

# EUropeNET

CONTACT MAKING SEMINAR

01<sup>ST</sup> - 06<sup>TH</sup> DECEMBER 2019

POLANICA ZDRÓJ - POLAND

Europejskie Forum Młodzieży

contact making seminar

## WORKSHOPS' CONCEPT

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EUROPEJSKIE  
FORUM MŁODZIEŻY



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

# Program

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## EUropeNET

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# Story of my name

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## Material Needed

Name tags



## Goals

To present the participant;  
To promote the integration of the group;



## Duration of the activity

1h



## Number of participants

29 participants;



## Concept of the workshop

Sitting in a big circle in the seminar room, each participant was asked to share their name, the way they wanted to be called and the story behind the origin of their name.

One by one, according the clock, the participants introduced themselves to the group;

# Speed Dating

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## Material Needed

Timer



## Goals

To promote the integration of the participants;  
To start building a cohesive group;



## Duration of the activity

1h



## Number of participants

Even number



## Concept of the workshop

Using the method of “Chinese counting”, the participants were divided between number 1 and number 2.

Staying number ones and number twos, standing in front of each other in two circles, each pair had 2 minutes to engage on a talk about a different topic, given by the moderator.

After the timer went off, participants would move according the order of the moderator, always inside the circle and start a new conversation on a new topic with a new partner.

# Bingo

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## Material Needed

Bingo cards  
Pens and pencils



## Duration of the activity

45 minutes



## Concept of the workshop

Following the rule of the popular game BINGO, the participants in EUropeNET received each one 1 card and pen.

After a 5 minutes explanation of the rules of the game, the participants had 30 minutes to go around the room and engage with each other over the topics of their cards. In the end the full group shared interesting findings on their bingo cards



## Goals

To share trivia between participants  
To break the ice and promote the interaction of participants



## Number of participants

29 participants;



# NGO Expo



## Material Needed

- Projector and Screen
- Laptop
- Flip-chart paper
- A4 paper
- Markers
- Pens and pencils

## Duration of the activity

1h

## Concept of the workshop

Done based on the “Go where your feet lead you” concept, the NGO Expo had the goal of presenting each participating organisation. The participants had the chance to prepare the materials needed for better show their work. With 4 different “expo” points in the room, firstly the participants prepared the content they wanted to show. In a rotative way, with 4 presentation happening at the same time, there were 5 minutes for each organisations to be presented, in this way giving the audience the freedom and responsibility of going to the presentation they wanted to see the most.

## Goals

- Present own organisation to other participants;
- Get to know potential partners;

## Number of participants

29 participants;

# Youth sector in your country

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## Material Needed

- Flip-chart paper
- A4 paper
- Markers
- Pens and pencils



## Goals

- Analyse the youth sector in each country;
- discuss and share ideas on how the NGO work looks like in different realities;



## Duration of the activity

1h20



## Number of participants

- 29 participants group work – groups according the nationalities present;

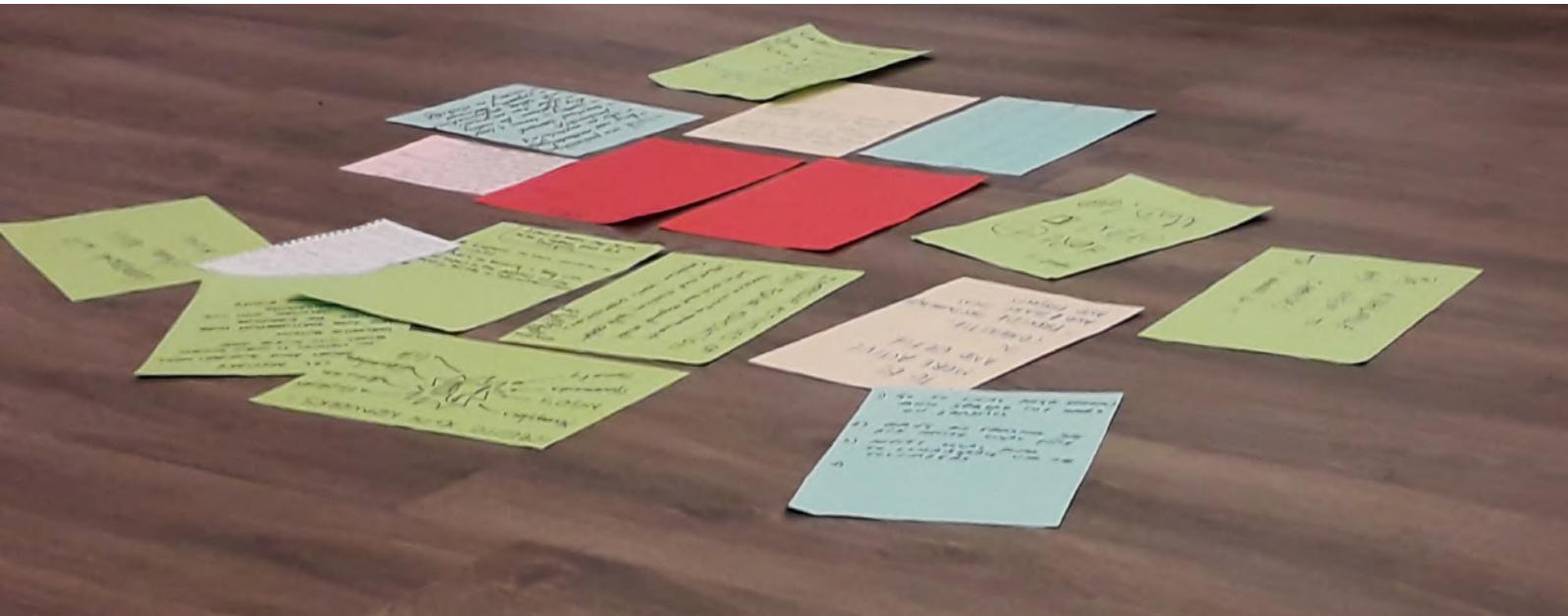


## Concept of the workshop

Dividing the participants in groups per country, the activity consisted in analysing the youth sector in a national scope, using the five forces of Porter methodology. The groups worked for 1 hour in brainstorm/ discussion way, which was followed by each group presentation of the results; The presentation was followed by general discussion of the results.

# Common ideas to develop the youth sector

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## Material Needed

Colour papers;  
Markers;  
Pens



## Goals

To share ideas on how to improve the youth sector;  
To exchange practices between the participants;



## Duration of the activity

30 minutes



## Number of participants

29 participants - Individual work;



## Concept of the workshop

Using the methodology of group work, with everyone in a big circle, the activity went as a group talk/discussion on the results of the previous activity (youth sector in my country) with the participants being asked to share ideas on how organisations can improve the sector.

For that colour papers, markers and pens were placed in the centre of the circle and, one by one, participants placed their ideas in a scheme on the floor, followed by the discussion of the ideas.

# Innovations in the Erasmus + program

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## Material Needed

Flip chart paper  
Markers



## Goals

To share in which ways has Erasmus + contributed to the innovation of the NGO in different aspects;  
To exchange experiences between the participating organisations



## Duration of the activity

1h20



## Number of participants

29 participants - shared in groups of 6;



## Concept of the workshop

The participants were divided in 4 different groups, having in attention that people of the same country would not stay in the same group. Following the world cafe method, the groups were moving from topic to topic each 20 minutes. The topics were as different as:

- The influence of Erasmus + in your organisation;
- Influence of E+ on YPFO
- Influence of E+ in your region;
- Influence of E+ in the local community;

The activity was wrapped after the participants had a 10 minutes display to see every observation written in the topics;

# Market of Ideas – Projects

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## Material Needed

A4 paper  
Markers  
Pens and pencils



## Goals

To bring awareness on different projects, within the key actions of E +, organisations can apply to;  
To share experiences on projects that the participants have applied to;



## Duration of the activity

1h



## Number of participants

29 participants;



## Concept of the workshop

In one big circle, participants were encouraged to share with each other the knowledge about different opportunities there exist for organisations, within the Erasmus + program.

Dividing the discussion on the 3 key actions of the program, using different A4 colour papers placed on the floor, each participant had the chance to put questions and/or offer explanation on one of the opportunities connected to the specific key action. As such, using different colours for the different opportunities, it was possible to offer a bigger picture of the actions and projects of the program, with the insight of the participants;

# International Designing Buffet



## Material Needed

Projector and  
Screen  
Laptop  
Flip-chart paper  
A4 paper  
Markers  
Pens and pencils



## Duration of the activity

5 h - divided in blocks



## Concept of the workshop

Working in groups formed by people from different organisations and countries, the participants had the chance to brainstorm and plan an idea for a project in the youth sector.

The activity, which took the most part of the day, was divided in smaller blocks of activity.



## Goals

To build a project idea in the youth sector;  
To form possible partnerships for future projects;



## Number of participants

29 participants - 5 groups

On the **first block**, the groups were challenged to start their plan, using the 5W:

- What
- why
- who
- where
- when

This led to a better planification of the ideas of the participants as well as to identify the needs and solutions they wanted to cover;

### **Second block: Elevator pitch**

The groups had to prepare their presentation, following the elevator pitch technique, on which they had to cover the following topics:

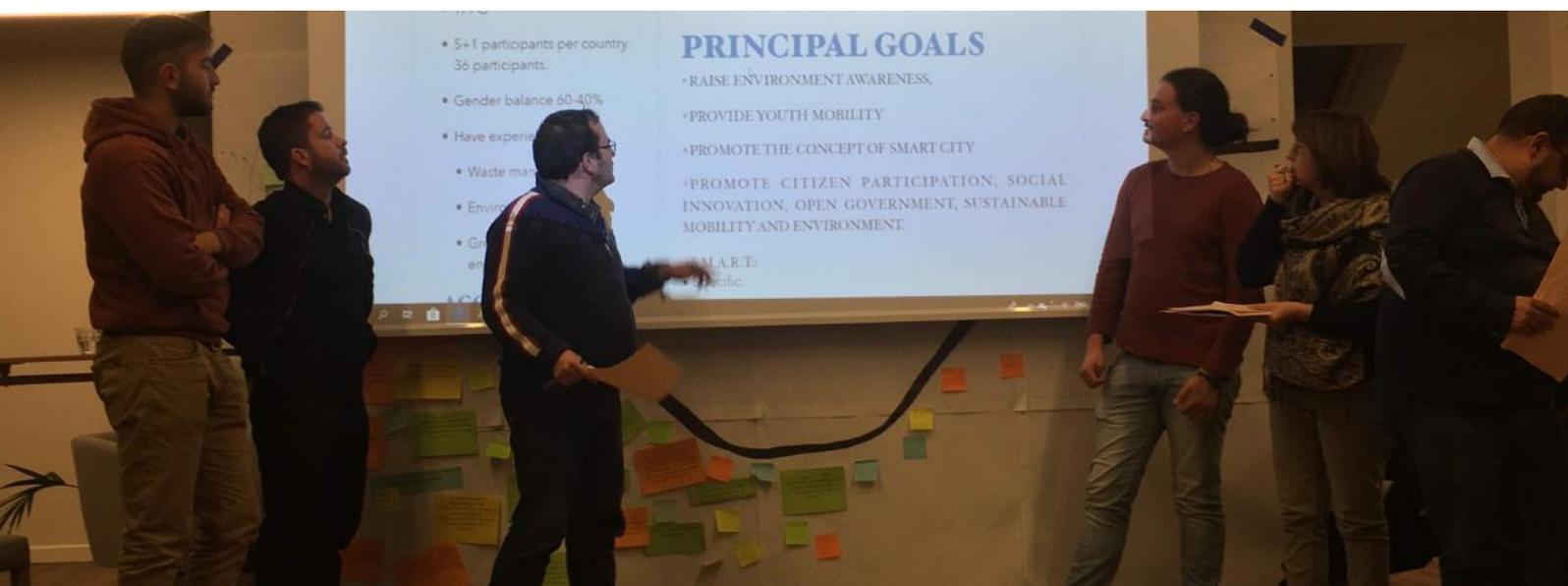
- Idea;
- Values;
- Target Group;
- Reasons to be your partner;

Having planned their presentation, each member of the groups, walking randomly across the room, had 1 minute to grab the attention of possible partners and convince them into being part of their project;

### **3rd block: Presentation**

The last stage of the project designing was the presentation. After having experienced the one on one Elevator pitch, each group had 5 exact minutes to present the full idea to the audience.

The presentation was done according timer and each member of each group presented one block of the idea.



# Dissemination & Visibility

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## Material Needed

- Projector and Screen
- Laptop
- Flip-chart paper
- A4 paper
- Markers
- Pens and pencils



## Duration of the activity

1h20



## Concept of the workshop

The participants were shared in different groups and, using the space of the room, each group met around one table to, during 20 minutes, exchange experiences, ways and tools used within their organisation to promote the visibility and dissemination of projects.

Each member of the group collected examples of dissemination from their organisation platforms and in the end each group presented, using the projector in the room, different ways an organisation can use to reach a wider audience.



## Goals

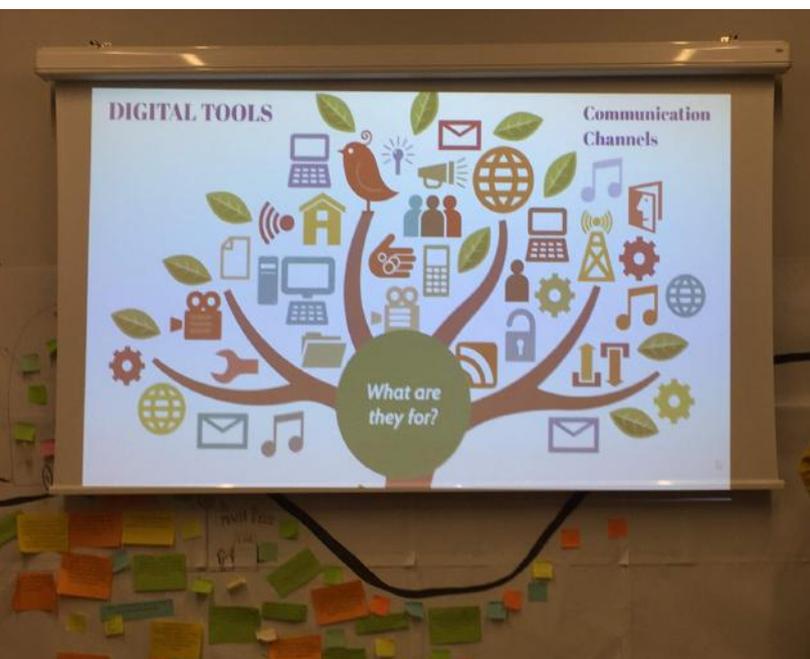
- To discuss the difference between dissemination and visibility;
- To exchange practices on dissemination;



## Number of participants

29 participants - 5 groups

# Exchange of Good practices



## Material Needed

Laptop  
Projector

## Goals

- To share with partners, tools and platforms related to the youth sector and/or non formal education

## Duration of the activity

1h

## Number of participants

29 participants - Individual

## Concept of the workshop

Starting with a projector presentation of different tools and platforms used by EFM, the participants were instigated to share tools of work and platforms that can be useful to improve the work of organisations, as well as the opportunities especially of people with fewer opportunities.

The activity finished with the presentation of two platforms, resulted of previous projects on which EFM was partner, which intend to support the work of youth workers and the opportunities of young people on different possibilities within Erasmus + program.

# Dissemination of EUropeNET



## Material Needed

Laptop  
Projector  
Camera/ phone



## Goals

To promote the seminar to each organisation's audience  
To promote Erasmus + program



## Duration of the activity

3h



## Number of participants

29 participants - Individual



## Concept of the workshop

The last activity of the seminar was about the dissemination of the project.

Individually, each participant wrote articles, created a video about the seminar and uploaded the content to the social media of the organisation.



**EUropeNET had the participation of 27 project coordinators and youth workers and 2 moderators. In Polanica - Zdrój, from the 1st to the 6th of December 2019, there were represented 26 organisations from 13 countries. The project was co-funded by the Erasmus + programme.**

***This booklet reflects the work and is of entire responsibility of Europejskie Forum Młodzieży***



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