“Youth Power in Action!”

An Erasmus+ Intercultural Youth Exchange

20th – 31st August 2022

Fragneto Monforte, Benevento, Italy

About this intercultural youth exchange…

"Youth Power in Action!" expresses the willingness of the project partnership to get to know and explore cultures, knowledge and identities of the participating teenagers aged 15-19 years old living in Italy, Latvia, Macedonia & Romania.

The specific themes of this youth exchange are:

1) "Culture and Arts"
2) "Inclusion of marginalized people"
3) "Reception and integration of refugees and migrants"

We will hold a variey of workshops based on arts, dance, theatre, body awareness, juggling and outdoor activities aimed at building a peaceful atmosphere and a cooperative working group, to discover oneself, to discover others, to share our dreams. The evenings will be dedicated to each of the participating countries and to the people who will share traditional and typical games, music, theatre and dance. We will also visit other local associations who support and host unaccompanied minors in Italy and target the local youth in a public event to share our international dimension, send out important messages to the community and explain what European opportunities are around us.

To be concise, our objectives are:

1. To get to know the realities of young adolescents, coming from ethnic minorities in the 4 countries involved in our intercultural exchange
2. To offer participants the opportunity to design, prepare, manage and evaluate exchange activities with the support of their group leaders.
3. To implement cooking, environmental and art workshops, to contribute to the shared development of the participants' skills and abilities.
4. To spread positive values such as respect for diversity, brother- and sister-hood, inclusion, sharing and the common good.
5. To promote non-formal learning, particularly suitable for young people with fewer opportunities who often find themselves in difficulty within formal learning environments.
6. To inform the participants and the community about the opportunities of the Erasmus + programme, specially those related to the Youth chapter.
7. To make of the follow-up of the exchange a starting point for actions in schools, local communities and internationally.

Who can participate

The participants of the youth exchange "Youth Power in Action!" are 40 people from 4 associations in Italy, Latvia, Macedonia and Romania. More specifically, there are 8 group leaders (one man and one woman with no age limit for each of the 4 groups) and 32 boys and girls with fewer opportunities on an economic, geographical, social and cultural basis, aged between 15 and 19 years. These youngsters take part in their organizations' life, in workshops and non-formal activities which have largely made up the international program of this project. Regarding the selection of participants, all the partners have followed the basic principle of composing balanced groups, giving priority for each group to 4 youngsters with fewer opportunities (from ethnic minorities and with cultural, social, geographical and economic disadvantage: Middle Eastern and African unaccompanied minors in Italy; Hungarian-Romanians in Romania; other Balkan ethnic groups in Macedonia; Russian minority in Latvia). We then opted for 4 other young people without disadvantages or particular problems in order to foster open encounters and diversity.

Partner organizations

Country:	Partner:	How many:	Contact:
Italy	YMCA Parthenope ONLUS	10 (8+2)	antoniochiaese@gmail.com
Latvia	Theater Studio Dobele	10 (8+2)	kr.kleina@gmail.com
Macedonia	Percipio	10 (8+2)	sashka142@gmail.com
Romania	Federatia YMCA Romania	10 (8+2)	alina.ymca@gmail.com

When

Dates of the intercultural youth exchange: 20th – 31st August 2022.

Arrival at Fragneto by	19.00	20/08/2022
The program starts at	10.00	21/08/2022
The program finishes at	23.00	30/08/2022
Departure from Fragneto by	11.00	31/08/2022

We expect you to participate in the whole program in order to benefit from the Erasmus+ Programme financial contribution.

Where

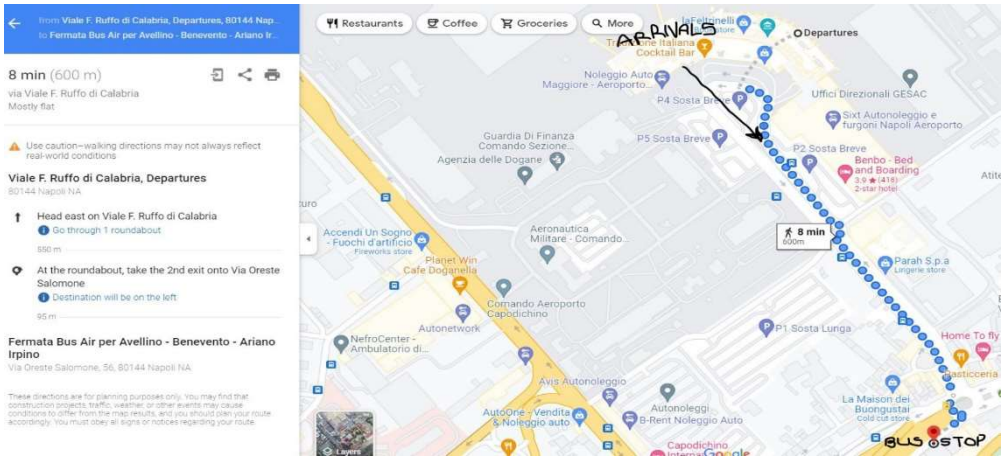
The project will take place in Fragneto Monforte (Benevento), about 90km from Naples. The accommodation is a municipal old primary school turned into an artistic residence where balloon pilots live during the local festival in October.
Rooms can host from 5 or 6 people and have bathrooms and showers in the corridors.
The place has a big room where the group can work together.
Part of the project starts from leading activities inside the structure and complete them outside in the town of Fragneto with the youngsters of the community.
Therefore we invite to consider this place as a home and cradle of our inspiration.
The aim of "Youth Power in Action!" is to bring impact of an intercultural dimension in town and around the places we roam.

How to get here (Pls buy your ticket ONLY after you get the confirmation from us)

First of all, it is essential to know what time you land in Italy. We strongly advise you to land in the morning or early afternoon. Here are the most common routes:

1) **STRONGLY ADVISED From the Airport in Naples (Napoli)**

you can take the bus (AIR), 7 minutes away from the airport on foot
https://aircampania.it/linee-e-orari



We you arrive in Benevento city, you can reach Fragneto Monforte with a bus Mot.Tam. http://www.mottam.com/

2) **From both the Airports in Rome (Ciampino or Fiumicino)**

you can take the TRENITALIA train or TERRAVISION bus to Roma Termini Train station. In Roma Termini you can take the train to reach Benevento Centrale in about 3 hours. From Benevento you can reach Fragneto Monforte with a bus Mot.Tam.
http://www.mottam.com/
http://www.terravision.eu/
http://www.trenitalia.com/

3) **From Fiumicino Airport only in Rome**

you can take the TRENITALIA train to Roma Tiburtina Train station. Exit in Roma Tiburtina Bus station and take the direct MAROZZI or FLIXBUS buses reaching Benevento in about 3 hours. From Benevento you can reach Fragneto Monforte by bus Mot.Tam
http://www.mottam.com/
http://www.trenitalia.com/
http://www.marozzivt.it/web.aspx
http://www.caputobus.it/

Contact numbers to call on arrival:

Flavia Iori : 0039 3490649667 Gianluca Iacuvelle 0039 340 7821363

Financial conditions

Food, accommodation and project costs are fully covered and free for the participants.

As for the travel, we can reimburse up to 100% (maximum) of the costs below.

Country	Max. travel reimbursement
Italy	23 €/person (green travel)
Latvia	320 €/person (green travel)
Macedonia	320 €/person (green travel)
Romania	320 €/person (green travel)

NB: Erasmus Green Travel - Sustainable Way of Erasmus+ Mobilities ?⍰ 7^ (activeyouth.lt)

As for the insurance, the European medical insurance card is valid also in Italy and all participants coming from EU country must bring it with them. .

Here is a sample of an Italian medical insurance card.

Participants, who for any reason need to purchase an insurance, can do it as long as they inform us before-hand. This is very relevant for Macedonians, for example.

Very important: your tickets are a proof of your travel that we must keep and present to the ERASMUS+ Program, the main funders of the project. If you cannot provide your original tickets and invoices clearly stating the travel company, your name, all the trip details and the exact costs covered, we will not be able to reimburse you.

What to bring (essential)

- Sleeping bag and pillow case
- Towel
- Passport or other official identification
- Tickets, insurance, visa
- Comfortable clothes for living outdoor & indoor (no washing facilities available)
- Medicine, if you take any
- Your own Art Kit (musical instruments, dancing outfit, costumes, etc.)
- Something typical for your national evening (food, drinks, special items, etc.)
- Smiles, willingness and good mood ☺!

How to Apply

If you want to join us in this project, send your application form to your association.

You will find the application form in an attachment with this info-letter.

We are looking forward to meeting You in Italy!

See you soon, the YMCA Parthenope ONLUS Team

Learning to play, playing to learn: the experiential methodology

Learning by experience, personalised workshops and theatre plays are working methods which all have one thing in common for us: playing. Playing allows us to access a state of freedom, creativity and exploration that is associated with the natural learning of childhood. Role-plays, structured experiments, simulation, and theatre are examples of games with experiential learning opportunities. Games can create a play frame, which makes the act of learning a dynamic and enjoyable process, which recalls the carefree playing time of childhood. Experiential activities can transform learning into adventure. Learning in this way is an emotional, physical as well as a cognitive experience. Movement and feelings stimulate the learning process. Playing involves both mind and body and can provoke an emotional response during the exercises. The exercises are designed to use social skills and make clear / illustrate concepts and theories. Almost any topic can be explored through games. Learning processes that involve the development of skills and behavioural change, such as group dynamics, communication, leadership, problem solving, teamwork, coaching, co-operation and decision-making are very suitable for gaming. Gaming is a working method which might create a paradoxical situation in which participants or a group might lose themselves. The objective of using gaming in this kind of training is to get more knowledge and skills to work with groups in the field of youth work and social work. Although this working method may seem enjoyable, it is not "only a game". It allows the players to use the freedom to experiment with new approaches and new behaviour and to acquire skills and knowledge. The players are asked to look at how they behave in the play. Therefore feedback and reflection are an essential part in this way of working. Playing games as a tool for learning is a serious play or 'playful seriousness'. Our working method is based on learning by experience. In our approach we invite participants to point out where they find themselves at that moment in the learning process, what they want to learn and how they want to develop themselves. It is focused on the experience of the individual and it is connected to the specific needs

and the level of learning of the participant at that moment. The program is a tool for the participant and not the other way around. No matter how logical this may sound, in many formal learning situations the usual form of acquiring knowledge is 'learning from lessons'. The knowledge should be reproduced / copied by the student, without any personal interaction. 'Learning by experience' is different since it starts from the person him/ herself, his/here behaviour, reactions and emotions. This method is often used in youth work and informal education. And more and more this method is being used in formal education and trainings for companies. The way, in which we like to organize and perform this international projects, means that main objectives of the exchange have to be clear to the participants, as well as the outlines of the program and the target group. In this way we create a playing field for participants and leaders where we can play to learn and learn to play. Within the given group, you participate in the training for yourself and with yourself as an individual. The exercises (called 'workshops' in our project context) will be done alternately alone, in pairs or in a group. The leaders will prepare the ground by giving plenary lectures. Some processes may involve talking, others listening or visualizing certain thoughts with your eyes closed. Exercises will be provided in combination with music, dance or play. Many processes will contain an element of surprise, the exact nature of which is not known in advance. In this way questions can only be answered by the participant him/ herself, namely by experiencing his own reactions. With this approach there is room for the experiences and wishes of the participants to influence the content of the program while it is taking place. We create the playing field and the participants make the play.