



COLLABORATIVE



Non-formal
education settings

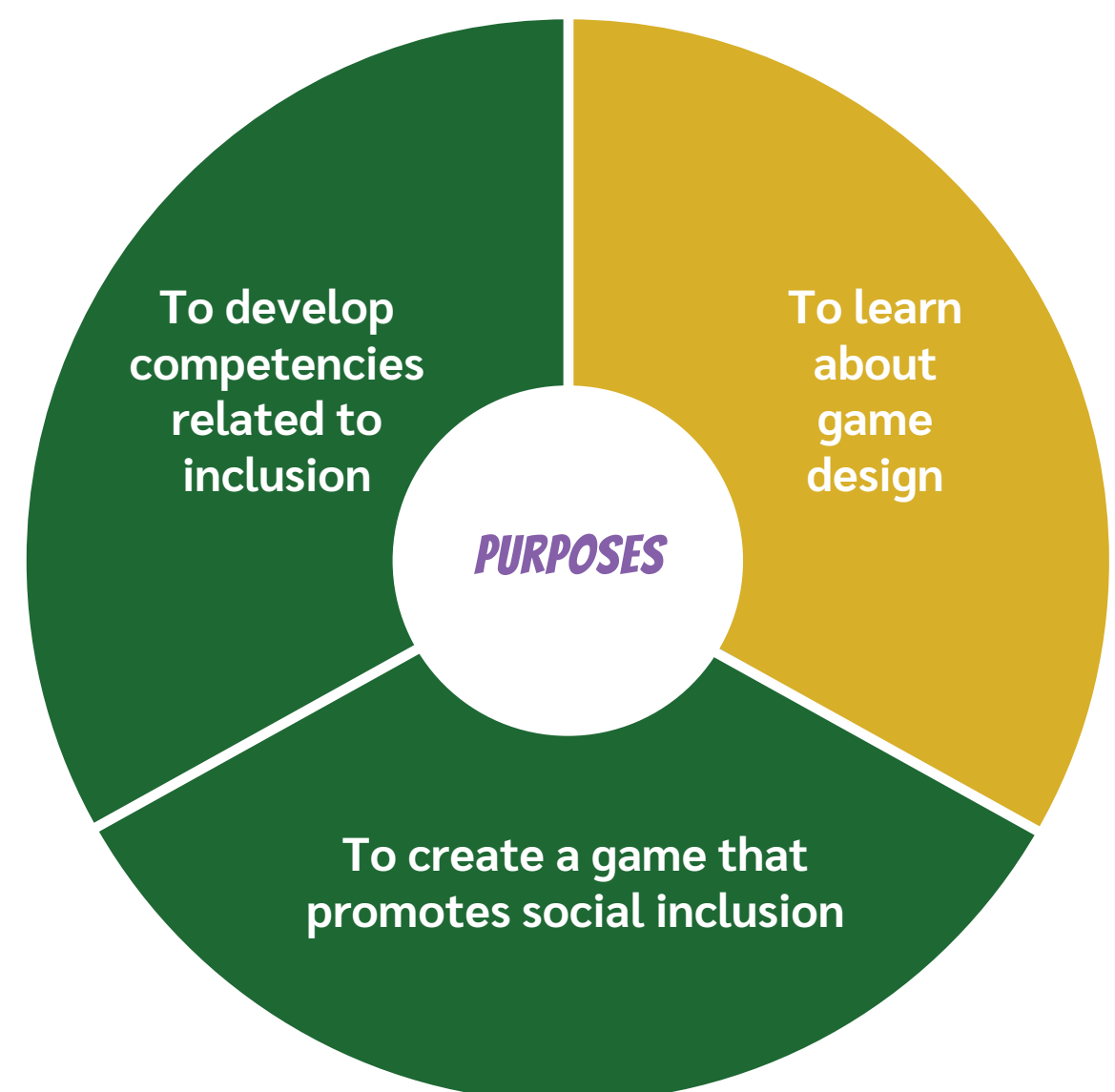
Projects developed in non-formal education settings, where young people are involved in some development phases of one and only educational game related to a theme selected by the promoters. The main purpose of the project is to develop participants competencies related to inclusion, and to create a game that promotes social inclusion and transformation among other young people.



Young people involved



Young people not involved



Main purpose



Secondary purpose



Not a purpose

DEVELOPMENT

Collaborative work in a guided and planned participation. In some cases, the project involves a training to develop game dynamics or contents of the game. Very long development time: from 15 to 20 months, with different groups of participants to create and test one unique game. The topic of game is selected by the promoters. The testing phase is an essential part of the process, as well as the use and dissemination of the game.

PARTICIPANTS

Mainly members of non-governmental organizations, participants in youth centers and young people in a broader sense.

OTHER ACTORS INVOLVED

Youth workers (staff members) of organizations, professionals of institutions involved (to create and test the game), professionals to produce the game, and in some cases expert trainers.

STRUCTURE

Project developed by professionals (individuals, organization staff members, workers in institutions or youth centers...), with young people participating in specific tasks and phases.

GUIDANCE

Group facilitators and staff members of non-governmental organizations.

PERSONAL COMPETENCES

Creativity	●●●●○
Resilience	●●●○○
Problem Solving	●●●●●
Adaptability	●●●●●
Communication	●●●○○
Critical Thinking	●●●●●

SOCIAL AND CIVIC COMPETENCES

Collaboration	●●●●○
Involvement	●●●○○
Respect	●●●●●
Empathy	●●●●●
Democratic Decision Making	●●●●●
Active Citizenship Practices	●●●○○

EXAMPLES OF EXPERIENCES

