



FROM THE STRATEGIC
PARTNERSHIP FOR YOUTH

GAME ON

DEVELOPING EDUCATIONAL BOARD GAMES
FOR YOUNG ENTREPRENEURS

GAMIFY

TRAINING COURSE

TALLINN (ESTONIA)
01.03.2020 - 07.03.2020

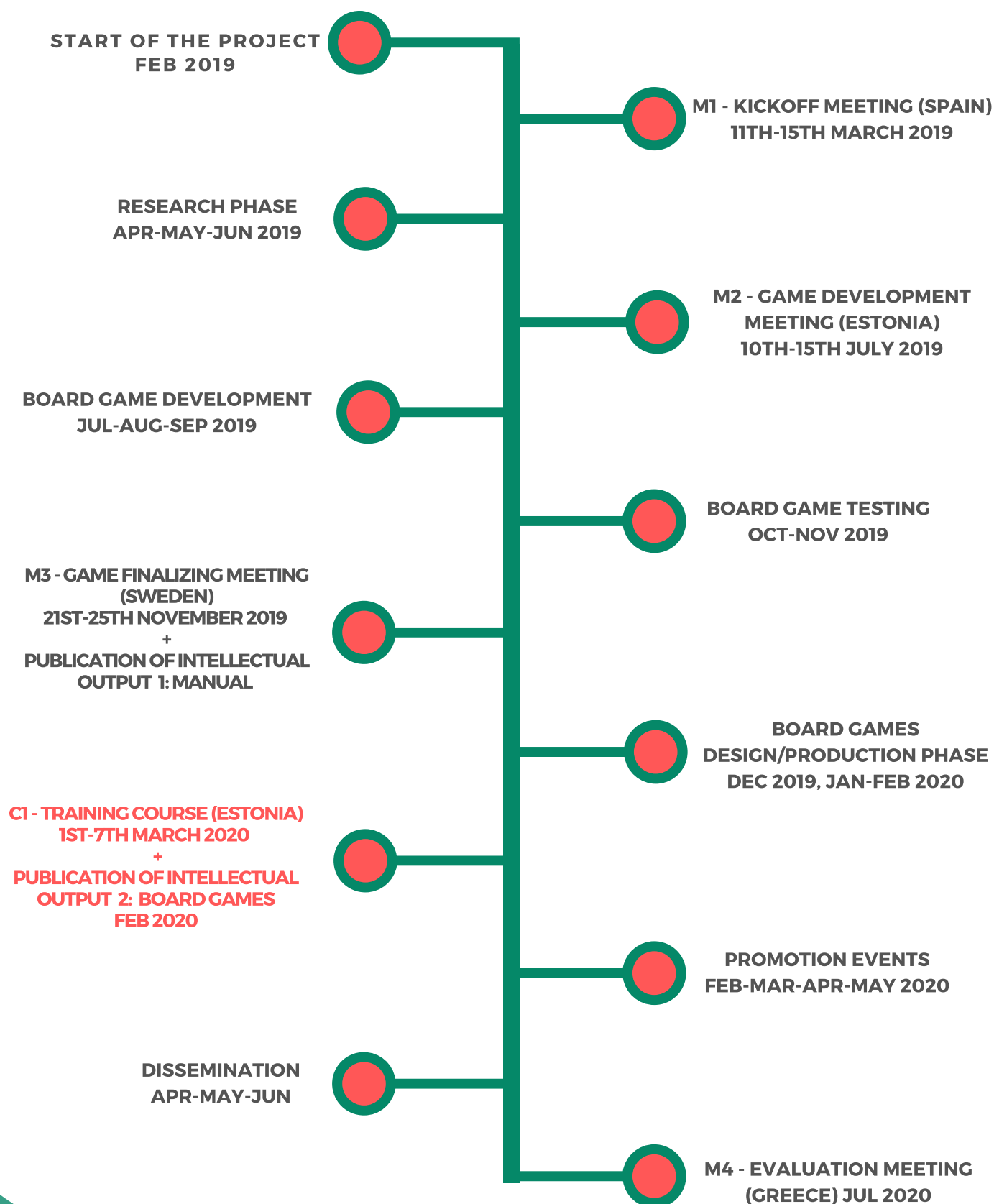
Shokkin Group
International



Erasmus+



TIMELINE



THE TRAINING COURSE

The training course is designed to **share the developed tools and results** during the strategic partnership (board game development manual and the educational board games) while also **train participants on how to use game-based learning in entrepreneurship education**, use educational board games, create simple educational board games for own educational activities to be used with young people/ students.

The aim of the training course is to increase the competences of youth workers and educators to use game-based learning including educational board games.

Goals:

- To get to know deeper understanding of game-based learning and full understanding on how to use the created methods for educational purposes;
- To be able to transfer the acquired knowledge and skills into the work of organizations/institutions that the participant is working in.

Envisioned results:

Participants will have full grasp of the method set, understand game-based learning, how to use and to create educational games and will be able to use gained skills in the organizations they work in.

The training course will be a 5 working day event for 3 youth workers and/or educators and 1 representative from each organization involved in the project:

- **Estonia:** 3 youth workers/educators + 1 representative
- **Sweden:** 2 youth workers/educators + 1 representative
- **Greece:** 3 youth workers/educators + 1 representative
- **Spain:** 3 youth workers/educators + 1 representative

PARTICIPANTS

The participants of the training are **youth workers and educators** coming from organizations/institutions that are interested in using game-based learning in **entrepreneurship education**.

We expect the participants to be employees of the abovementioned institutions, in charge of working on curricula activities, **involved in entrepreneurship education** or similar and have at least **intermediate level of English**.

During the training activity participants will have a chance to be **trained in using game-based learning** and creating/**using educational board games in entrepreneurship education** as well as be able to **facilitate created educational games**.

Participants have to be **official residents** in the country partnering in the project, be **above 18 years of age**, and be ready to **engage in the full project life and activities**.

FOLLOW UP

Participants selected by each partner organization must engage to participate actively in the next stages of the long-term programme, notably:

1. Blogpost/Article

To write an article about their experience in the training course, learning and programme that will be posted in the sending organization's main communication channels **within 3 weeks after the training course**.

2. Promotional gaming events

After having sessions about facilitating educational board games, participants of the training course will be expected to support their sending organization in implementing **5 promotional gaming events in various schools/universities**.

3. Open presentation events

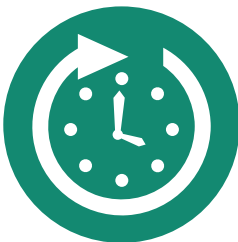
Aimed at promoting the new methodology, participants will also support the local organization to implement **open presentation events with educators and youth workers** to present created board games to them.

PRACTICALITIES



Insurance:

It is mandatory to have a **valid travel and medical insurance (i.e. European Health Insurance Card)** during your travel. The host organization will not cover any personal health costs. If you need help with this, please contact your sending organization.



Arrival/Departure:

Participants are required to **arrive to Tallinn by 16:00 on 1st of March and depart no earlier than 10:00 on 7th of March**. We will organize a bus that will take us to the venue, so we expect everyone to have tickets booked for the given times.



Extra days:

At your own expense you can stay in Estonia **up to 4 days before OR after the training course**. You can consider staying at United Backpackers, Welcome Hostel, Fat Margaret's Hostel or Red Emperor Hostel.



What to take with you:

We encourage you to bring your **laptop, some snacks and beverages from your country, warmer clothes** for the outside and fulfilled **home tasks (will be sent to the selected participants)** to the training course.



Media material:

Pictures and videos taken at the course as well as visual materials produced by the participants during the activities can be used to document the activity and promote the project in reports, partner websites and social media accounts as well as in further promotional materials.

TRAVEL BUDGET

The activity will cover up to 300 EUR for the return travel from Spain and Greece and 200 EUR from Sweden. Ticket purchase is responsibility of each sending organization.

All participants are expected to keep all their travel documents and bring them to the activity with them.



Deadline to purchase tickets and send them to the local team is 31st of January, 2020.

NEXT STEPS

- Publish the call among relevant local associated partners.
- Select suitable participants who are aware of all the stages of the project and responsibilities to follow after the training course.
- Check and purchase return flights by 31st of January, 2020.
- Carry out a preparation meeting with participants prior to the training course.

CONTACT

Shokkin Group
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PROGRAMME/PROJECT QUESTIONS

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**MORE INFORMATION ABOUT THE
PROJECT IN OUR WEBSITE!**

SEE YOU SOON! ;)