



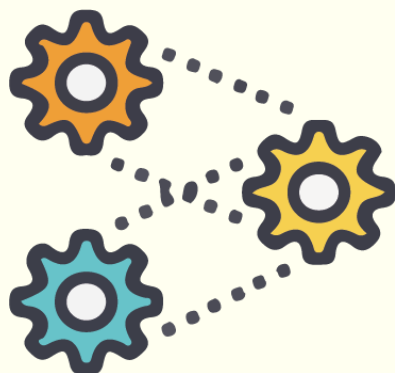
TRAINING COURSE

11-17 OCTOBER 2020
21-27 FEBRUARY 2021

FARO, PORTUGAL

BOARD GAMES

**PLAY A ROLE IN
CHANGE**



THE AIM OF THE PROJECT

**IS TO HELP PROMOTE SOFT-SKILLS IN
AT-RISK AND DISADVANTAGED
BACKGROUND YOUTH THROUGH BOARD
GAMES.**

**PUN
INTENDED**



SOFT-SKILLS PLAY A MAJOR ROLE ON THE FUTURE
SUCCESS OF YOUNG PEOPLE AT SCHOOL, WORK,
SOCIAL INCLUSION AND INTERPERSONAL
RELATIONSHIPS.



THE IDEA

"Board Games: Play a Role in Change" aroused naturally after realizing how much easier it was to work with youth through board games.

It was clear that kids and youngsters became more resilient, motivated, empathic, focused, engaged and consequently better prepared for future demands.

So why shouldn't we spread the word and do a two-part training course on the topic of **improving soft-skills through board games**. Let's make it more challenging and impactful by creating a **new board game**.

The aim of the project is to help promote soft-skills in at-risk and disadvantaged background youth through board games. Soft-skills play a major role on the future success of young people at school, work, social inclusion and interpersonal relationships.

THE PARTNERSHIP

We are looking for 7 partner organisations that can bring each 3 participants. We will apply for action KA1 Youth Worker Mobility which means that all partners should be from Programme Countries.

In order to present a successful project proposal we are looking for Partners with experience in Board Games or Soft-Skills development. We are not only aiming associations that already had work on the topic of board games. On the contrary, we would like to gather a pool of diversify backgrounds and knowledge.



PARTNER RESPONSABILITIES

It is the responsibility of all partners to make sure the aim and objectives of this project is aligned with their organizations.

The partners are expected to nominate 3 participants for the training course, who are relevant to the topic of the project.

Prior to the activities the applicant organization will provide detailed information as preparation for the participants. The partners are expected to ensure that the selected participants are well prepared in every way, for example: language, expectations, travel arrangements, etc.

After the project, the participants, together with their organizations, will make dissemination of the project to create visibility and utilise the results. The project manager and the participants will come up with dissemination strategies as part of the project

PARTICIPANTS

For the Training Course: 3 participants per partner aged between 18-30 years old; youth workers, youth leaders, young members and /or volunteers of youth associations.

The respect for gender equality will be ensured through an initial selection of participants: 50% women and 50% men.

If you are interested to be partner of this project, please send your PIF form along with a description about your experience related with the topic of the project to cmaismelhor@gmail.com within the 25/01/2020. Suitable candidates will be informed within the 28/01/2020

HOSTING ASSOCIATION

Sê Mais Sê Melhor is a youth association from Faro, Algarve, Portugal whose focus work is on competences and skill development in youth population.



We work mainly in Faro, and organize awareness activities, community intervention, voluntary work on topics such as Human Rights, Community Participation, Gender Equality, Social Wellbeing, LGBTI topics, discrimination and violence.

PROJECT PROGRAM

PLANNING & PREPARATION



LEVEL 1
11-17 OCTOBER 2020
7-DAY TRAINING COURSE
FARO, PORTUGAL

- Theoretical and practical approach to board games, soft-skills and risk factors in youth population.



Mission: To acquire knowledge, skills and competences that allows the use of board games for soft-skills development.

Boss: Produce a new board game or "re-theme" an existing one for soft skills development.



BONUS LEVEL
18 OCTOBER 2020 20 FEBRUARY 2021
PRACTICE RUN
ORIGIN COUNTRY

- Provided with knowledge, practice a reflexive thinking participants will go back with the new board game.



Mission: Apply the board game to ones reality and assess the advantages, weaknesses and eventual changes to be made.

Boss: Input relevant data and information on the "BG 4 Change" data base.



LEVEL 2
21-27 FEBRUARY 2021
7-DAY TRAINING COURSE
FARO PORTUGAL

- Theoretical and practical approach to board games, soft-skills and risk factors in youth population.



Mission: To enhance knowledge and competences that allow a coherent integration of board games in soft-skills development work with at-risk and disadvantaged background youth

Final Boss: Adapt, finalize and translate the new board game for soft skills development.



DISSEMINATION & EVALUATION & CONCLUSION