



**Creative tools  
to activate NEET**

**REPORT  
LOCAL TRAINING  
ACTIVITY DEVELOP BY  
THE PARTNERS**

The main idea is to share good practice that the organizations/entities do as methodology, tools in artistic areas that can help, support and empower the NEET to be integrated in the society and to create a training course for youth workers using arts and creativity as an organizational tools for the inclusion of NEET in society in time of COVID.

During the project, TMP and Short Staff Training we will work in 5 areas:

- 1.CIRCUS Tools (Circus La Bulle, Good practice)
- 2.Video and photography (EDUCATOR, Good practice)
- 3.Board Games (Amics de la Fonteta, Good practice)
- 4.Outdoor Art activities (Teatro Metaphora, Good practice)
- 5.Music (Avrasya Genclik Gelisim Dernegi, Good practice)

Objectives:

- To **provide youth organisations** with art and **creativity tools and methods to involve NEET ´s on the society**.
- To **support and empower the NEET** to be integrated in the society.
- To **improve the quality and competences** of the **youth workers** to work with NEET using different artistic methods and tools.
- To **develop transnational cooperation** in the field of **creativity and arts and social integration** by exchanging good practices and experiences between partner countries

**WORKSHOP:** Board games and photography workshop  
Madeira, Portugal  
Date: 28/01/2023

**1. EVENT DESCRIPTION**

**1.1. Event theme/title:** Board games and photography workshop

**1.2. Number of Participant:** 20

**1.3. Organizer:** Teatro Metaphora

**2. WORKSHOP DESCRIPTION**

**2.1. Participants names and target:**

Our target groups are young people from Camara de Lobos, who finished school and did not continue study, also people from community, who are active volunteers in our organization. (Age group 16-40)

**2.2. Actions carried out (summary of the workshop)**

presenting different board games and experiencing them, photography workshop , questionnaires for the reflections and closer of the day.

**2.3. Compilation of evaluations and summary**

After the activities, we made conversation to summarise the participants experience and also with questionnaire to understand what they like/do not like, learned and explore.

**2.4. Dissemination carried out**

We disseminated the activities into our social media platform:

1.

<https://www.facebook.com/TeatroMetaphora/posts/pfbid0P1736RnS71J1eMqjzCbcx8eqATQY9tfiSar3DwPwNa1iqN8CMVCQ2Cqq7ErBz2mKI>

2. [https://www.instagram.com/p/Cn\\_uXpKuAR9/](https://www.instagram.com/p/Cn_uXpKuAR9/)

### 3. RELEVANCE AND FOLLOW UP ACTIONS:

(4-6 lines description about the relevance to the target group, impact, feedback collected, follow-up.)

**We had the one person observing all day the activity and participants, her task was to observe and then make written questionnaires with them, so they could reflect freely about the day. Then we asked her to give the summary of their answers: here is the feedback collected.” The majority of participants felt that the activities were creating possibilities of knowledge, sharing experiences and empowering them as individuals and as members of the group. Most of them had feelings of acceptance, happiness, joy, fun, connection, satisfaction and self development. Some of them, said that the activities empowered them in social habilities and also in working their reserved personality.”**

### 4. EVENT AGENDA

Time	Topic
14:00-14:15h	Opening/ presenting the games
14:15-16:30h	boardgames
16:30-18:00h	Photography workshop, closer

### 5. PHOTOS

















# **WORKSHOP: Ostrava, Czech Republic**

**Date: 10.12.2022**

## **1. EVENT DESCRIPTION**

**1.1. Event theme/title:** Video/photography editing with phone

**1.2. Number of Participant:** 20

**1.3. Organizer:** Educator

## **2. WORKSHOP DESCRIPTION**

### **2.1. Participants names and target:**

Our target group was youngster that finished highschool and from the community, who are active (17-30 years old)

### **2.2. Actions carried out (summary of the workshop)**

Our target group was youngster that finished highschool and from the community, who are active (17-30 years old)

### **2.3. Compilation of evaluations and summary**

The training started with an explanation of the project and its objectives, and the results achieved so far were also presented.

Afterwards we presented some pictures and activities that took place during the training in Ostrava, for the international trainers.

The training started with:

Introduction and basics of making short videos, within this stage we presented the different aspects to be taken into account, light, image, space, etc. The participants had the opportunity to practice the concepts.

After this, the participants were divided into different groups, each group started with the pre-production, writing their story and what they wanted to tell the public, they had the support of the trainer at all times.

After being clear about what they were going to do, the filming part was explained, the different things to take into account when filming (light, time, space, best, close-up, shots, etc).

Once the shots were finished, each group started the Post-production, for them we explained different simple tools that can be downloaded for free on the phone and that are easy to use.

Each group had time to work on their productions and once they were done, the presentation took place.

After that we had a space for doubts and questions and a space for evaluation and exchange of ideas and experiences.

## 2.4. Dissemination carried out

Poster + Social Media

## 3. RELEVANCE AND FOLLOW UP ACTIONS:

(4-6 lines description about the relevance to the target group, impact, feedback collected, follow-up.)

## 4. EVENT AGENDA

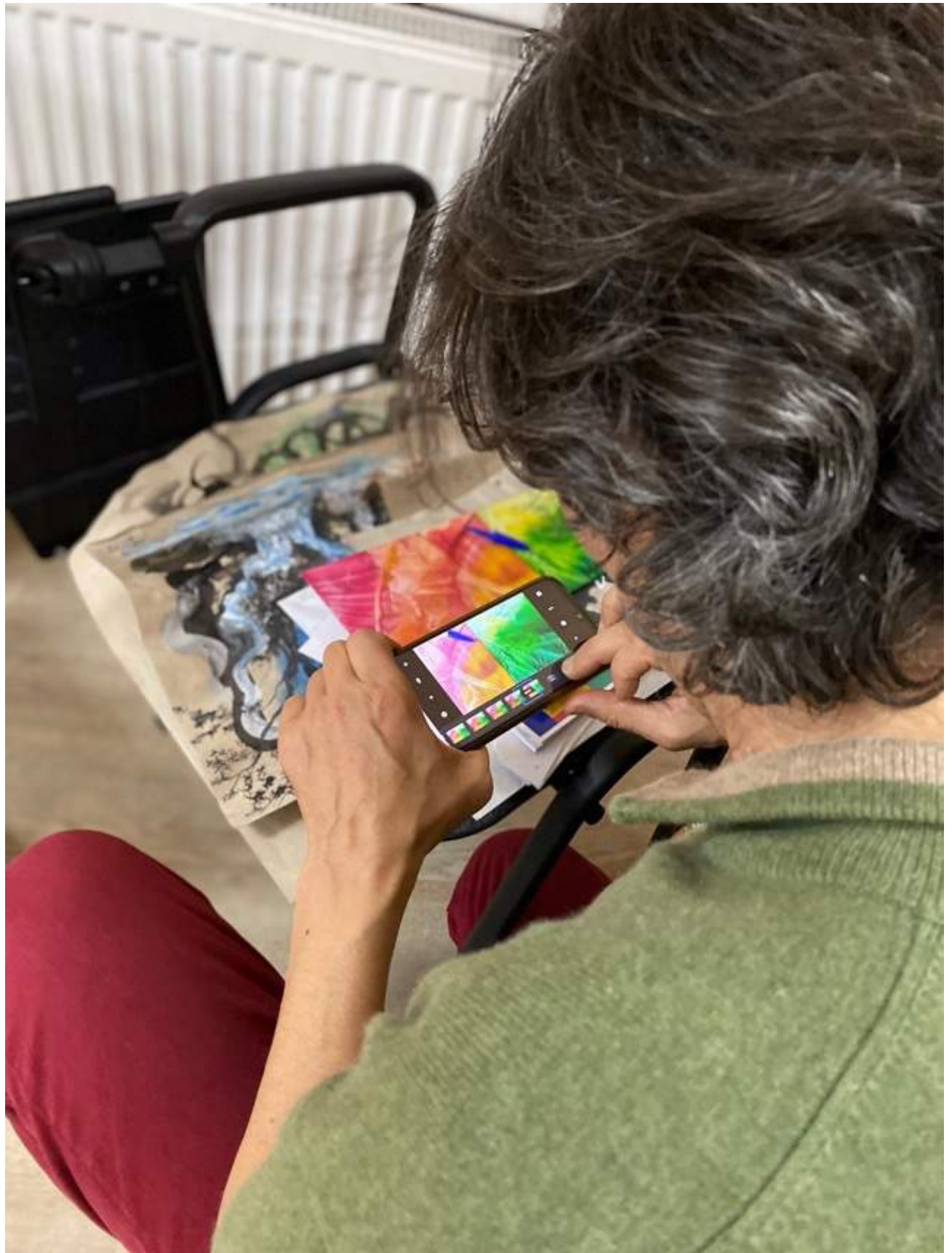
Time	Topic
9:00	Introduction of the project + concepts
9:30	Basics of filmmaking with phone
10:00	Pre-production
11:00	Shooting
12:00	Post-production
13:00	Final project
13:30	Questions + evaluation

## 5. PHOTOS















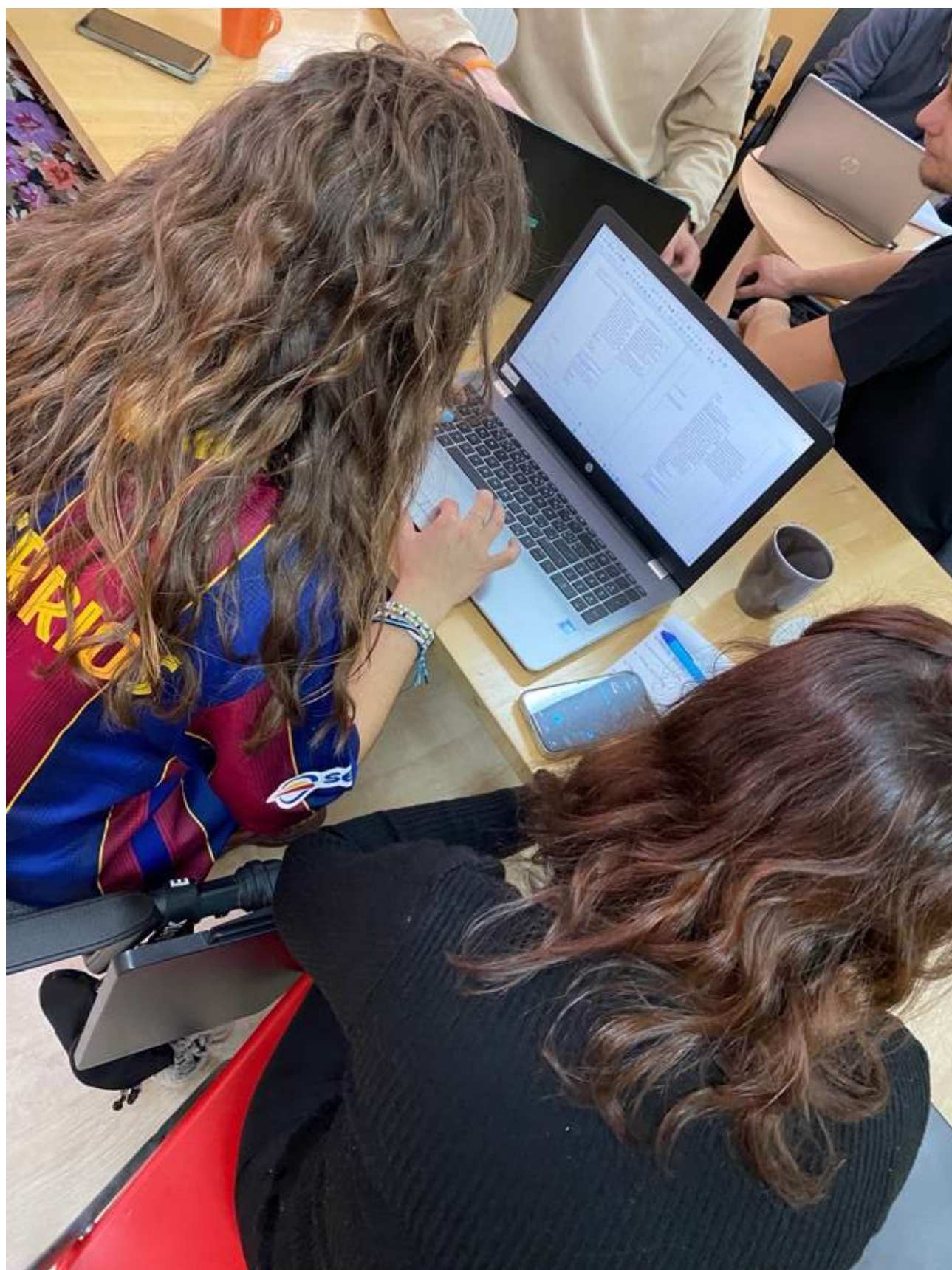














**WORKSHOP: My future and my dreams,**  
**SLOVENIA - Ljubljana**  
**Date: 18.2.2023**

## **1. EVENT DESCRIPTION**

- 1. Event theme/title: My future and my dreams**
- 2. Number of Participant: 20**
- 3. Organizer: Association CIK**

## **2. WORKSHOP DESCRIPTION**

### **1. Participants names and target:**

Target group of this workshop where young people who are not involved in any kind of formal education. And we also invited youth workers to make the group divers.

### **2. Actions carried out (summary of the workshop)**

Participant got to meet each other and we presented the project. Than we played a teambuilding activity so the participants could get more comfortable and relaxed for the activities that followed. After coffee break we presented the art as a method of working with NEETS and the importance of recycling and using it as part of art. Each participant had to create a collage from the old magazines. The theme was how do I see my dream future. After the creating of the collage we had a reflection and everybody shared how was the process for them and how could they use it in their work.

### **Compilation of evaluations and summary**

Participant where very happy with the workshop and their final creation.

### **4. Dissemination carried out**

We will post the newsletter on our FB page.

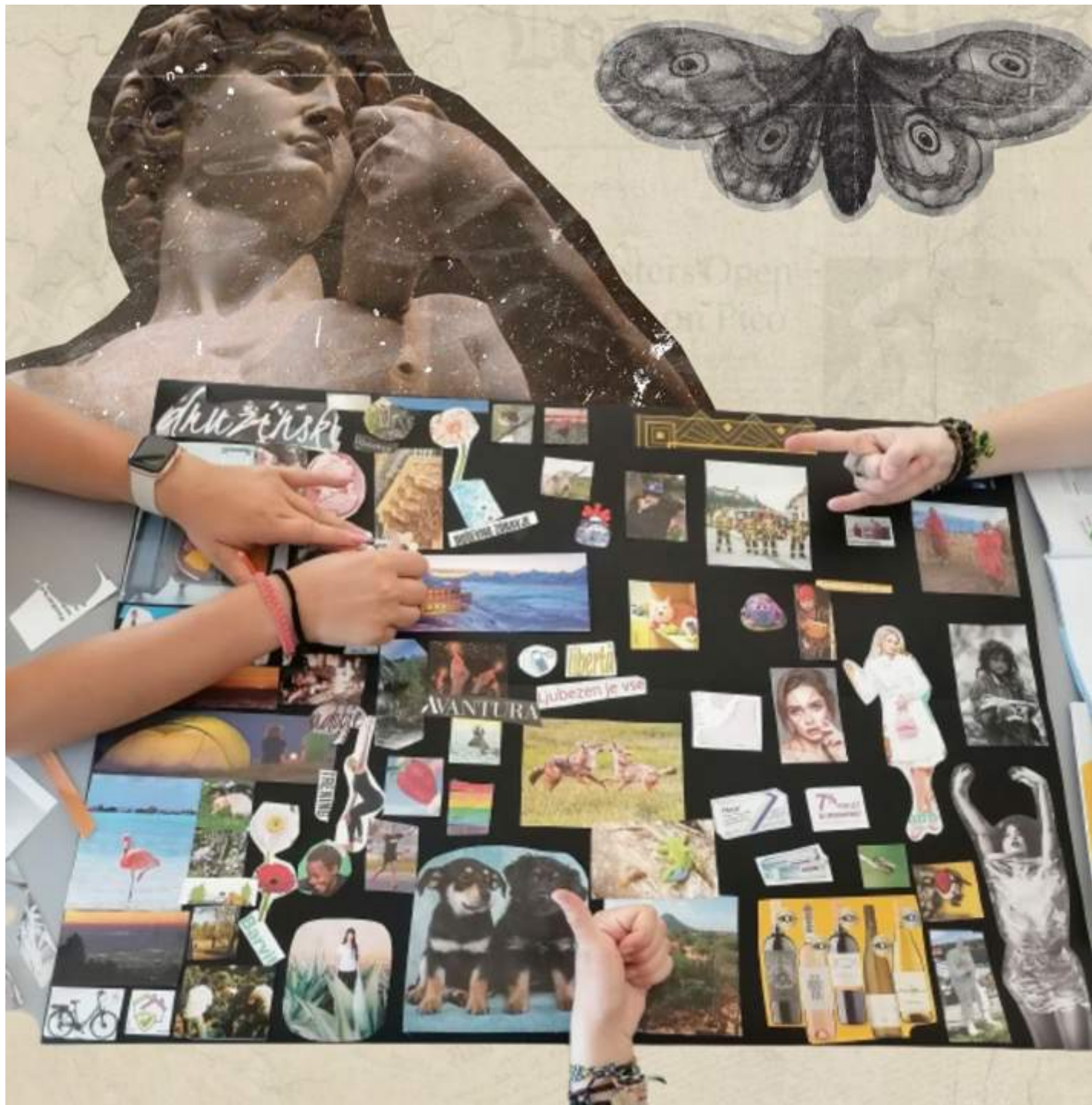
### 3. RELEVANCE AND FOLLOW UP ACTIONS:

We believe that the them and method was very relevant for people who are a bit lost in their life. During the workshop they had to think about their dream future which encouraged them to think what they want to do in their life. For some of them it was hard but once they opened up to the process you could see that they enjoyed. And they were very proud of their results which was also the immediate feedback of /on their process. During the reflection they expressed gratitude and they were surprised how inspiring was to think about their dream future even though some of them were struggling on the beginning. Those who work with youngsters will use this method in their work.

### 4. EVENT AGENDA

TIME	TOPIC
10h -10:30	Opening and presenting the project
10:30 – 11:30	Teambuilding
11:30 -11:45	Coffee break
11:45-13:30	Art as a method of discovering yourself
13:30-14:00	Reflection

### 5. Photos















# **WORKSHOP: Board Games and Workshops,** **Türkiye**

**Date:** 12/03/2023

## **1. EVENT DESCRIPTION**

**1.1. Event theme/title:** Board Game workshop

**1.2. Number of Participant:** 20

**1.3. Organizer:** Avrasya Gençlik Gelişim Derneği

## **2. WORKSHOP DESCRIPTION**

### **2.1. Participants names and target:**

Our target groups was young people with down syndrome who are in NEET situation living in Kocaeli and also young people from the local community who are active volunteers in our organization. (Age group was 18-30)

### **2.2. Actions carried out (summary of the workshop)**

Presenting of the Erasmus+ opportunities for young people and introduction of our project. We had brainstorming and discussion event what are the board games that participants knows about and what they think about it. We have discussed the impact of board game in our mind and how it effects our creativity. We divided the people and experimented a board games with peers and groups in different sessions and we had debriefing.

### **2.3. Compilation of evaluations and summary**

Following the activities, we had a dialogue to summarize the participants' experiences, as well as to ask questions to discover what they liked/did not like, learnt, and explored.

### **2.4. Dissemination carried out**

**We shared the activities with our social media network:**

<https://youtheurasia.org/neetcampaign>

### 3. RELEVANCE AND FOLLOW UP ACTIONS:

(4-6 lines description about the relevance to the target group, impact, feedback collected, follow-up.)

On a sunny Sunday, a group of young people with Down Syndrome, as in NEET youth status and people from local community came together for a day of board games workshop for our project. There was young people who dropped from education due several reasons among the group members. All our participants was interested about Erasmus+ opportunities and our project itself. The event was organized by a team of volunteers who aimed the to create a safe and inclusive space for the participants to socialize, learn, and have fun.

Throughout the day, the participants participated in various activities such as different board games and workshops. They also attended a workshop on communication and teamwork, where they learned new skills and practiced working together in groups. Some participants noted that the activities had helped them improve their social skills and overcome their reserved personalities. Overall, the event was a great success, and the volunteers were thrilled to have provided a space where young people with Down Syndrome could come together and enjoy each other's company. We have discussed why creativity, soft skills and social skills are important factor in 21<sup>st</sup> century. We discussed about the impact of art and creativity on people in general . There was young people who was practicing some art expressions like music and painting and they have shared their own experiences and possible social and professional benefits of different art forms.

### 4. EVENT AGENDA

Time	Topic
10:00 - 10:15	Opening and presenting the Erasmus+ program and the project
10:15- 12:00	Discussion: board games as a tool for creativity
12:00- 12:30	Coffee break
12:30- 13:30	Workshops: board game peer games and group games
13:30 - 14:00	Reflection

## 5: PHOTOS







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Erasmus+ Programme  
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# **WORKSHOP: Circus and photography skills, Valencia, Spain**

**Date:** 18/11/2022

## **1. EVENT DESCRIPTION**

### **1.1. Event theme/title:**

Creative Circus skills

### **1.2. Number of Participant:**

25 participants

### **1.3. Organizer:**

Amics de la biblioteca de la fonteta

## **2. WORKSHOP DESCRIPTION**

### **2.1. Participants names and target:**

Participants were people from different ages from 13 to 18 who are not studying and they're finding opportunities to learn how to participate in social activities.

### **2.2. Actions carried out (summary of the workshop)**

Step 1: Warm up

In this first step we played multiple games as an energizer and to break the ice.

- We used dooble as an energizer to break the ice.
- To know each other we prepared the typical game where people say her/his name with one movement per syllable we have.  
Example: Char (Hands up) - ly (Hands down)
- To present a little more we used Dixit, choosing cards according to ourselves, to our feelings and expectations before the session

Step 2: Workshop

During the workshops we developed one of the circus skills: Juggling.

The exercises were:

1. In pairs, we took two balls. One participant is going to throw the ball in the air to the hand of each other, who was a little up on a bench.
2. Continuing with pairs, they were taking a little distance now from the other. With three balls, one was crossing balls to the hand of the other, the teammate was throwing balls straight to the free hand. The time in to throw is according to the move of the balls; when the ball is in the middle of the distance between the pair, is the perfect time to throw the next ball.
3. Now individually, we started to juggle with two balls, one per each hand. They threw up one ball in the air and at the same time they changed the other ball to the hand which was throwing.
4. When they got control of exercise 3, we started the same exercise with only one hand.
5. After this we came back to the pairs. Now we tried the exercise 2 with 5 balls.
6. When we finished, we took 3 balls per person and we learnt how to juggle with 3.



Step 3: Calm part

- We played dixit again, questioning what I learnt, and my feelings after the session.
- We played ``Y entonces'' with the objective to build a history with the things i liked and not liked.

### **2.3. Compilation of evaluations and summary**

The evaluation was super positive, the guys enjoyed a lot the workshops and they decided to continue participating in most of the workshops we did in other occasions.

### **2.4. Dissemination carried out**

We posted most of the activities we did in social media, usually after the workshop.

## **3. RELEVANCE AND FOLLOW UP ACTIONS:**

It was super nice to work with this group, they're really glad to participate in a topic totally different in a non formal way, because they're using formal methods since 5 years old and they were bored of it. The evaluation results reflected how the group enjoyed it.

## **4. EVENT AGENDA**

Time	Topic
20h	Introduction of the project and workshop and Getting to know each other
20:30h	Workshop 1, 2 and 3
22:30h	Dinner Together

## **5. PHOTOS**



















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