





Final Report

DAY 1 - 20/06/2017

SESSION	•
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METHOD

PICTURE

15.00 **ARRIVAL OF** THE **PARTICIPANTS** FREE TIME TO LET PARTICIPANTS REST AND TAKE FAMILIARITY WITH THE PLACE AND WITH THE OTHER MEMBERS OF THE TRAINING COURSE.

METHODS: PARTICIPANTS PLAY SOME NAME GAMES IN CIRCLE.



18.00 **NAME GAMES** PARTICIPANTS START TO KNOW EACH OTHER THROUGH NAME GAMES.

METHODS: CROSSWORD GAME, **FUNNY STORIES ABOUT THEIR** NAMES.

PARTICIPANTS HAVE DINNER



20.00

ALL TOGETHER IN OPEN AIR, ENJOYING ITALIAN FOOD. DINNER DINNER TAKES PLACE EVERYDAY AT 8.00PM.









DAY 2 - 21/06/2017

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METHOD

PICTURE

O9.30

GAME TO KNOW

EACH OTHER

(EUROPE IN A

ROOM)

A QUICK GAME TO ENERGIZE THE GROUP AND BE READY FOR THE NEXT ACTIVITIES.

METHOD: PHYSICAL
REPRESENTATION OF THE MAP OF
EUROPE, ACCORDING TO THE
PARTICIPANTS' COUNTRIES



10.00
TEAM BUILDING
GAME

(MISSION IMPOSSIBLE)

THE GROUP STARTS WORKING
TOGETHER THROUGH CREATIVE
STRATEGIES.

METHOD: THE GROUP NEED TO
WIN 750 POINTS AND HAVE TO
CHOOSE DIFFERENT CHALLENGES
TO DO IT IN 45 MINUTES (FLYING
CARPET, MINEFIELD, MAP OF
EUROPE, A TO Z, SING A SONG, PASS
THE BALL)



10.50

FEARS AND
CONTRIBUTIONS

THE PARTICIPANTS SHARE THEIR FEARS AND THEIR CONTRIBUTIONS ABOUT THE TRAINING COURSE.

METHOD: THEY WRITE THEIR
THOUGHTS ANONYMOUSLY ON A
POST-IT AND THEN THE GROUP
DISCUSS THEM.









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PICTURE

11.00 Coffe Break JUST HALF-AN-HOUR TO LET ALL
PEOPLE REST AND BE
READY FOR THE NEXT PART OF THE
ACTIVITIES.

COFFEE-BREAK TAKES PLACE EVERY
MORNING AND
EVERY AFTERNOON AT 11.00AM AND
4.30PM



11.30

ORGANISATIONS
MARKET

(ELEVATOR GAME)

PARTICIPANTS PROMOTE THEIR
SENDING ORGANISATIONS IN ORDER
TO FIND NEW PARTNERSHIPS.

METHOD: EACH ORGANISATION HAS

1 MINUTE TO PERSUADE A BUSINESS

MAN TO START A NEW

COLLABORATION



13.00

LUNCH

PARTICIPANTS HAVE LUNCH ALL
TOGETHER IN OPEN
AIR, ENJOYING ITALIAN FOOD.
LUNCH TAKES PLACE EVERYDAY
AT 1.00PM.









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PICTURE

15.00 ERASMUS + Y.E. **QUALITY CRITERIA**

DISCUSSION ABOUT WHAT IS A YOUTH EXCHANGE AND DIFFERENT STEPS OF CREATING A PROJECT.

METHODS: "CHAIRS GAME", EXPLICATION OF THE STEPS OF A Y.E. AND EXERCISE IN GROUP.

AN ACTIVITY TO GET TO KNOW



17.00 YES

EACH OTHER BETTER. **ORIGAMI**

METHOD: PARTICIPANTS CREATE THEIR OWN ORIGAMI ON WHICH THEY WRITE SOMETHING PERSONAL. THEN THEY SHOW IT TO THE OTHER MEMBERS OF THE GROUP.



INTRODUCTION ABOUT WHAT TO DO 17.15 AND NOT TO DO IN A Y.E.

GOOD AND BAD **PRACTICES IN** YOUTH **EXCHANGES**

METHODS: THEATRE OF PARTICIPANTS IN MIXED GROUPS ABOUT DIFFERENT STEPS OF A YE (PREPARATION, IMPLEMENTATION, DISSEMINATION)









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INFORMAL REFLECTION MOMENTS

PICTURE

18.30
REFLECTION
TIME

IN SMALL GROUPS IN ORDER TO
EVALUATE THE DAY.

METHOD: REFLECTION GROUPS
COULD BE DONE AS
GAMES, USING TOOLS LIKE
PAINTINGS, CARDS AND
IMAGES.



22.00
INTERCULTURAL
NIGHT

A MOMENT TO DISCOVER OTHER
CULTURAL TRADITIONS:
LITHUANIA, ITALY, SPAIN,
GREECE AND FYRM PRESENTED
THEIR OWN COUNTRY THROUGH
SONGS, TYPICAL FOOD, GAME,
FUNNY FACTS...









DAY 3 - 22/06/2017

SESSION

METHOD

PICTURE

9.30
How to write A
GOOD PROJECT

DISCUSSION ABOUT WHAT ARE THE
MOST RELEVANT ASPECTS OF A
GOOD PROJECT.

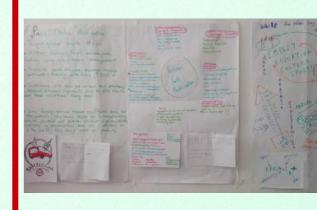
METHOD: BRAINSTORMING,
ERASMUS+ GUIDE EXPLANATION,
VIDEO ABOUT PROBLEMS AND
SOLUTIONS



10.30
PROJECT IDEA:
ACTIVITY DESIGN

THE PARTICIPANTS WORK IN
COUPLES TO SHOW THE MAIN
FEATURES OF THEIR
ORGANISATIONS AND COUNTRY.

METHOD: EACH COUPLE
PREPARES A PRESENTATION,
WRITING ABOUT THE AIMS,
TARGET, ACTIVITIES AND NEEDS
OF THE ORGANISATION.



11.30 **ROPE GAME**

A SHORT ACTIVITY TO KNOW EACH
OTHER'S EXPERIENCES IN YOUTH
EXCHANGES AND ERASMUS+
PROJECTS.

METHOD: THE PARTICIPANNTS HAVE TO PLACE THEMSELVES IN ORDER ALONG THE ROPE, ACCORDING TO THEIR OWN EXPERIENCES.









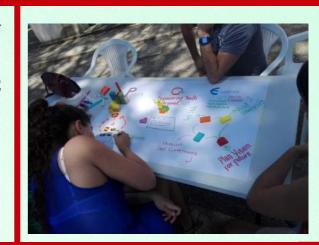
SESSION

METHOD

PICTURE

11.45
OBSTACLES AND
DIFFICULTIES IN
DESIGNING AND
IMPLEMENTING A
YE

THE PARTICIPANTS ARE DIVIDED IN 4 GROUPS, EACH GROUP HAS THE SAME MATERIALS TO SIMULATE THE PLANNING OF A YE IN DIFFERENT STEPS.



15.00
FORMAL/INFOR
MAL/NONFORMAL
EDUCATION

DISCUSSION ABOUT THE
DIFFERENCES BETWEEN FORMAL,
INFORMAL AND NON-FORMAL
EDUCATION AND ABOUT THE 7
DIFFERENT STYLES OF LEARNING.

METHOD: BRAINSTORMIG,

LEARNING RIVER DRAWING ON

WHAT EACH PARTICIPANT LEARNT IN

F/INF/NF EDUCATION



16.30 **WORLD CAFE'**

AN ACTIVITY ABOUT PARTNERSHIP
QUALITIES: PARTICIPANTS SIT IN
TURN AT 4 DIFFERENT TABLES
(WHERE THEY FIND FOOD AND
DRINKS) AND THEY DEAL WITH KEY
FEATURES OF A YE (PARTNERSHIP
AGREEMENT, COMMUNICATION
AMONG PARTNERS, ROLE AND
CONTRIBUTIONS OF PARTNERS, MESS
WITH PARTNERS)









SESSION	METHOD	PICTURE
22.00 INTERCULTURAL NIGHT	A MOMENT TO DISCOVER OTHER CULTURAL TRADITIONS: BULGARIA, PORTUGAL, CROATIA, HUNGARY AND CYPRUS PRESENTED THEIR OWN COUNTRY THROUGH SONGS, TYPICAL FOOD, GAME, FUNNY FACTS	







DAY 4-23/06/2017

SESSION

METHOD

PICTURE

09.00

CULTURAL VISIT TO VINCI (FI)

MEETING WITH A COUNCIL

MEMBER OF VINCI'S

MUNICIPALITY.

INFORMAL AND CULTURAL

MOMENT TO SEE

LEONARDO'S DA VINCI MUSEUM

AND THE

COUNTRYSIDE AROUND VINCI.



15.00

STRATEGY OF PROMOTION

THE PARTICIPANTS ARE DIVIDED
IN 4 GROUPS AND EACH GROUP
HAS TO PROMOTE AN OBJECT
REPRESENTING A Y.E.
(MESSAGE IN A BOTTLE,
CHRISTMAS LIGHTS, MOBILE
PHONE, PAINTING KIT).



16.00

STRATEGY OF DISSEMINATION IN 4 GROUPS AND EACH GROUP
HAS TO DISSEMINATE THE
RESULTS OF THE TC THROUGH
DIFFERENT CHANNELS (WEB
RADIO, SOCIAL MEDIA, ART
EXHIBITION, CONFERENCE IN
THEIR ORGANISATION)

THE PARTICIPANTS ARE DIVIDED









SESSION

METHOD

PICTURE

17.45
MY OWN
PROJECT IDEA

EACH PARTICIPANT HAS TO WRITE
IDEAS FOR A PROJECT AND
PROMOTE THIS IN ORDER TO FIND
PARTNERS. EVERYONE WILL HAVE
TO JOIN A PROJECT THAT WILL BE
FURTHER DEVELOPED IN THE NEXT
DAYS



18.30
MID-TERM
EVALUATION

A REFLECTION TIME ALL
TOGHETER TO GIVE FEEDBACK
ABOUT FIRST PART OF TC.
METHOD: HAND EVALUATION.
EACH FINGER REPRESENTS AN
ASPECT OF THE TC AND
EVERYONE HAS TO CHOOSE ONE
TO GIVE HIS FEEDBACK.



20.30

BLIND DINNER

&

FREE NIGHT

DINNER WITH BLINDFOLDED
PARTICIPANTS, SERVED BY THE
STAFF: A SENSORIAL EXPERIENCE
AND GROWING SUPPORT AND
TRUST BETWEEN PARTICIPANTS.









DAY 5 - 24/06/2017

SESSION

METHOD

PICTURE

O9.30
How to fill in
THE
APPLICATION
FORM

THE TRAINERS EXPLAIN HOW TO FILL IN THE APPLICATION FORM, PROJECTING AN EXAMPLE AND ANALYZING THE MAIN POINTS.



11.30 **CHOOSING NEW PARTNERSHIPS**

THE PARTICIPANTS PRESENT THE
PROJECTS THEY WROTE THE DAY
BEFORE. EVERYONE HAS TO
CHOOSE A PROJECT IN ORDER TO
BUILD NEW PARTNERSHIPS AND
PLAN TOGETHER NEW
EXCHANGES IN THE FUTURE.



20.30

FACING THE

APPLICATION

FORM

THE PARTICIPANTS ARE DIVIDED INTO SMALL GROUPS: THEY START FILLING THE APPLICATION FORM BY THEMSELVES, ACCORDING TO THEIR PROJECT IDEAS AND AIMS.









PICTURE

17.00
REFLECTION
TIME AND
DEBRIEFING

THE TRAINERS GIVE ADVICES

AND MAKE SUGGESTIONS ABOUT

THE DEVELOPMENT OF THE

PROJECTS.

REFLECTION TIME IN SMALL

GROUPS TO EVALUATE THE DAY.



18.00 **Visit to Orme Radio**

THE PARTICIPANTS VISIT THE
LOCAL WEB RADIO "ORME RADIO",
TAKING PART IN A RADIO
PROGRAMME TO SHARE THEIR
FEELINGS AND THOUGHTS ABOUT
THE TC.



20.00

DINNER AT
CIRCOLO ARCI
PETROIO

THE WHOLE GROUP HAS DINNER
AT THE RESTAURANT OF CIRCOLO
ARCI PETROIO, WHERE









DAY 6 - 25/06/2017

SESSION

METHOD

PICTURE

09.30
AFTER
TRAINING
PLANNING

SPLITTED IN SMALL GROUPS, THE
PARTICIPANTS DISCUSS
CONCRETE METHODS AND TOOLS
TO DEVELOP THEIR PROJECTS
AFTER THE END OF THE TRAINIG
COURSE, CREATING A CONCRETE
FOLLOW UP PLAN.



15.00

FINAL EVALUATION

DIFFERENT ACTIVITIES TO GIVE THE FINAL FEEDBACKS TO THE TRAINING COURSE.

METHODS: QUESTIONNAIRES, SELF-REFLECTION, VISUAL EVALUATION, EVALUATION USING SYMBOLS AND IMAGES, ROPE.



22.00

Youthpass Ceremony TIME TO CELEBRATE THE RESULTS
OF THE TRAINING COURSE,
DELIVERING THE YOUTHPASS
CERTIFICATE TO EACH
PARTICIPANT AND TO SAY
GOODBYE.

