across the world and at the same time to preserve them: we speak of social and sustainable tourism, namely that attention typical of conscious traveler to love the places and the people he meets and to recount memories. Right from here, the name BackPlayers as fusion between the figure of Backpackers, travelers often just alone with their backpacking to meet people and to face their own adventures, and Players, gamers who playfully confront and solve puzzles and questions, in each time finding the best solutions to win. Activities are planned in the run-up that will allow young participants to exchange ideas and to get in touch, to make sure that the main activity of the project’ll be performed in the best way: the transnational exchange will be hosted in a hostel, which will provide the structure and, we hope, will be the place to immerse participants in the right mood. During the exchange activities will be mixed, meetings and workshops, as well as outdoor activities, role play and, as the main theme, the design of a game, in which young people will appreciate collectively and collaboratively. The game is about managing an hostel developing a sustainable strategy to fit desires of the guests in the hostel’s management needs. In these 10 days, then will develop tools such as a small manual of best practices and the prototype of the game, functional to the dissemination of the project and its objectives once finished the exchange. In fact, after the exchange, the follow-up stage involves local initiatives that will be the engine itself to a wider spread of sustainable practices and expertise to do so as protagonists in their local community, but will also somehow indicators operation of the project, as the success and the participation of these initiatives will serve as feedback from the results and involvement in the exchange.

3, TARGET GROUP

- * Age between 18 and 30
- * The passion for travel and the discovery of other cultures
- * Precedent experiences in volunteering, international exchange or youth projects
- * Interest and desire to master the language (English as a basic requirement) and communication technologies (social networks, photo and video, blogs or other instruments)

A faint, teal-colored world map is visible in the background of the page, showing the continents of North America, South America, Europe, and Africa.

4. WHAT WILL YOU EXPLORE BY BEING A BACKPLAYERS?

- The need to experiment and find new ways to open its territory to the world, by building international networks.
- The need to acquire skills to find the appropriate communication tools to promote the development of the local community.
- The need to value the particularities of its territory but also to exploit the differences to other contexts and countries, in order to support the inter-culture as wealth.
- The need to enter in relationship with the actors of the local community and build network that can facilitate the impact on the territory.
- The desire to increase the self empowerment and your self-confidence and thus improve their business skills.

5. PROJECT'S KEYWORDS

- Interculture
- Sustainability
- Sustainable tourism
- Local development
- Youth mobility
- Game Building
- Networking

6. BRING WITH YOU

- 10/15 pics of the place you live
- Two or three local recipes
- A traditional game of your city or country
- Anything else that might be useful to tell your territory to those who do not know it.
- Your backpack ;)

7. AIM AND OBJECTIVES

- * Being able to analyze the fact that each local system is closely linked to others in an increasingly global world and, from this reflection, be able to propose and spread on their territories new practices related to sustainability and tourism.
- * Raising awareness and the exercise of active citizenship of young people compared to the global problem of sustainability, promoting best practices and proper tools to get a local impact.
- * Provide students with the ability to cooperate with other young people, thanks to a better understanding of other cultures and thanks to the awareness of the importance of knowing how to build networks locally (promoting social cohesion and involvement of young people with fewer opportunities) and internationally, by strengthening their possibilities as well as those of your organization.
- * Improve the capacity of these organizations to develop and manage international strategies, strengthening cooperation with partners in other countries.

8. YOUTHPASS & "GREENFIED" CERTIFICATES

- * Within the frame of 'recognition of non-formal learning', participants will receive a 'Youthpass' Certificate after the course upon their request. Youthpass is an official recognized tool in order to validate non-formal learning aspects gained during the training.
- * Besides the Youthpass, No Border Onlus will release at the end of the project the certificate "Greenfied", an idea with which we would like to thank the girls and boys to have participated, but also put pen to paper the concrete results of the project in terms of skills. In particular on
 - 1) International cooperation
 - 2) Game Building
 - 3) Ability to overcome language barriers
 - 4) Resourcefulness

9. WHEN AND WHERE

The youth exchange will be from the 23th of february untill the 1st of march in Zagarolo, Rome, Italy at Wiki Hostel and Green Village. Wiki is just nearby Rome, 30 minutes from Rome downtown ("Roma Termini" railway). We are located in the beautiful south of Rome area so-called "Castelli Romani".



FOR INFO ABOUT THE HOSTEL AND HOW TO REACH IT:

www.wikihostel.it
www.wikihostel.net



Activity planned....

interculture
gaming new technologies hostels
game developing local developement
networking mobility backpackers
training social tourism
local products geo caching
sustainability cultural kitchen
self entrepreneurship team building
travel non-formal education

Join us!
Become a Back Players!

MORE INFO:



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