

INFO PACK

“ProG(r)aming”

KA1 Youth Mobility – Youth Exchange

19th – 30th March 2019

Komorní Lhotka, Czech Republic



Project Summary

- **Type:** Erasmus+ KA1 Youth Exchange
- **Topic:** Digital competences, self-employment and entrepreneurship
- **Location:** Komorní Lhotka, Czech Republic
- **Dates:** 19th – 30th March 2019 (19th and 30th are travel days)
- **Countries:** Czech Republic, Italy and Romania
- **Participants:** 16 participants and 4 group leaders from Czech Republic and 16 participants and 3 group leaders from Italy and Romania.
- **Target group:** Students aged 16-18
- **Working language:** English
- **Application form:** [Online application form here](#)
- **Contact:** info@bacchuss.cz
- **Facebook group:** <https://www.facebook.com/groups/330031374459257/>

Our goal is to organise a training course **between 19th – 30th March** in **Komorní Lhotka, Czech Republic** on how to develop digital competences through which to seek for self-employment and entrepreneurship.

Project Overview

The Erasmus+ project "ProG(r)aming" consists of developing digital competences in programming and videogame design, encouraging them to be more active in job-seeking and entrepreneurship, raising their awareness to game development and programming as an employment opportunity and by doing so tackling the problem of low employability in youth.

Objectives of the project are to familiarize with the game development process, from start to finish, to raise the awareness levels to the potential of game development as an employment and self-employment opportunity as well as to equip participants with the necessary competences and increased confidence to seek employment and/or self-employment in the gaming industry.

Accommodation and Venue:

The host organization will provide and cover the accommodation and food.

The hotel is located in Komorní Lhotka, only 40 km away from Ostrava – the third largest city of Czech Republic.

The project will be held at "[Penzion Zátíší](#)", which is a hotel surrounded by nature. Accommodation will be arranged for **2-6 persons/room**, grouped by gender. Breakfast, lunch and dinner will be served at the same location every day. There is a free internet wireless connection available, but the speed might be very slow in comparison to your normal internet in your country.

Please be prepared that you might not get a proper internet access for the whole project.



Project Schedule

The structure of the youth exchange will consist of the following five phases:

Phase 1 – team building, getting to know each other, familiarizing with the context of the youth exchange, Social Contract, Youth Certificate, special session about safety and protection, measures of risk prevention.

Phase 2 – Exploring the topics of entrepreneurship and self-employment through non-formal education methods.

Phase 3 – Exploring the topics of game development and programming through non-formal education methods.

Phase 4 – study visit during which the interaction with locals and presentation of the games will take place.

Phase 5 – DEOR and follow-up; YouthPass certification and final evaluation.

Daily timetable:

08:00 – 09:00 – Breakfast

09:30 – 11:00 – Workshops I

11:00 – 11:30 – Coffee break

11:30 – 13:00 - Workshops II

13:00 – 14:00 – Lunch

15:30 – 17:00 – Workshops III

17:00 – 17:30 – Coffee break

17:30 – 19:00 – Workshops IV

19:00 – 20:00 – Dinner

21:00 – ??? – Night program

Travel Information

The host organisation will arrange the transport and buy the travel tickets for all the groups. The group leaders must travel with the same bus/train/plane as the participants. The travel planning will be done by communication with the group leaders (teachers) from each country.

General Information

Currency: the local currency is Czech Koruna. 1 EUR = 25 CZK and 1 RON = 5 CZK

Weather conditions: the average temperature in March is 1 – 6 °C during the day. Please check www.accuweather.com for more information about the weather.

Dress Code: Casual comfortable clothes and shoes for indoor and outdoor activities.

Cultural night: participants from each country are expected to prepare a 10-15min interactive program engaging for all the participants in order to present their culture (customs, music, dance, phrases, fun facts, etc.) and to bring some typical local drinks and foods. The presentation should be done without using any multimedia such as MS Powerpoint.

Meals: three meals and two coffee breaks per day will be provided. We will take into account all the participants' dietary aspects such as allergies, intolerances and preferences. We will also have vegetarian menu (please note that Czech Republic is not a vegetarian friendly country and the cooks might not be able to provide all kind of vegetarian dishes).

Dietary/Special requirements: please inform us as soon as possible if any participant have any dietary requirements or any other special requests.

Health and travel insurance: the participants are required by Erasmus+ program to have a valid European health insurance card and a valid travel insurance for the period of the project including the travel dates.

What to take: the participants and group leaders are encouraged to take their laptops.

Financed by the European Union. The content of this publication does not reflect the official opinion of the European Union. Responsibility for the information and views expressed in this publication lies entirely with the author(s).

Preparation for facilitating one session: each group will have one session to fully facilitate on the topic of the project. You may be as inventive as you can and prepare interactive workshops for the whole group.

Participants Profile

The **target group** of this project are students aged 16-18. The most important selection criteria is the motivation of the students to participate in the youth exchange and interest in the topic.

The selection of the participants is going to be done by the school. All the selected participants will be asked to fill in the [online application form](#) where they will be asked to describe themselves according to above mentioned criteria, to self-evaluate their experience and competencies and to express their motivation to participate in the youth exchange. **An application form will be used to assess the participant's profile and potential interest in the project's topic and in subsequent dissemination activities.** The students, who do not meet the participant's profile will be replaced.

It is also important to select participants who have a clear understanding that the project does not end with the completion of activities but continues with the dissemination and presentations of the results. Gender balance and group diversity in terms of different social and cultural backgrounds should be taken into consideration. All the participants must attend all the sessions during the youth exchange.

The deadline for applicants to fill the application form is 28th January 2019

Phases and Deadlines

The selection of the participants will be done in the following phases and process:

1. Application period (28th January): each partner should identify suitable participants based on the participant's profile, send the names to the coordinator and invite them to fill the [online application form](#). The participants should fill the application form as detailed as they can.

2. Transport planning (29th January – 4th February): we will arrange the transport and buy tickets for all the participants and group leaders. The scanned versions of the IDs of the participants and group leaders will have to be provided till 4th February.

3. Preparation for the project activities (5th February – 18th March): the group leaders from each country will be in touch with the project coordinator and will prepare for the project activities.

4. Project activities (19th – 30th March 2019)

5. Dissemination of the project results (31st March – 5th May): participants and group leaders from each country are required to organize a dissemination event in their country to communicate the result of the project to their peers and other organisations; write an article to school's website, make a dissemination presentation to school and upload pictures of it to school's website as well as make dissemination activities of their choice.