

LEARNING BY I N F O P A C K PLAYING

Hosting organization

La Víbria Intercultural

Venue

Els Hostalets de Pierola, Catalonia, Spain

Dates

3/10/2018 – 9/10/2018

Number of Participants

25 (1 per country + 5 Spain)

Participant countries

UK, Bulgaria, Greece, Italy, Poland, Estonia, Turkey, Sweden, France, Romania, Austria, Croatia, Denmark, Germany, Hungary, Lithuania, Latvia, Poland, Slovakia and Spain.

Language

English

Participants profile

Youth workers and youth leaders aged 18+ (active members of organizations, communities who work with young people and are involved in activities carried out by sending organizations). Ideally, participants should be in a position of daily working with youngsters. It is not a must to be a full active member of the sending organization as the youth workers may come from the community youth centers or local schools and institutions of partner organizations. Participants should have good command of English language, and be willing and committed to work through the whole main activity (about 8 hours per day). Participants should furthermore commit to carry out any preparatory task asked for by the organizers, and be willing to follow-up on the training course via active youth work, ideally in cooperation with the partner organizations.

Participation fee

La Víbria Intercultural will ask for 20€ which will be paid by participants in cash on arrival.

Deadline

You can fill the form until September 1st

LEARNING BY PLAYING is a Training Course which gathers 25 participants in Hostalets de Pierola, Catalonia, during 7 days held in October, from 3 to 9 (including travel days).

Learning by playing is designed from the need of local youth groups of scouts, and international partners to develop their competences in creating games that are fun and educational at the same time. To tackle the creativity burnout that some youth workers experience, we want to provide space and context for participants to learn how to design new effective games that lead to a deep reflection process. The focus will be on inclusion.

Our project aims to improve the competences linked to the professional profile of youth workers by providing innovative tools for designing better educational games. This goal will promote a better quality of their work and activities in favor of students, trainees, young people and volunteers. Moreover, by fighting the creativity burn-out of youth workers, we increase motivation and satisfaction in their daily work. We believe that by equipping youth workers with competences and methods of “Learning by playing”, we transfer strong positive values to the hard to reach young people and thus prevent violent radicalisation.

The aim of the project is to give youth workers & youth leaders tools, frameworks and space to create and practice educational games that address current social topics.

Our objectives are:

- Discuss important social topics that influence youth in the country partners of the project;
- Give participants tools for mapping and identifying learning needs of their target group;
- Discuss the topic of games as an educational tool;
- Give participants tools for a creative approach of the topic of youth work;
- Share a framework for creating educational and experiential games;
- Create a set of educational games on social topics in the frame of non-formal learning;
- Create a game compilation booklet as on-line resource to share amongst other youth workers;
- Empower youth workers/youth leaders to take creative action with young people.

The working methods used are from a non-formal education approach and include input sessions, experience-exchange sessions, reflection-groups, team-building sessions, open space technology, discussions, roleplays, simulation exercises and work with cases, among others. They will provide an effective group communication and will allow all participants to fulfill their expectations and needs through a progressive and valuable inter-cultural learning experience.

The results created include the dissemination of the educational games focused on fostering inclusion developed and tested in the training, articles and posts sharing participants' experience and learning outcomes as well as a video compilation of the training.

VENUE

<https://www.accac.cat/index.php?seccio=cases&id=148#inici>

ELS HOSTALETES DE PIEROLA

<http://elshostaletsdepierola.cat/el-municipi/descobreix-els-hostalets-de-pierola/>



Els Hostalets de Pierola it is a quiet and small town, in the centre of Catalonia, with 3.000 inhabitants. We're going to be far from Barcelona, even if we have a city nearby called Igualada. But... do you know what? There is an element that makes Els Hostalets de Pierola unique in the world! It is the figure of the PAU (Pieralopithecus Catalanicus), the oldest hominid in Europe with 12 million years. From the PAU, a strategy is being carried out for the cultural and natural heritage of the Hostalets, which will culminate with the implementation of the Center for Restoration and Interpretation of Palaeontology (CRIP) and the hostel of visitors where we are being hosts, Can Roviralta.

PLAN YOUR TRIP

The closest airport is Barcelona-El Prat, you can also check other airports as Girona or Reus, which are well connected with Barcelona (1 hour bus).

Please try to arrive to Hostalets de Pierola before dinner (20:30). If you arrive earlier you can enjoy your time visiting Barcelona or Igualada. Notice that lunch of the 3rd is not included.

FROM BARCELONA AIRPORT TO HOSTALETES DE PIEROLA

1) Both from Terminal 1 (T1) and Terminal 2 (T2) to Plaça Espanya (20 min aprox)

Search the blue bus called AEROBÚS.

It's last destination is Plaça Catalunya, but you will get off at Plaça Espanya.

You can buy the ticket one there, or right now by <http://www.aerobusbcn.com/en/buy-tickets>



2) From Plaça Espanya to Piera (70 min)



Search for the FGC, and take the line R6 from Plaça Espanya to Piera, it is the rail line Barcelona-Igualada.

You can book your flight a maximum of 2 days before OR after the project. Notice that accommodation and food for extra days will not be covered by the project.

3) From Piera to Els hostalets de Pierola

Take the bus H1 or H2 to Els Hostalets de Pierola.

REIMBURSEMENT

Your travel expenses will be reimbursed during the 6 months after the end of the project.
There are few rules to follow:

- You must travel in the most cost efficient way available for you.
- You must provide details of your travel plans to us for verification and approval: info@vibria.org
- You must supply all the original travel documents (receipts, invoices, tickets and boarding passes) for BOTH your journeys.
- Digital copies of travel documents are also useful, so please send them by email to us. After going back home, you should send the original remaining boarding passes and any other documents from return journey by post to:

La Vibria Intercultural
Av. Jacquard 1 08222
Terrassa, Spain

MAXIMUM TRAVEL COSTS TO BE REIMBURSED

France	180€
UK, Croatia, Bulgaria, Denmark, Germany, Greece, Italy, Portugal, Hungary, Austria, Poland, Slovakia	275€
Estonia, Turkia, Sweden, Romania, Lithuania, Latvia	360€

Once you have bought your flight please fill this form
<https://goo.gl/forms/QxUC8WUIAx1ro76P2>

WHAT TO BRING AND PREPARE

- FOR THE INTERCULTURAL COFFEBREAKS: every participant needs to bring some food from their home country. The food will be offered during the coffee breaks, so avoid bringing items that need to be cooked. Instead, come up with some country food you eat as snack. (Optionally, if you also want to bring some drink containing alcohol, there will be space to share it the last evening in the Farewell party)
- THE HOSTING MATRIX: it is an optional extra workshop lead by participants. It will take place in the evening (after dinner) of day 1 and 2, and it offers the chance to share a game you know because you use it in your organisation, or because it's a traditional game from your country, or test a new game that you got the description and you want to check how it looks like... It is a space for hosting a game, and it is optional to attend it or not. The invitation is to think if you have a game you want to share with the group, and if so prepare it and get ready to facilitate it during the Hosting Matrix time.
- BRING A COMPUTER, we will use it during the program.
- A mug to exchange: Yes, yes, a mug to drink tea or coffee! You can buy it or take it from home, and don't worry, you won't lose a mug but you will exchange it.
- Even in the sun it's always there, Hostalets de Pierola won't be a particularly warm place during those dates... wear winter clothes!
- Positive energy and good mood!

CONTACTS

Logistics (FIRST PERSON TO CONTACT)

Ares: info@vibria.org / 0034 669 17 57 18

Trainers

Bob: sonetbob@gmail.com

Pavel: vassiljev.pavel@gmail.com

Olalla: olallaviana92@gmail.com

WWW.VIBRIA.ORG

Training Course: Learning by Playing (Els Hostalets de Pierola, Spain)
3.10.18 - 9.10.18

Time/Date	Day 0 03.10 “Hi!”	Day 1 04.10 “Nice to meet!”	Day 2 05.10 “I Love Games”	Day 3 06.10 “Let’s Create”	Day 4 07.10 “Playing is hard”	Day 5 08.10 “Is it the end?”	Day X 09.10 “Oh no...”
08:00-09:00	Arrivals	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
09:30-10:00		Course Opening	Learning Morning	Learning Morning	Learning Morning	Learning Morning	Last Words
Session 1 10:00-11:30		Getting To Know Each Other	Game Based Learning	Lab Intro	Lab Tests	Lab Results	Departures
11:30-12:00		Coffee break (UK, Greece, Denmark)	Coffee break (Italy, Lithuania, Germany)	Coffee break (Romania, France, Croatia)	Coffee break	Coffee break (Slovakia, Hungary, Portugal)	
Session 2 12:00-13:30		Group Alliance	Debriefing in Action	Lab in Progress	Lab Tests	Learning Walk	
13:45-15:30		Lunch	Lunch	Lunch	Lunch	Lunch	
Session 3 15:30-17:00		Game Time	Exploring Further Debriefings	Lab in Progress	Lab Tests	Future Vision	
17:00-17:30			Coffee break (Bulgaria, Poland, Sweden)	Coffee break (Latvia, Turkey, Austria)	Coffee break	Coffee break	
Session 4 17:30-19:00			Gamification Processes	Lab in Progress	Lab Tests	Final Evaluation	
19:00-20:00			Reflection time	Reflection time			
20:00-21:00	Welcome Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	
Evening 21:30-...		Hosting Matrix (optional)	Hosting Matrix (optional)	Panic Lab	Local Cultural Evening	Farewell Party	

*This program may be changed to a small extent.