

INTERCULTURAL PILOTS: Reinvention of Transnational Youth(net)work  
11. - 17. March 2018 arco-Forum Wiesbaden

	1. Day	
	Arrivals Pick-up service from Wiesbaden and Mainz railway station	
19:00	Common dinner	The hosting group arranges the evening with atmospheric ideas
	2. Day	
	Meeting place for tea and coffee at the arco Forum	prelude
10:00	Getting to know the participants	Shared gamechain
11:00	Presentation of the weekly program  Clarification of expectations  First appointment of a weekly goal for all participants	Projectaims: A) equip youth workers with the skills and selfconfidence to accompany innovative and sustainable intercultural projects B) developing innovative, creative and holistic project C) Investigate subject-oriented, creativity-promoting and efficient educational work and provide the basis for the pursuit and appropriation of these principles  Introducing Weekgames and daily rituals
12:00	Axioms of youth work  What does key competences mean here?	Impuls-Introduction  A game task that confronts with core competencies. Results are compiled and listed and compared with Youthpass.  Formation of partner tandems for this purpose
13:00	Lunch	
14:30	Introduction of intercultural learning / axioms of intercultural work: Diversity awareness,	Using example of theatre educational games and their impact Lecture with discussion- echo "theatre educational games in own culture". Report and discussion with practical examples
16:00	Goal definition	Initiation of a goal-setting process for the training week (also related to A, B and C)13: with presentation from the working groups
17:30	End of days work	Kurzrunde
19:00	Dinner	
	3. Day	
09:15	Warm up	Welcome, questions in the round and coordination exercises to wake up and breathe deeply.
9:30	Intercultural Gamechain	The function of the game in the series. Practical explanation using examples. The perspective that topics can be prepared and worked on trough a series of games. Basic phases are presented

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10:00	Gamechain -Language-animation	Presentation of an exemplary game chain with the topic of multilingualism Importance of language in youth encounters
11:00	What skills does a team player need? The ideal teamer	Design game in groups with presentation in role-playing games - hard and soft skills are presented regarding the ideal team character. Side effects are presence and "getting to the point". Humour and creativity with evaluation (presence, aspects, similarities, differences)
13:00	Lunch	
14:30	Pilotprojects	Overview of the selection of innovative, effective intercultural projects.  First working phase for own project perspectives
17:00	End of days work	Feedback
19:00	Dinner	
20:00	Intercultural Evening	An alternative way to spend an intercultural evening. We recommend some typical snacks and / or drinks, a few selected items to reflect the culture of the country, region or city subjectively. In addition, each participant should bring a personal, non-valuable or fragile item which is subjectively "home".
	4. Day	
9:15	Warm up	Mixed group takes over exercises for waking up, breathing, rhythm and laughter
9:30	Continuation intercultural Game	Participating partner organisations present an exemplary game chain with an intercultural character. Accompanying styles can be discussed. The plasticity and effect of games can be traced in practice. The games are more than energizers and can initiate processes by adapting the rules and accompanying the game.
10:00	Group-process monitoring	How do I prepare meaningful games and accompany an intercultural group? Other aspects: Team-building, topic identification (also in retrospect by participants). In groups, games are developed and presented in exemplary fashion. Being able to accompany a group - working with crises and breaking patterns.
13:00	Lunchbreak	
14:30	Working in an international network	Opportunities and limitations of developing and implementing joint actions in an international context working practices instances work phase checklists

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		A task for the free
16:15	Intermediate evaluation with images on arising questions (reflection)	Images are presented as examples and processed with intervention techniques. Moderation with the participation of all.
17:00	End of days work	
19:00	Dinner	
20:00		Depending on the preliminary discussion, other groups or a different approach will be taken on this evening.
	5. Day	
9.15	Warm up	
9.30	Intercultural Gamechain	Other groups present another series of games that they have discussed and divided their roles. Game accompaniment and possible function of the game will be discussed afterwards
10:00	Exemplary method for exploring the city	Possibility to visit the town on request using the décryptage method. The groups go multinational to observe and collect knowledge about the city, the neighborhood and the people who live there with selected restrictions and methods. The richness of the method can make you curious about more. Contact, understanding and the selection and elaboration of information by simple means, artistically presented, makes this method (decryptage) an example method for international projects.
13:00	Lunch	
14:30	Flexible project time -	Possibilities: Creation of a project design Advice on application processes network meetings
16:30	Finishing of work day	Joint outside activities give the opportunity to create informal and familiar atmosphere
20:00	Dinner	
	6. Day	
9:15	Warm up	
9:30	Continuation intercultural Game	New partner group implements a gamechain
10:00	Possibilities of ERASMUS +	Discussion of application problems
11:00	Further development of the project ideas	Working groups.
13:00	Lunchbreak	
14:30	Fundamentals of education -	Experience-based principles of future projects and educational work in the international and social field.
	Presentation of the results  Standard skills and content for a team training in international youth work  Metropolis 2018: Street Symbiosis  Further information	Workgroups present results considering the objectives, innovative quality, funding opportunities, participation and networking aspects.
17:00	Finishing of work day	
19:00	Dinner	

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Schlussabend	evening activities	Last evening, with surprises and various presentations and ideas.
	7. Day	
9:15	Warm up	
9:30	Review and summary of Results: Formation Exchanges etc	The interim status is recorded and appointments are made.
11:00	Evaluation	evaluation with integration of the target definition agreements Gallery of statements target reflection
13:00	Lunch and parting	