

**Creative tools
to activate NEET**

REPORT TRAINING COURSE

**3th-9th October 2022
Ostrava (Czech Republic)**

Hotel Maria - ubytování v centru Ostravy
Přívoská 23, 702 00 Ostrava 1

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

OBJETIVES OF THE TRAINING COURSE:

The Short term staff Training provides the opportunity to provide skills, train youth workers, youth educators, artists of the organizations on methodology, tools in artistic areas that can help, support and empower the NEET to be integrated in the society.

The Short term staff Training will be 5 days and will take place in the Czech Republic.

It will be attended by 3 staff members from each partner (15 in total); they will conduct classroom sessions/workshops facilitated by a expert in the mornings and practical team-building and cultural exchange events in the afternoons. To guarantee the success of the course and the achievement of the established objectives, the association has established to send people who have a good knowledge of English and work directly with NEET in their communities. The result of this training will be the training of 15 youth workers who on their return will be able to support, teach and guide local NEETs using the artistic activities to integrate in the community.

PROGRAM:

4th October- Introduction

9:30 – 13:00

- What is art, social inclusion, NEET, realities in each country (ALL PARTNERS)
- The role of art and creativity in the educational and counselling process (EDUCATOR)
- Art, creativity and the skills for social inclusion. (EDUCATOR)

15:30 -19:00

- How can we support our creativity (games and techniques) (EDUCATOR)
- Focus on the self-awareness

5th October - Circus and music techniques

9:30 – 13:00

- How to include circus techniques in my work with NEET (Circus La Bulle)
- What can we learn from the circus techniques (Circus La Bulle)
- Circus for different target groups (Circus La Bulle)

15:30 -19:00

- How to include Music techniques in my work with NEET (Avrasya Genclik Gelisim Dernegi)
- What can we learn from the Music techniques (Avrasya Genclik Gelisim Dernegi)
- Music for different target groups (Avrasya Genclik Gelisim Dernegi)

6th October - Visual art in daily practice

9:30 – 12:30

- Use of the visual techniques (Video and photography) (EDUCATOR)

13:30 -17:00

- Visual art for different target groups (EDUCATOR)
- Helpful tools (theory and practice) (EDUCATOR)

7th October – Going out

9:30 – 13:00

- How to use the outdoor art activities (Teatro Metaphora)
- Exposure of art as a tool for career development and education (Teatro Metaphora)

15:30 -19:00

- Debriefing of the activity (Teatro Metaphora)
- Art and self-development (Teatro Metaphora)

8th October – Self-development

9:30 – 13:00

- How to include board games in my work with NEET (Amics de la Fonteta)
- Gamification (using games in education) (Amics de la Fonteta)
- How to include the different art disciplines in our work routine with young people to support integration. (Amics de la Fonteta)

15:30 -19:00

- Personal action plan
- Evaluation
- Conclusion



Title of the activity:	Circus pedagogy good practice
Organisation/facilitator:	Društvo CIK/Cirkus la Bulle
Purpose:	Circus pedagogy discovery session for youth workers: participants will discover the basics of 2 circus disciplines (juggling and groups acrobatics) and will learn about the benefits of using circus as a tool of youth work
Learning objectives:	<ul style="list-style-type: none"> . learning basic circus skills . learning circus teaching methods . learning benefits of circus pedagogy to activate NEETS
Instructions for the development (methodology and content, methods, techniques and steps of the implementation):	<p>Session 1: workshop group acrobatics and reflection Participants execute simple group acrobatic figure.</p> <p>Session 2 : workshop juggling Participants learn how to juggle the basic pattern with 3 balls</p> <p>Session 3 : How to create a circus pedagogy workshop Participants learn about how to structure a circus workshop taking in consideration various factors (safety, group dynamic...)</p> <p>Session 4 : How to make your own equipment Participant learn how to make their own juggling balls</p>
Duration:	6h all together (4 sessions of 1h30)
Size and characteristics of the group:	18 people, youth worker
Environment and context; tools and materials needed:	Material: mattresses and juggling balls, flip chart, inflatable balloon, cling wrap, polenta
Supporting documentation:	We will provide a short handbook of the sessions
Tips for the facilitators:	/

Title of the activity:	Board Games like an educational tool
Organisation/facilitator:	Amics EU
Purpose:	We want to show the rest of the partners that we can use the board games like a non formal educational tool to learn playing.
Learning objectives:	<ul style="list-style-type: none"> - Learn new ways to develop skills and abilities. - Learn new ways to use board games - Learn how to teach NEET people
Instructions for the development (methodology and content, methods, techniques and steps of the implementation):	<p>First of all, we are going to use a participation methodology, where people will be involved in the session playing and adding our opinions to complete the specific documents that we're going to use. Also they're part of the presentation about the topic to do it interactive.</p> <p>The document wants to specify all the information that we want to share in the sessions about skills, abilities and information about the game like players, duration...</p> <p>For the first session we will start with a presentation about the topic and the tasks for the session.</p> <p>Later we will play a werewolf board game and when we finish the game we're going to fill out the info document. After this part, we will play story cubes to evaluate the session.</p> <p>In the second part, we want to divide the group into 3 small groups with 4-5 people to play three different games.</p> <ul style="list-style-type: none"> - Ikonikus/dooble - Dixit - Unusual suspects/concept (1 of them) <p>After playing, we're going to fill and share the info that we completed in the documents.</p>
Duration:	<p>Session 1: One and a half hour</p> <p>Session 2: One and a half hour</p>
Size and characteristics of the group:	<p>Session 1: 1 group to play together</p> <p>Session 2: 3 groups with 4–5 people to play games and after play 1 big group to share the results</p>
Environment and context; tools and materials needed:	<p>Session 1:</p> <ul style="list-style-type: none"> - Werewolf Targets - Projector - Laptop (Charly) - Speaker <p>Session 2:</p>

	<ul style="list-style-type: none"> - Board games <ul style="list-style-type: none"> • Ikonikus • Concept • Unusual strangers (if it's possible) • Dixit • Dooble - Board Games targets
Supporting documentation:	WEREWOLF.pdf CZECH REPUBLIC SESSION.docx.pdf CZECH REPUBLIC SESSION.docx
Tips for the facilitators:	<p>We will bring the cards for the werewolf game, so we only need the board games. If you haven't got any of them tell us, probably we will bring any of them.</p> <p>CZECH REPUBLIC SESSION.docx 3 copies about it CZECH REPUBLIC SESSION.docx.pdf 4 of this Board games</p>

Title of the activity:	GAWA - Green Activities With Art
Organisation/facilitator:	Teatro Metaphora / Cristina Jardim, Renato Nunes, Rubina Silva
Purpose:	To raise awareness in communities through urban interventions using sustainable art installations that promote an ecological lifestyle
Learning objectives:	<ul style="list-style-type: none"> • Learn how to identify critical points for intervention in a locality • Learn how to learn how to establish a waste collection plan • Learn how to create an artistic solution to have an impact • Understand how this activity can bring benefits to NEETS
Instructions for the development (methodology and content, methods, techniques and steps of the implementation):	<p>Part I Presentation of a Video about How to use the outdoor art activities (TM)</p> <p>Part II•. Practices</p> <ul style="list-style-type: none"> • Ideation of an initiative with urban and environmental impact • Definition and co-creation of a sustainable solution • Collection of materials and waste to create the pilot • Design and build a pilot or mock-up for the impact initiative • Preparation of a pitch to share the project for the impact initiative • Debriefing of the activity
Duration:	<p>4hours activity</p> <p>40min Video Presentation + presentation of the Teatro Metaphora</p> <p>3h Design + Construction + preparation of the pitch</p> <p>20min Pitch presentation – 2min each x 5</p>
Size and characteristics of the group	Groups of 4 to 5 participants to build each pilot
Environment and context; tools and materials needed:	<p>THINGS TO BRING</p> <p>One or more prop. This is about having fun and collaboration bring something fun to present yourself</p> <p>Recycled material and packaging. Your ideas must become tangible to be tested and presented. In order to build quick prototypes, If the weather conditions allow, we can collect waste and materials around the city.</p> <p>As plan B we invite you to bring recycled material such as: <i>paper boxes (any size), cardboard (any size), any kind of paper, pieces of fabric, fishing nets, strings, plastic bottles and other kind of plastics, burlap, metal.</i> Also, if you have some Lego, that could inspire to build the scenarios!</p> <p>Please, start to collect this material now, so you can pack some in time for the activity</p>
Other Resources	Computer, projector, post-it, pens, glue, strings, wires, notebloc, FlipChart, FlipChart Paper
Supporting documentation:	Tips and guidance will be provided during the activity
Tips for the facilitators:	Bring humour and have fun

Title of the activity:	Video and photography
Organisation/facilitator:	Educator
Purpose:	To teach different tools and techniques to work with de audiovisual tools
Learning objectives:	<p>To promote knowledge of the basic technical and formal elements for photographic production.</p> <p>To stimulate expression and communication through images.</p> <p>To encourage reflection on the multiplicity of points of view.</p> <p>To practice with examples</p> <p>To learn about how to use the video in the mobile</p> <p>To create short videos using the things learn</p>
Instructions for the development (methodology and content, methods, techniques and steps of the implementation):	<p>Photography:</p> <p>Brief history of photography: How is an image formed?</p> <p>Knowing the camera to use. Learn about aperture, shutter speed, sensor sensitivity and how they interact with each other.</p> <p>Going through the different options menus.</p> <p>The light. Different light sources.</p> <p>Reading an image. Composition: colour, shape, unity, balance, figure, background, etc.</p> <p>Viewing and analysis of images made by the teenagers.</p> <p>Viewing of images belonging to other photographers.</p> <p>Practice with the camera and the filters</p> <p>Video:</p> <ul style="list-style-type: none"> -introduction of the application for creating video and catching footages, memes, giphy - explanation of the clue to have an attractive video (keeps your attention) - watch a video of different video animation made by participants - explanation how to proceed on a montage application (stop motion studio, inshot, capcut), - give an example of the different skills, tools and show the importance of sounds effect - everyone has to create its own animation video with applications - show the final result of the animation with sounds effect
Duration:	3 photography + 3 Video
Size and characteristics of the group:	15 youth workers
Environment and context; tools and materials needed:	<p>Phone or camera</p> <p>Projector</p> <p>PPT</p> <p>Computer</p>
Supporting documentation:	-
Tips for the facilitators:	While the participants are creating the video, maybe the leader can help them, tutoring.

Title of the activity:	Let's Share Together
Organisation/facilitator:	Avrasya Genclik Gelisim Dernegi / Bedirhan Ahmet KÜÇÜK
Purpose:	Motivate youth workers for helping NEET community to integrate into society through music.
Learning objectives:	<ul style="list-style-type: none"> - Attendees will be able to list the music techniques - Attendees will be able to using music techniques working with NEET - Attendees will be able to compare and differentiate which music technique is suitable for which target group
Instructions for the development (methodology and content, methods, techniques and steps of the implementation):	<p>.</p> <p>Preparation:</p> <p>Step 1: Group working and station teaching method</p> <p>Divide participants in small groups. Give each group a different music education method such as Kodaly, Suzuki, Dalcroze, Orff. Give them some time to search about their own music education method strategies. One person in each group will stay stable and the rest of the group members will visit the other groups. The person who stays stable will share what they have searched with the other group members. Each group will visit the every stations. In the end of the activity everybody will have knowledge about what the music techniques are.</p> <p>Step 2: Direct instruction method</p> <p>Explain and make a short presentation about the ways of including music techniques with NEETs.</p> <p>Step 3: Group working, brainstorming, discussion, presenting</p> <p>Participants will be divided into small groups. They will discuss and prepare a small presentation about the benefits and what can we learn about the music techniques. In the end each group will present about what they have thought and found.</p>

Photos:



















































Kodaly method (1882)

Kodaly Concept:
 → Philosophy of education and a concept of teaching.
 → Comprehensive program to train basic musical skills and teach the reading and writing of music.
 → Is an integration of many of the best ideas, techniques, and approaches to music education.
 → Is an experience-based approach to teaching.



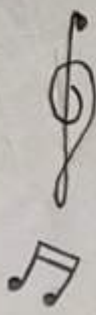
Note values
 1/2 = half note
 1/4 = quarter note
 1/8 = eighth note
 1/16 = sixteenth note
 3/4 = three-quarter note
 5/8 = five-eighths note
 7/8 = seven-eighths note
 9/8 = nine-eighths note
 5/4 = five-quarter note
 3/2 = three-half note
 1 = whole note

K180
 MUSIC INSTRUMENT
 P181

Traditional
 • Dances of Galanta classic
 • Influenced by the rhythms of Hungarian folk music
 • Composer

MUSIC SHOULD BE CULTURAL AND SOCIAL AND EXPERIENCE (GORDON)

"The Kodaly method starts with one's own voice as the original instrument."



Focuses on singing







WHAT IS THE OBJECTIVE / SOLUTION

- Creating and recycling waste from materials
- Connect local community
- Providing sports materials for the people who can't go to gym
- Recycling the moving tools
- Organize events for the local community
- Make joyful environment for teenagers and kids.

IDENTIFY THE PROBLEM / INTERVIEW AREA

- Sports and leisure materials related to sports activities / leisure
- Too much consumption of plastic
- + Schools
- + Sports centers
- + Community center

WHAT IMPACT IS EXPECTED / WHO BENEFITS

- People who use the waste
- Teenagers
- Kids
- Reach many people as possible
- Make them happier and more joyful

WHO AND HOW MANY

- Volunteers (40)
- Cooperate with schools, gyms, and municipalities
- 2 schools
- 100-150
- Local shops
- + 400 items (as volunteers for the production)

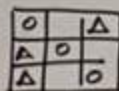
① Meeting and inviting local community

Presenting the project, materials, where to get materials - sport ideas
Distribute tasks

② Ask municipality for €

MATERIAL WE WANT TO CREATE:

- SHAKERS (plastic bottles, rice, paint)
- FLOWER STICKS (dried fire, wooden sticks)
- JUGGLING BALLS (balloons, sand, string, tape)
- FRISBEE (thick tape, cardboard)
- PROTECTION FOR THE KNUCKLE (plastic bottle, foam, elastic, glue)
- JUMPING BALL (jumping ball, balloons)
- Football camp
- 3 in a row



Page 4

1. The cell is the basic unit of life.

2. The cell is the smallest unit of life.

3. The cell is the basic unit of life.

4. The cell is the smallest unit of life.

PLASMA MEMBRANE

1. The cell is the basic unit of life.

2. The cell is the smallest unit of life.

3. The cell is the basic unit of life.

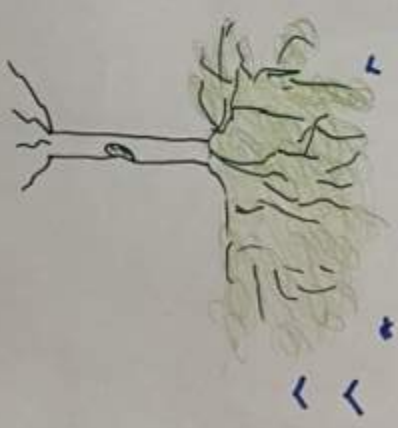
4. The cell is the smallest unit of life.



[illegible]

- Ducts: 20-30µm
- Pan: from 100-150µm
- Tissue: 10-15µm
- 10-15µm

- 4) Send the materials to the companies.
- 5) Transform the materials in items.



- Educator ededucator@gmail.com 0034649686721



**TEATRO
METAPHORA**
ASSOCIAÇÃO DE AMIGOS DAS ARTES

Green

Activities

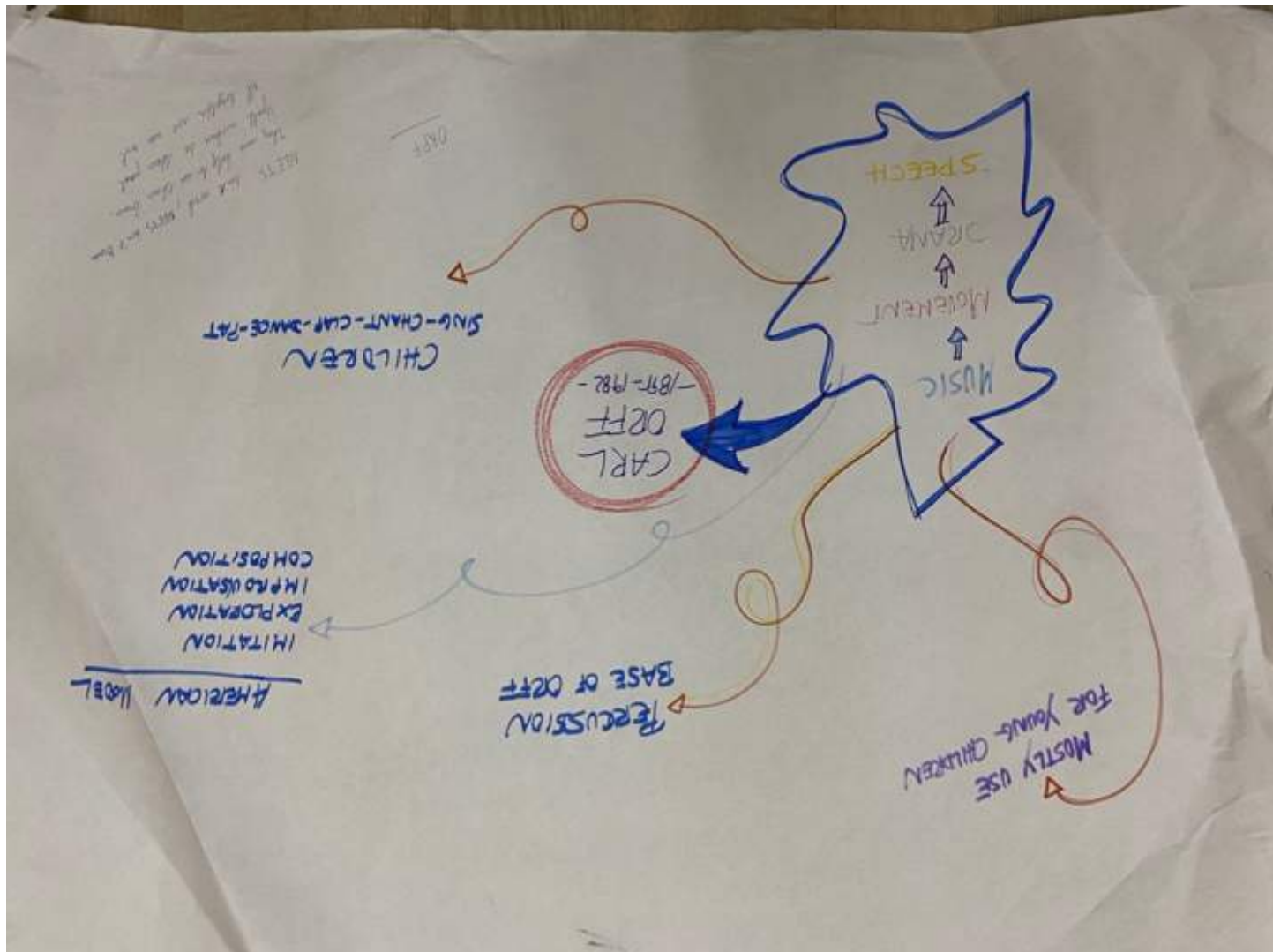
With

Art

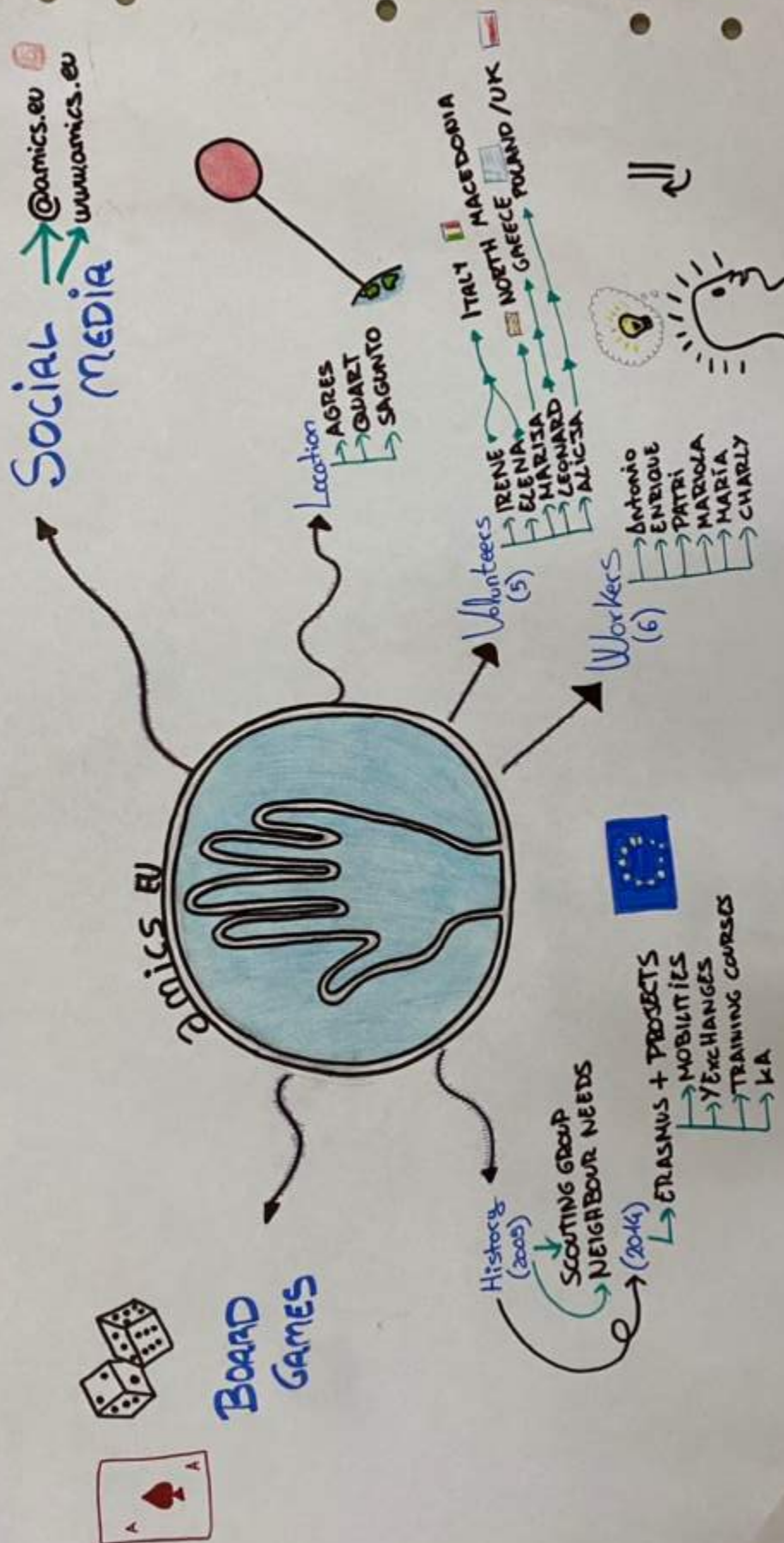
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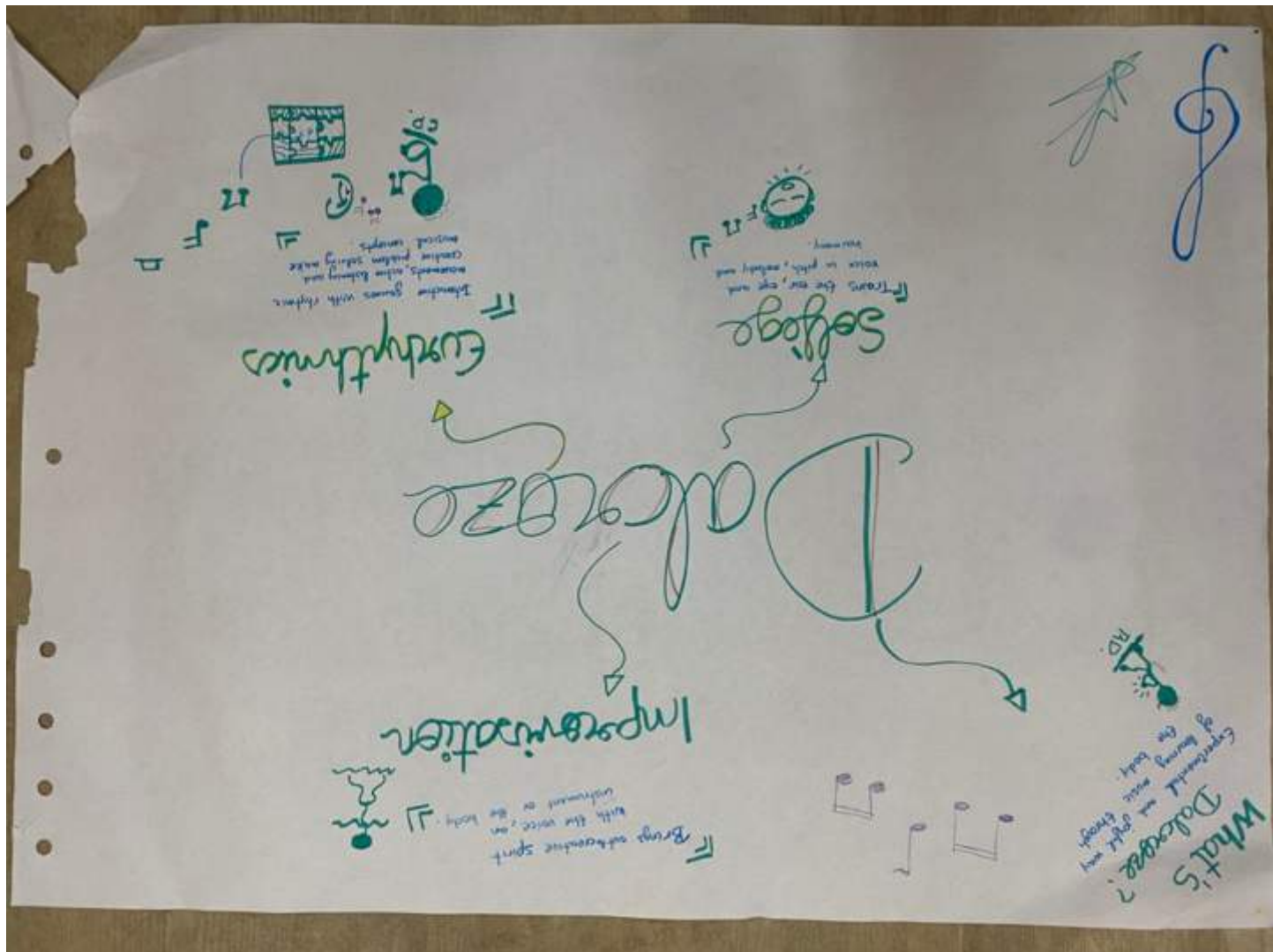
ERASMUS+



amics EU







DREAM
Plan
Realize
Celebrate
Let it flow!

"IF YOU FAIL TO PLAN,
YOU PLAN TO FAIL."
"Hunches"

LOVE IS LOVE

Now formal education
GET SECTOR
YOUTH

SYNERGIES
 $1+1=11$

NEED
↑
COURSES/SESSIONS
↑
MORE QUALITY YOUTH

BE OPEN
CREATIVITY
ACQUIRE

Art is global
PUT YOURSELF
ABOVE EVERYONE
GOVERNMENT

Open minded people

NO FEARS
GET A MESSAGE

not in way to capture yourself

NEEDED
Thinking

HAVE GOALS!
DEFINE WHAT YOU WANT!
GO. AFTER. IT. NOW!
Promotes Creativity
"DON'T THINK
FEEL... -DETECT LOC"

Art is life

STOP
THINKING.

TO OWNERS
of
BUSINESS
USE
ART
TO
INCREASE
the
value
of
their
business

ART
CURES

Creativity is a skill needed
for artistic creation and expression.
Creativity is a skill that can be learned/practiced.

It is important to learn art
as well as to learn to use art
for artistic creation and expression.
Creativity is a skill that can be learned/practiced.





QUALITY ACTIVITIES

- NOT RECOGNIZE ENOUGH ART/CREATIVITY
- MORE SOFT SKILLS WORKSHOPS IN SCHOOLS AND HIGH SCHOOLS
- NOT ENOUGH ATTENTION FROM PARENTS
- NOT BEING UNDERSTOOD

NOT HAVE ENOUGH MONEY TO PROMOTE OUR CREATIVITY

BE CONSCIOUS ABOUT WHAT YOU'RE DOING

TAKES BIG RISKS!

"Sufficient support"

NOT FOUND FOR ARTISTS

NOT WELL RECOGNIZE

Being artist in not always "good profession"

THERE IS ART AND

(F)ART "21"

TIK-TOK INFLUENCES FUTURE

NOT RISKING IS A BIG RISK!

With everything is important to be creative with...
...in order to be creative with...
...in order to be creative with...
...in order to be creative with...



It allows us to create people of future

IT BEARS
CHANGE
THE
WORLD
(WHEN DONE CORRECTLY)

It's a kind of meditation

MORE PROFESSIONAL
YOUNGSTERS

QUALITY SKILLS

If you follow
your art you'll
be full time.

Art can occupy the NEFT
and give them new
meaning in life

You can't
have more

THOUGHT ART
AND CREATIVITY
ENDOWMENT
OF YOUR PEOPLE

There might be some branching out
But everyone can bring something in the same way

Self-Knowledge

It is motivating the people

you can
express yourself

Better mental health

- A LIFE OF JOY

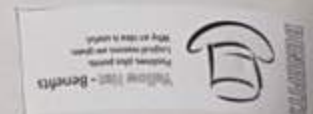
more happy people

It is inspiring

BRINGING OPPORTUNITIES
TO DO NEW
THINGS ON CHANGES
OTHERS

It is attractive
and can attract users

It is a kind of
happiness and joy



regulations, regulations or whatever matters

- Organizations can provide support
- there is a space for creativity in all professions
- look around with your eyes and your heart

FIND YOURSELF.

Creating new ways
of information on
adapting it to new
digital government
like influencers

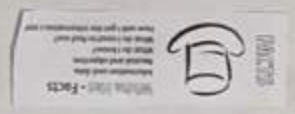
Follow your heart
and you'll know
what you need.

FIND YOUR
ART! CAN BE
LITERALLY, EVERYTHING.

INTERVIEW
LOCAL ORGANIZATIONS
Municipality/
European Commission Programs

"Open rules" can be a very good
tool to promote the local artists and
local culture.

ACT & CREATIVITY ARE POWERFUL
TOOLS TO USE FOR THE BENEFIT
OF YOUNG PEOPLE TO GET AND
LEARN SOFT SKILLS.



INTUITION IS THE
ACCESS TO UNIVERSAL INTELLIGENCE

Many people of
different ages in the
same work group
allowed different
perspective on the
same social issues

INTUITION ≠ IMPULSE

TRAIN YOUR
INTUITION

ART CAN HEAL
PEOPLE'S SOULS.

CREATIVITY IS NEEDED
TO EXPRESS YOUR
TRUE SELF.

Is a
different
way to flow
with life

Express our
feelings through
art.

WE NEED TO
EXPLORE ART/CREATIVITY
TO RELEASE THE STUFF
OF OUR MINDS.

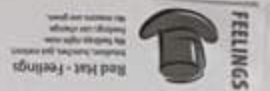
Art expresses the
deep emotions

ART EXPRESSIONS
CAN TRANSLATE OUR
REAL FEELINGS

I feel that
art and creativity
can express feelings
that people do not
express in other
ways.

Art is a
different way
to express
your feelings.

Happy people





Share what you are trying to accomplish with the world

- Happy people

- Should include a sense of work

Creativity comes from the deepest emotions

- Should encourage the people for art.

You can protest against social injustice or against the government!

- Be persistent
- challenge yourself
- Get out of the box
- follow your intuition

Government can create appropriate environment for young people and support them

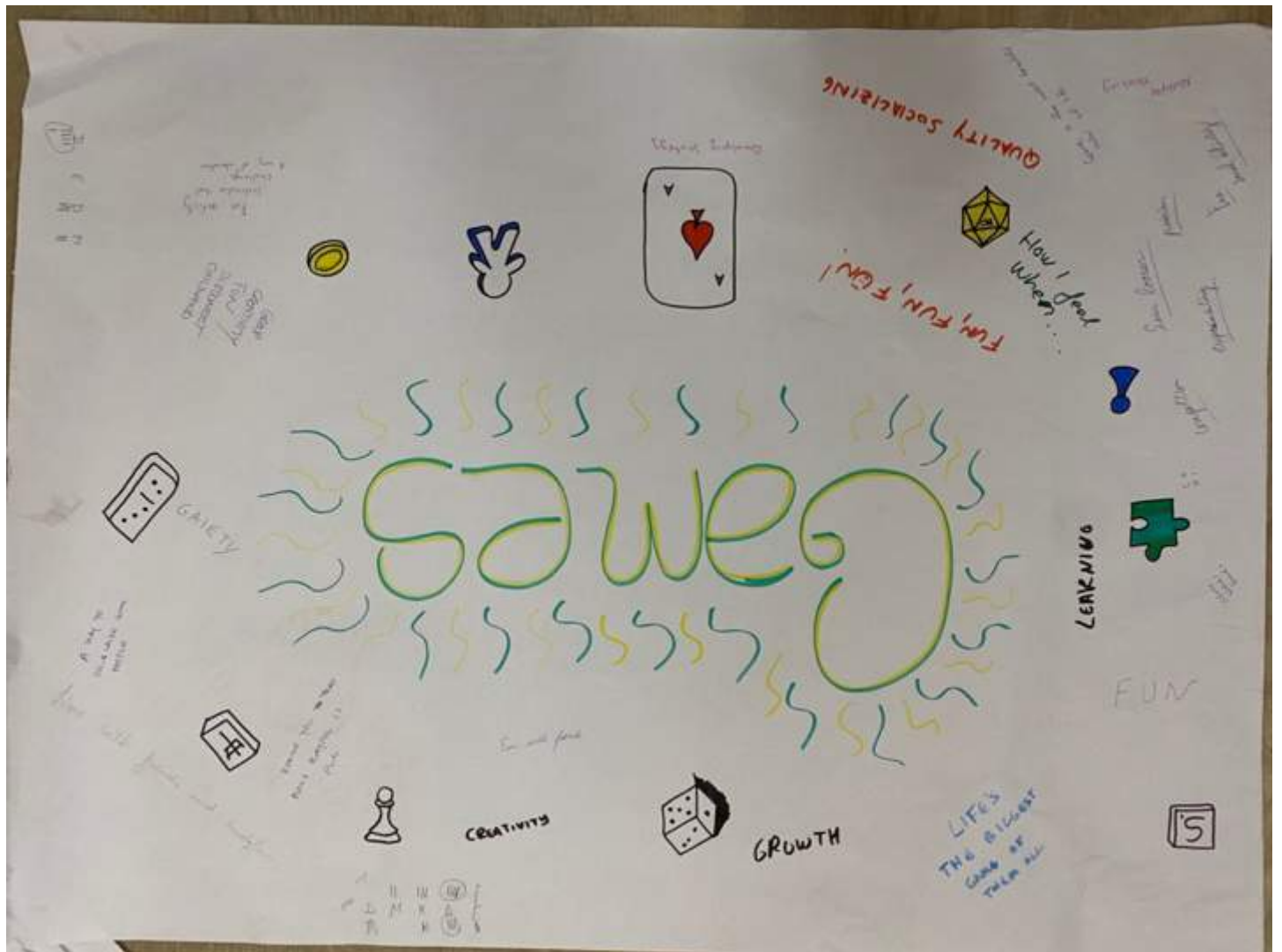
ART WORKSHOPS

More people relate to
- Happy and creative
use to enter art world



ART
CHANGES
THE WORLD.

Possibility to
create space
to be different
RED TO CHANGE
THE WORLD

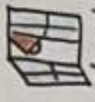
MORE ART,
LESS WORK.



ERASMUS +

- Sport 
- Youth 
- Adults

Learn English

Travelling 

EDUNAVOR

OBJECTIVES

- provide information and information and skills
- develop motivation for the study of English
- improve oral and written communication
- improve oral and written communication
- work on the field of international cooperation
- develop oral and written communication
- develop oral and written communication

Basic informations

- Erasmus+ is a European Union programme
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CIRCS L BULLE

ASSOCIATION

Created in 2015



OBJECTIVES:

- Promote circus as method of YN
- Promote creative methods of education
- Create educational programs for both sides
- Contribute to E+ transnational strategy
- Connecting/networking with different NGOs around Europe

ACTIVITIES:

- * Training
- * Strategic training for youth workers
- * Workshops, team building

FIELD OF WORK:

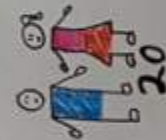
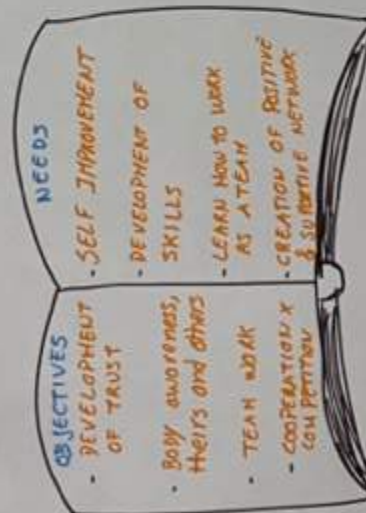
- Social topics: crime, racism, prejudice
- Social interactive games

COUNTRY OF ORIGIN





- FINISHED HIGH SCHOOL
- DID NOT ENTER INTO UNIVERSITY
- WANT TO IMPROVE GRADES
- OR FIND A WORK



#1

TEAM BUILDING	
MATERIAL YOGA MAT SHULA HOOP 3 ROPS PIPES & NOSES LEGG PAPER BALLS BUCKET	VENUE GARDENS OF IJHEU
ACTIVITIES LO BS HUAHOOP TESS TONK PAPER A ROUND TONK - BALL BATTLE LISTENING	PARTNERS • TEATRO METAFORA • LOCAL SCHOOL GRM
2h ACTIVITY	

#2

BOARD GAMES	
MATERIAL • TABLES • CHAIRS • PARTY & CO GAME	VENUE • TEATRO METAFORA HEADQUARTERS
ACTIVITIES • DRAWING • MIMIC & SOUNDS • DISCOVER THE WORD • GENERAL CULTURE • READ LIPS	PARTNERS • TEATRO METAFORA RA
2h ACTIVITY	

#3

PHOTOGRAPHY CONTEST	
MATERIAL • COMPUTER • PROJECTION • MOBILE PHONE	VENUE TEATRO METAFORA HEADQUARTERS
ACTIVITIES • THEORY OF COMPOSITION OF PHOTOGRAPHY 30' • CONSCIOUS TOUR TO TAKE PICTURES 60' • BEST PICTURE PRESENTATION 30'	PARTNERS • TEATRO METAFORA EMBASSY +
PRIZE / AWARD TO BE INCLUDED IN A EMBASSY + PROJECT CATEGORIES - ART, NATURE, PROFESSIONAL	



43-45 YOUTH FROM MINORSKA COMMUNITY
ON END OF SCHOOL YEAR

NEEDS

- CAREER COUNSELING
- DISCOVERY OF THEIR POTENTIALS
- BUILDING SELF ESTEEM
- MOTIVATION TO LEARN (MIDWINTER
ATRACTIVE METHODS)
- TO FEEL LIKE ACTIVE MEMBERS OF LOCAL COMMUNITY

OBJECTIVES:

- ENGAGE 20 YOUNGSTERS IN
ARTS/MUSIC COUNSELING TO REACH THEM
ADDITION: VISUAL CREATING MATERIAL

ACTIVITIES:

- 2 HOURS WORKSHOP HOW TO CREATE
- RAP SONGS
- create the beats
- write the lyrics about local problems
 - 2-H Workshop: determining the water clean:
- find solutions
- action
 - 1-H: ^{paper} creating the water filter
 - 1-H: social media: meet when gets involved
- students create the song lyrics for song video about the
• students work on the filter and then they get to see the video

ACTION PLAN

TARGET GROUP: YOUNG PEOPLE WHO COULDN'T FINISH HIGH SCHOOLS

NEEDS:

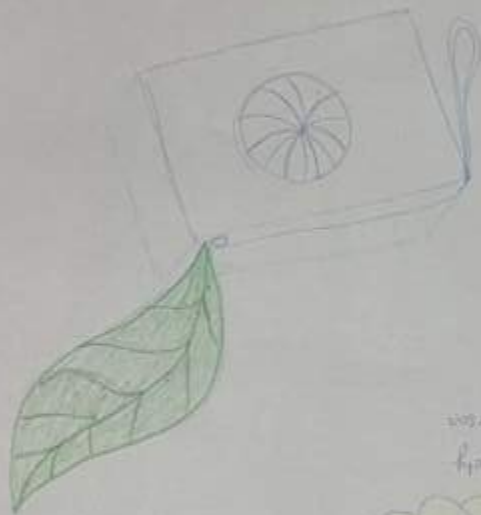
- To be guided
- Integrate into society
- Absorb from education
- Discovery of themselves
- conscious of environment

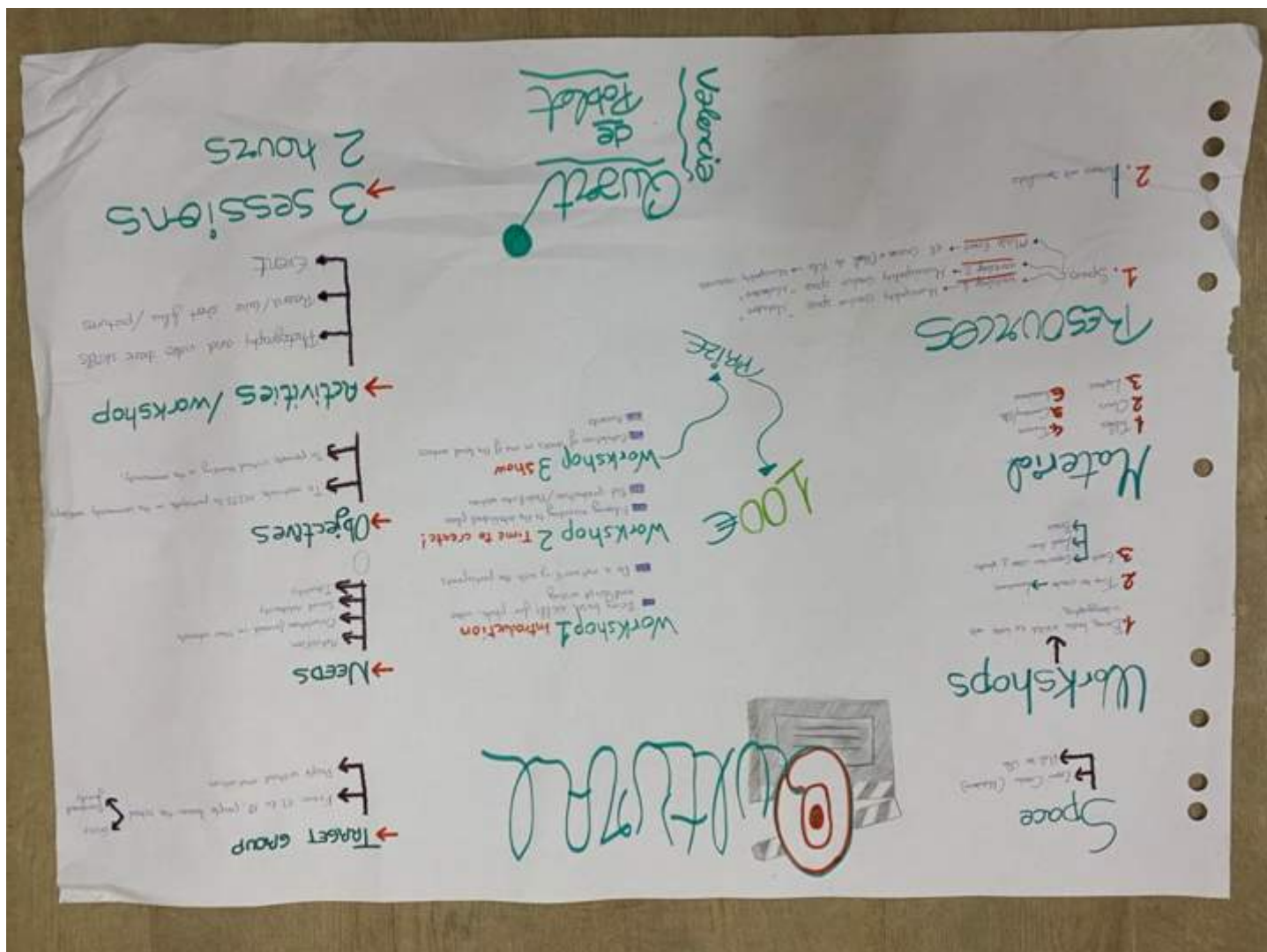
OBJECTIVES:

- Making young people a part of society
- Motivate young people to be active persons
- Increase their awareness of environment
- Increase their contribution to it

IMPLEMENTATION:

- 1) Use games
- 2) Creating a story by using story characterized to make
- 3) Finding time to take photograph as art
- 4) Taking pictures of people and environment and
- 5) Young people were carrying message from picture and as
- 6) Playing board games with as characters, animals, birds, plants, people etc
- 7) Young people were asked to identify if needed people





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