



— INTERCULTURAL PLAY & LEARNING FOR ACTIVE YOUTH —

Erasmus+ Youth Exchange

 Braga, Portugal



27 October – 5 November 2026



Co-funded by the
Erasmus+ Programme
of the European Union



WELCOME TO BRAGA

Discover the "Portuguese Rome"



Located in the **north of Portugal**, Braga is one of the country's oldest and most vibrant cities. Known for its rich history, beautiful architecture and lively student atmosphere, Braga perfectly combines tradition and modern life.



With its charming streets, green parks, cafés and cultural landmarks, Braga is an ideal place for young people to meet, learn and explore together.

QUICK FACTS



Country: Portugal



Language: Portuguese



Population: ~200,000



Average Temperature
(Late Oct.): 18–20°C

Late October usually offers mild autumn weather. Some rainy days are possible.

We recommend bringing:

- A light jacket
- Comfortable walking shoes
- An umbrella or rain jacket



Did you know?

Braga is often called the "Portuguese Rome" because of its many churches and its historical importance.

ABOUT THE PROJECT



I-PLAY (Intercultural Play & Learning) is an Erasmus+ Youth Exchange bringing together young people from Guadeloupe, Belgium, Spain and Portugal.

The project explores how games and playful methods can become powerful tools for learning, inclusion, creativity and intercultural dialogue.

Throughout the exchange, participants will experience and create educational games while developing communication, teamwork and leadership skills through non-formal education.

Young people will not only take part in activities but will also design, facilitate and evaluate games together, creating practical tools that they can reuse within their local communities after the project.



PLAY



COOPERATION



CREATIVITY



**NON-FORMAL
EDUCATION**



**INTERCULTURAL
LEARNING**



INCLUSION

WHY I-PLAY?



1. LEARN THROUGH PLAY

Discover how games can become powerful educational tools to promote participation, communication and learning.



2. DEVELOP SOFT SKILLS

Strengthen teamwork, leadership, creativity, communication and problem-solving through experiential learning.



3. PROMOTE INCLUSION

Explore inclusive games and activities that encourage participation regardless of background, culture or ability.



4. CREATE NEW EDUCATIONAL TOOLS

Design and test games that participants can implement within their own organisations and communities.



5. BUILD INTERNATIONAL CONNECTIONS

Create lasting friendships and partnerships while discovering different cultures and sharing good practices.

WHO ARE WE LOOKING FOR?

Young people interested in :

- Board games
- Creativity
- DIY crafts
- Graphic design
- Social media
- Youth work
- Facilitation
- Interculturality
- Teamwork



Priority may be given to applicants who demonstrate motivation, active participation and a willingness to contribute before, during and after the exchange.



- ✓ Be between 18 and 30 years old
- ✓ Be able to communicate in English
- ✓ Be interested in intercultural learning
- ✓ Enjoy teamwork and non-formal education
- ✓ Be willing to prepare activities before the exchange
- ✓ Be available for the full project, including preparation and follow-up activities

MAIN ACTIVITIES



TEAM BUILDING

- Icebreakers
- Trust-building
- Cooperation games
- Group dynamics



INTERCULTURAL LEARNING

- Cultural exchange
- Languages
- Identity
- European citizenship



GAME DESIGN

- Create new games
- Adapt existing games
- Learning through play
- Creativity



FACILITATION

- Leading activities
- Public speaking
- Group management
- Reflection



OUTDOOR ACTIVITIES

- City challenges
- Treasure hunts
- Collaborative missions
- Team challenges



EVALUATION & DISSEMINATION

- Reflection
- Youthpass
- Local follow-up
- Sharing project results

PARTICIPATION CONDITIONS



Accommodation, meals, local transport and programme activities are fully covered through the Erasmus+ Programme.



Participants are expected to actively participate in all project activities, respect the group and contribute before, during and after the exchange.



Travel tickets must be approved by Karukera & Friends before purchase.



Tickets purchased without prior approval may not be reimbursed.



Travel reimbursement will be processed after receiving all required travel documents.

PLEASE KEEP:



Boarding passes



Invoices



E-tickets



Proofs of payment

TRAVEL REIMBURSEMENT

Travel costs will be reimbursed according to the Erasmus+ distance bands applicable to each partner country.

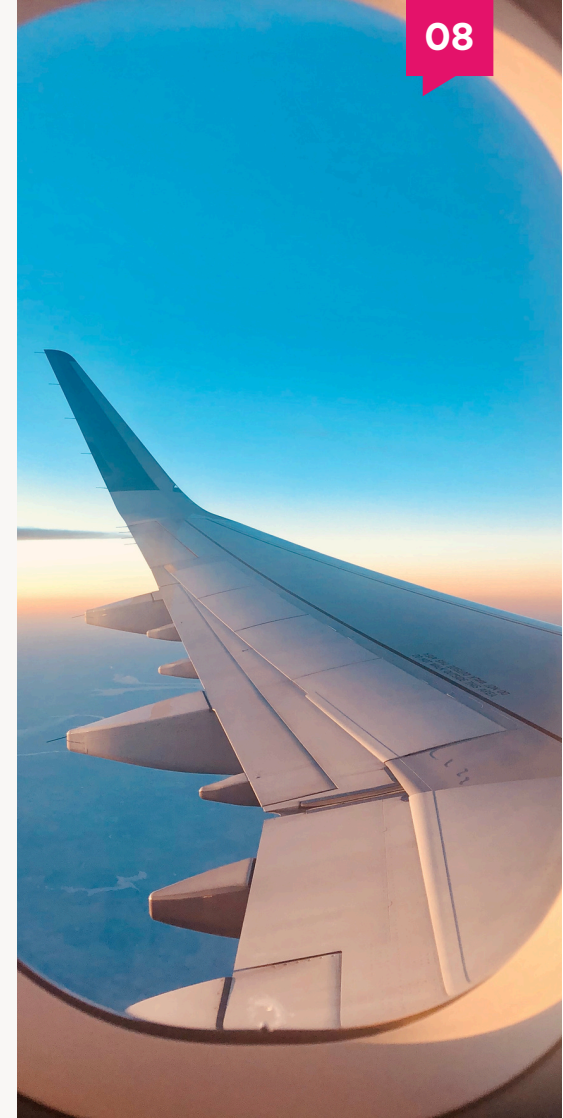
COUNTRY	DISTANCE BAND	MAXIMUM REIMBURSEMENT
Guadeloupe	4000-7999 km	1188€
Spain	100 - 499 km	211€
Portugal	10 - 99 km	56,00€
Belgium	500 - 1999 km	309,00€



All travel arrangements must receive prior approval from Karukera & Friends before tickets are purchased.

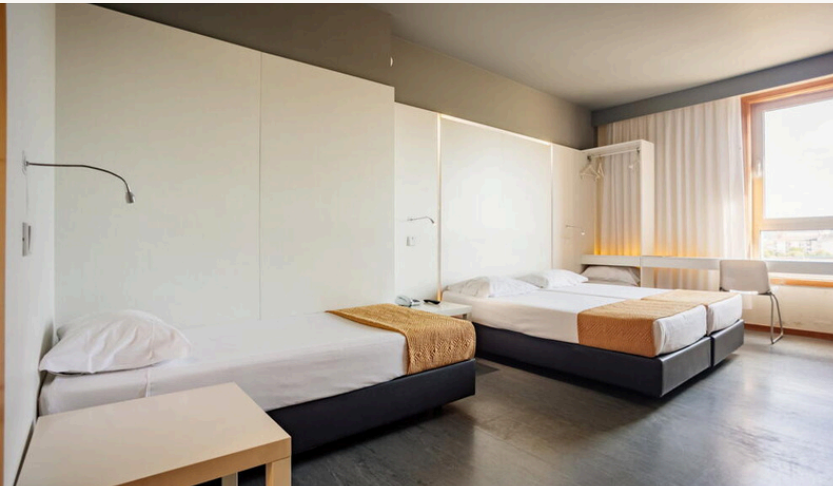


Reimbursement will be processed after the mobility upon receipt of all required original travel documents.



ACCOMMODATION & TRANSPORT

Participants will stay at Axis Basic Braga Hotel, where both the accommodation and the majority of the project activities will take place.



ARRIVAL DAY

26th October 2026



ACTIVITY DATES

27th October – 5th November 2026



DEPARTURE DAY

5th or 6th November 2026

The recommended itinerary is:



- Arrival at Porto Airport (OPO)
- Metro from the airport to Porto Campanhã railway station
- Train from Porto to Braga



Shared rooms



Wi-Fi



Meals during the training

WHAT TO BRING



Passport
/ ID card



Health
insurance



Personal
medication



Laptop



Smartphone
& charger



Notebook
& pen



Clothes for
the weither



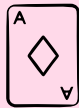
National mug
for exchange

INTERCULTURAL EVENING

Please bring something representing your country or region:



Local snacks/
Food



Traditional
game



Music playlist



Cultural
items/ flag

YOU WILL ALSO PREPARE

- Icebreakers or energizers
- A traditional or local game
- Ideas for inclusive activities
- A performance of your culture



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QUESTIONS?

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