

Key Action: Learning Mobility of Individuals
Action Type: Mobility of youth workers

Project Title

Play for Peace - A Critical Look at Games in Educational Work

Project Coordinator

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Project Information

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Partners VOLUNTARIAT ZAVOD ZA MEDNARODNO PROSTOVOLJNO DELO LJUBLJANA (SI) , SERVEI CIVIL INTERNATIONAL DE CATALUNYA ASOCIACION (ES) , PROJEKTE VULLNETARE NDERKOMBETARE (AL) , INEX - SDRUZENI DOBROVOLNYCH AKTIVIT Z S (CZ) , VOLONTERSKI CENTAR VOJVODINE (RS) , CENTER FOR INTERCULTURAL DIALOGUE ASSOCIATION (MK) , GONULLU HIZMETLER DERNEGI (TR) , LLC Youth Horizons (GE) , VAZMOZHNOСТИ BEZ GRANITSI (BG) , Association le futur pour des chantiers et developpement (MA) , WEYOUTH (TN) , Mediterranean Youth Foundation for Development (EG) , DYPALL NETWORK: ASSOCIACAO PARA O DESENVOLVIMENTO DA PARTICIPACAO CIDADA (PT) , ASOCIACION BUILDING BRIDGES (ES) , Service Civil International Österreich (AT) , Association la villa (FR) , VSFr (TN) , Space for Sustainable Development (JO)

Topics New learning and teaching methods and approaches ; Preventing racism and discrimination ; Quality and innovation of youth work

Project Summary

Objectives

Games and game-like methods are widely used in non-formal education. They show clear advantages in the seminar context and can be very helpful for volunteer groups and team building on one side. Nevertheless, many games reproduce stereotypes, oversee critical power structures or violate the personal spaces of participants. We believe that these points of criticism need to be discussed, evaluated and counteracted.

By implementing this project, we want to create a framework for exchange and critical reflection on the use, the advantages and the challenges of games in youth work. Through sensibilisation for different forms of discrimination and safer spaces, we want to raise youth workers' awareness and understanding of intersectional perspectives when facilitating youth projects. Participants are going to debate and understand the connection between educational games and peace, equity and human rights. Through an intensive exchange of methods within the project group we will provide youth workers with tools for power-critical and peaceful games in non-formal learning activities. This project will therefore enable active participation of young people and support the professional development of youth workers.

We are going to capture the project outcome in a manual for games in educational work, that includes underlying concepts, shared experiences and guidelines for peaceful playing. On the one hand, this manual will serve participating youth workers as a support for their youth activities after the project lifetime. In addition, the manual allows for sharing findings and methods with other youth workers and organisations. By developing this manual during the project, we therefore aim at improving the quality of NFE instruments for future youth activities, trainings, seminars and general meetings within but also beyond the participating organisations.

During the project, we will build on the partners' experiences with different seminar contexts, target groups and perspectives related to games in NFE. We will support the development of further follow-on projects and therefore establish networks for future cooperation and peace-education projects. As participants join from multiple countries, this project contributes to building a community of youth workers across Europe.

Activities

In our project, we want to implement two activities: Activity 1 will be a training hosted by SCI Germany, that will take place in Nürnberg on 23.-30.10.2021. It will focus on the reflection and discussion of advantages and challenges of games in non-formal learning projects as well as their connection to discrimination, inclusion and safer spaces. Activity 2 will be a seminar on 02.-08.04.2022 in Novi Sad, hosted by VCV Serbia. The main objective of this seminar will be further self-reflection, the creation of a manual on peaceful playing as well as the development of ideas for future projects.

Besides these two offline activities, there will be online meetings and online communication before, during and after the project. Before activity 1, reflection questions and tasks during an online-preparation phase will bring participants on the same level for the training. In between the two activities, there will be an implementation phase that participants will use to implement critical points, ideas and methods from the training on how to use games more peacefully in their local youth activities. It is accompanied by at least one online-meeting and will be prepared during the training of activity 1 and evaluated during the seminar of activity 2. In a follow-up phase after activity 2, there will be further online meetings to continue the finalisation of the manual.

We plan to invite 30 youth workers, coordinators, peace activists and engaged volunteers of international voluntary service organisations from 13 different E+ Programme countries and five E+ Partner countries to participate in our project. We are targeting youth workers in all fields of non-formal education that are using or are motivated to use games as methods in their activities. This project will be open to youth workers with different levels of experiences with NFE methods. Nevertheless, it is important that participants are motivated to reflect on and to improve games in their youth work and to put new learning into practice. We also especially invite persons from marginalised perspectives, such as queer and non-binary persons or People of Color to include diverse perspectives into our activities. For this reason we also explicitly invite participants from E+ Partner countries despite not quite equal distribution of participants. We would like to achieve diversity regarding age and gender as well as social, economic and regional background. Participants should be willing to subsequently disseminate and promote the project outcomes within their organisations and local communities. Furthermore, they should be motivated to develop new initiatives and related follow-up projects with the support of their sending organisations. The participants will do their best to attend both activities in order to make sure that the second activity can build up on the knowledge gained by the participants in the previous one and the implementation period in between.

Impact

Our project will directly impact on the participating youth workers by raising awareness for challenges and opportunities of, as well as discrimination and stereotypes in educational games. Participants will feel more secure when introducing playing methods in their youth work and will be motivated to improve them, as the discussions and methods used during the project will give them new inspiration, approaches, understandings and tools. During the project, they will get to know peaceful and power-critical games and will learn how to evaluate game-like methods critically. Besides the project content, they will learn more about the Erasmus+ program and will get to know and connect to youth workers from other European countries.

The participating organisations will benefit from this project by sharing their perspectives with the other participating organisations. Moreover, they will be able to ensure a higher quality of their youth projects, as young people will experience discrimination-free and power-critical games. As the project encourages the development of follow-up projects, participating organisations might organise, host or participate in further activities. Through this project, they will furthermore form stronger alliance and solidarity in the peace and volunteering movement with other European organisations.

We are going to capture the project outcome in a manual for games in educational work that includes underlying concepts, shared experiences and guidelines for peaceful playing. On the one hand, this manual will serve participating youth workers as a support for their youth activities after the project lifetime. In addition, the manual allows for sharing findings and methods with other youth workers and organisations. By developing this manual during the project, we therefore aim at improving the quality of NFE instruments for future youth activities, trainings, seminars and general meetings within but also beyond the participating organisations.

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