

SEPTEMBER

2021

ANNUAL  
ACTIVITY  
REPORT

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2022

AUGUST



# Summary

The beginning of this membership season was full of celebrations connected to our **10th anniversary of active work in the youth field in Estonia and beyond**. Re-connecting with members, meeting partners, celebrating and reflecting on our achievements were definitely a great way to start 2021/2022.

The membership year was also strongly impacted by the **Russian invasion of Ukraine**, which made much of our personal work and organizational campaigns change their course and pay more attention to what we can do locally to support refugees and support NGOs working in Ukraine.

This membership cycle has seen several strategic partnerships for innovation. **Exploration of game-based learning methods** happened in a more structured way, and several games were designed and even more further developed and translated into several languages. As a result, we co-published [playversity.co](https://playversity.co), a **hub for game-based learning enthusiasts** with resources and downloadable games that we will continue fueling with our work in the coming years.

Overall, the membership cycle 2021/22, with all its challenges, provided us with many opportunities to continue **working together locally and internationally**. It gave Shokkin members a possibility to explore their own talents and create a **series of personal workshops and events**, and it gave the organization's team the opportunity to critically reflect on our work and **apply systemic changes** to enter the second decade of Shokkin Group even stronger.

As a result of this year, Shokkin Group's team:

- facilitated **educational game sessions** for **500 young people** in Estonia;
- involved over **430 young people** in **local project activities and events**;
- gave over **50 educators and youth workers** the possibility to build up their competences by participating in **international projects**;
- hosted **6 international projects** in Estonia;
- worked on **23 educational games** now available on [playversity.co](https://playversity.co).

*#StayShokkin*

# Long-term projects

This year we saw most of the long-term KA2 projects we are part of flourish and many of their **outcomes being published and promoted through conferences, multiplier events and local activities.**

Here you can read a summary of the projects that kept us busy during the time frame of **September 2021 to August 2022:**



## Breakout Box

**Duration:** June 2020 – December 2022

**Type of project:** KA2 Strategic Partnership for innovation and the exchange of good practices

**Description:** Breakout Box is an innovative international partnership between Czech Republic, Spain & Estonia that aims to explore the use of educational escape boxes in youth work and design innovative educational methods that develop competencies of young people connected to socially relevant topics.

*The project will design, develop and produce escape boxes that can be played by small groups of youth as well as scaled to large classrooms.*

## GAMIFYING EDUCATION

### Gamifying Education

**Duration:** October 2021 – December 2022

**Type of project:** KA2 Strategic Partnership for innovation and the exchange of good practices

**Description:** "Gamifying education" is an international partnership between Czech Republic, Spain, Estonia and Romania that will develop a set of three training activities and three manuals on different game-based approaches to education.

*The project aims to further develop, share and promote game-based learning practices as an efficient and innovative approach to learning and to make game-based learning more present in formal and non-formal education institutions.*





## Critical Thinkers

**Duration:** September 2020 – July 2023

**Type of project:** KA2 Strategic Partnership supporting Innovation in the field of Youth

**Description:** The project aims to analyze, compare and reflect on current practices and materials available in the Baltic States on critical thinking and conscious participation.

The project outcomes will be an **online training course** on critical thinking, media literacy and conscious participation for youth NGOs, youth workers and leaders as well as a **set of interactive offline educational games** on critical thinking and conscious participation relevant to young people and their needs.

*"Critical Thinkers" is a long-term strategic partnership project dedicated to developing blended online and offline educational materials in **media literacy, political watchdogging and gamification** for youth NGOs, youth workers, educators and young people.*



## EmPLAYability

**Duration:** November 2020 – April 2022

**Type of project:** KA2 Strategic Partnership supporting Innovation in the field of Youth

**Description:** During this project the consortium will create a series of educational games that will become open educational resources for youth workers and educators to use in their work with young people and the topic of employment.

*Emplayability is a partnership project between Spain, France, Italy, Croatia & Estonia that is seeking to create engaging game-based methods that allow young people to discover the topic of employability.*





## Learn2Play

**Duration:** April 2021 – May 2023

**Type of project:** KA2 Strategic Partnership for innovation and the exchange of good practices

**Description:** Learn-2-Play is a long-term partnership project between Malta, Poland and Estonia that aims to give stakeholders in the youth field access to theoretical & practical information on game development, together with pre-developed educational games which aid in developing soft skills of young people.

*The project is specially directed at youth workers/managers/educators who would like to use educational games for soft skill development*



## ReCalibur: ecotools in youth work for collective creativity

**Duration:** June 2021 – June 2023

**Type of project:** KA2 Strategic Partnership for innovation

**Description:** "ReCalibur" is a long-term collaboration between organizations from Slovakia, Austria, Denmark, Italy and Estonia that aims to explore the concept of "eco-psychology" and its application to the European youth work field.

*The project will focus on researching and producing a set of manuals, training concepts, local initiatives and a set of methods for youth workers/educators.*



## E-Scape: Exploring Supportive Creative Alternative Paths for Education

**Duration:** March 2021 – February 2023

**Type of project:** KA2 Strategic Partnership

**Description:** E-SCAPE is an Erasmus+ strategic partnership project bringing 7 organisations from 6 European countries together to promote the use of virtual escape rooms as a tool to support young people in the process of learning and strengthen their capacities of resilience, problem solving and creative thinking.

*With the help of virtual escape rooms, we want boost young people's creative potential in order to help them to respond to challenges and overcome different obstacles in their lives.*

For more information, visit [et.shokkin.org/ongoing-projects](https://et.shokkin.org/ongoing-projects)

# #Local: "Critical Escape"

A special mention in this yearly review goes to **"Critical Escape: Educational Escape rooms to Understand Migration"**, a local initiative carried out with the support of Mondo in the frame of the DEAR project "I am European", in which young people aged 15-24 developed and facilitated educational escape rooms with the aim to promote a positive attitude among young people in Estonia towards migration and cultural diversity.

Through weekly meetings and work with mentors during the preparation stage, that lasted from October 2021 until February 2022, we created three escape games:



## "INtegration"

Integration processes in Estonia and problems that usually come with them.



## "Can You Trust Your Friends?"

Stereotypes influence on the feeling of migrants and their social adaptation



## "Change Your Mind"

Reasons that make Estonia an enriching place for young people to study and live

Then, from February until August 2022 we were immersed in our Critical Escape tour, visiting schools and youth centers in Harjumaa and elsewhere in Estonia. This was a true development process for the 10 young people involved and for the leaders, and by the end of the project we had achieved the following results:

# 324

**Players**  
Young people  
aged 15 Y.O.  
on average

# 62

**Game  
sessions  
facilitated**

## In schools

- **35 game sessions**
- **161 players**

## In youth centers

- **23 game sessions**
- **154 players**



# 2021

## September

### Launch of a new membership cycle 2021/22



On 9th of September we hosted our traditional member meeting event to launch a new membership season. We welcomed new and known faces, presented a recap of last year's activities and introduced what new projects and opportunities for engagement, including Critical Escape, ReCalibur or the full array of game-based learning projects like Breakout Box, Critical Thinkers and more!

### "Critical Escape" kickoff event

On 29th of September we officially started the local project implemented in collaboration with Mondo. We met with the 10 participants in the long-term project, got to know one another, introduced the stages and objectives of our escape room adventure and started our tradition of weekly meetings to develop our game ideas.



## October

### October board game evening



The first board game evening of the new season took place in NoKu on 24th of October. We had a great time meeting new faces and playing Catan, Celestia, Paranormal, The Mind, Coup.. and many other board games. Our intention was to run quarterly board game evening where the community can come together in a more informal environment and enjoy time together.

## Start of the campaign "10 years, 10 memories!"

In order to commemorate Shokkin Groups's 10-year anniversary, we launched an Instagram campaign to remember some of the milestones and most cherished memories of these ten years of adventures and meaningful work. During several weeks, every Wednesday and Sunday we published a new post with its corresponding background story which for sure triggered warm memories in our old and new members and alumni. You can still see the thread via this [link](#).



## November

### Dissemination events "Nature Hike!"

Throughout the month of November, the participants of the youth exchange held earlier in the summer organized a series of five dissemination events to share their experience with other young people in different schools in Tallinn: Tabasalu Gümnaasium, Tallinna Linnamäe Vene Lütseum and Tallinna Tõnismäe Reaalkool.



### Shokkin Group's 10-year anniversary party

On 28th of November we invited all our current members, alumni and partners to celebrate with us in Botik our 10 years of adventures. Games, songs, presents, video surprises, a lot of food and the best #shokkin energy made this evening an unforgettable one. Click [here](#) to see the video recap and [here](#) to read the article about our youth work journey.



# December

## Member training weekend "YouChange: Art of Learning"

On 4th and 5th of December we hosted our traditional winter member training weekend in Paunküla. Our leaders Julia, Anja, Gosha and Alesja were in charge of organizing this event, which was full of learning, realizations about our learning-to-learn skills, and of course sharing good vibes while developing new project ideas to implement throughout the rest of the year in the organization.



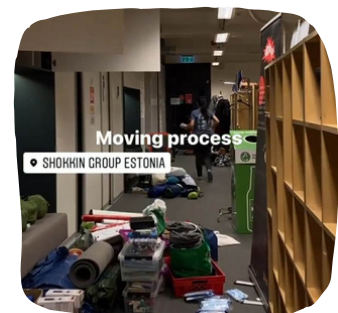
## December board game evening



We went for another round of fun before the winter holidays, and we celebrated another board game evening on 19th of December again in NoKu. Board game evenings are developing and proving a very good space for community building while also allowing networking and more new faces to get to know us.

## New working space in our office

In order to celebrate the new year with a fresh start, we moved to a bigger area in our co-working space in Kesklinna Noortekeskus. We invited our members to help us with the moving and stay for a chill evening with pizza. It took us the whole day, but we did it! Now we have more space for meetings, more working spaces and even a dedicated "kitchen" area to snack in!



## First Critical Escape external test event



On 16th of December we invited members of Shokkin Group to be the first testers of our newly developed educational escape rooms. It was a good opportunity for us to understand how our puzzles work, and if the ideas and messages of our escape rooms are clear and understandable. This event gave us insight into what can be changed and improved to continue working on it.



# 2022

## January

### Second Critical Escape test event

After working on our escape room prototypes over the Christmas holidays, we organized a second test event in our office, but this time one open to our whole community, not only to members. Our escape rooms start to take their final form, and the valuable feedback helped us to improve them and twitch them even more.



## February



### Training by TalTech debate club

On 12th of February we hosted in our office a training course delivered by the Estonian debate community about critical thinking, public speaking and argumentation. The event, which lasted for 6 hours and was done in Russian language, included practice of argumentation, speech construction and public speaking.

### Third Critical Escape test event

With our rooms on the topics of "stereotypes", "integration" and "benefits of Estonia" almost finalized, we organized a third and last testing event before officially launching the Critical Escape tour that would take us all over Estonia throughout the Spring and Summer.



# March

## Launching of the campaign "Everyone can help!"

In the difficult, dark times caused after the start of the war in Ukraine, we felt the need to get involved and contribute our part by fundraising for organizations providing humanitarian aid to Ukraine. During the following months, all the profits generated by the selling of our "Intercultural Talks" card game was donated in three equal parts to the organizations behind the initiative "Ukraina Heaks!" in Estonia.

In only a few weeks, **more than 30 sets of our "Intercultural Talks" cards** reached their owners in Estonia, Sweden, Spain, Portugal, France, Greece, Germany, Denmark, Slovakia and Czech Republic, meaning **more than 400 EUR donated**.



## Start of the Critical Escape tours

On 3rd of March we implemented our first game event with young people in Lasnamäe Noortekeskus. It was the first time for us to run our games outside of the office, and the result was very inspiring. During the following weeks we would organize many more events, which you can read more about in the page dedicated to Critical Escape results.

## Welcoming Pavel and Tereza

In the second half of March, we welcomed Pavel and Tereza, two students of Masaryk University in Brno that did their Erasmus + Internship in Shokkin Group until the end of May. Their main tasks consisted in developing educational escape games on topics related to critical thinking and media literacy, one big passion of them!





## Release of the Learn2Play e-course

On 12th of March we launched the online learning adventure "Learn2Play e-course" that introduces educational game design basics to youth workers, youth leaders and educators. A free asynchronous course that you can take it at your own pace. It was the first time for us to work on such a product, and we really liked it! The course is still open and you can find it [here](#).

## March board game evening

Board game evenings were a strong suit in this season, and the third one took place on 20th of March. Even more games, more promotion, more new faces, and even a photographer capturing the best moments! Board game evenings are organized by our members and contribute to strengthening our local community in Tallinn.



# April

## ReCalibur Living Library

On 8th of April we organized together with Lasnamäe Noortekeskus a living library as part of the long-term project "ReCalibur". The main theme was "community", and during the event, attended by more than 50 youngsters, young leaders of Shokkin Group shared why they are actively engaged in projects and volunteering and what benefits this active citizenship bring to their life.





## Critical Thinkers workshop

On 16th of April we organized the workshop "Critical thinkers" as part of the long-term project with the same name. The workshop was dedicated to the topic of critical thinking and active participation, and participants learnt more about how social media actually works, and what are different manipulation instruments around us.



## Gamifying Education Event #1

On 19th of April we held the dissemination event of the first training mobility of "Gamifying Education" dedicated to educational live action games. Carl Marcus and Giorgi shared their learning experience and then facilitated (with the help of Yogini) the game "Startup Life" on the topic of financial literacy, which engaged everyone in!

## "Me Time" workshop

The local activity "Me Time" was implemented on 28th of April with 10 participants as part of the long-term project "ReCalibur" with the focus of techniques for self-reflection and connection with others around us. A new opportunity for new teamwork to develop and for our young members to try out and practice their facilitation skills.



# May

## Shokkin Kamp 2022: "Career Choice"

After several months of preparation, our youth leaders Alesja, Liza and Edith launched the 2022 edition of "Shokkin Kamp", once again under the funding of the European Solidarity Corps. The first one was dedicated to the topic of passion and career choice, and you can check out the [video recap](#) and [review](#) via the links.



## Launch of "Playversity"

After several months of planning, in May we finally launched **Playversity**, a space designed for everyone interested in the potential of game-based learning in the youth work and education fields. There you can find easy-to-use, printable educational games of different types, as well as various resources, learning opportunities and more!

Changing the way we teach. One **game** at a time



## Shokkin "Community Reconnection Days"

On 14th and 15th of May we gathered current and old members of Shokkin Group for a re-connection weekend in the picturesque Paekalda Puhkekeskus. The event was organized in the frame of the ReCalibur project, and during the two days together we introduced the project objectives and stages, had a chance to reflect on the role of communities in our life and enjoyed group activities that helped us reconnect and find common bonds with other members of our Shokkin community.



## "Play the notes of future competences"

On 30th of May we hosted the dissemination workshop "Play the notes of future competences" organized by our member Zoja after her participation in an international youth exchange. Music, creativity and improvisation were the main focus of the afternoon, that also brought new faces to our Shokkin Group office.

# June

## Youth Exchange "Bright Colors"

From 27th of May until 6th of June we hosted the youth exchange "Bright Colors" together with Lasnamäe Noortekeskus, which gathered young artists from Estonia, Cyprus, Spain and Norway in order to show the importance of active citizenship through street art and raise the level of awareness about young people's role in shaping the communities and spaces around them.

As a result, more than 10 walls around Lasnamäe got more colors brought to them and an [open street art map of Lasnamäe](#) was created (click into the link).



## Tondiraba Noortefestival and Hoodie Ciphers

On Friday 3rd of June we co-organized the Tondiraba Noortefestival together with Lasnamäe Noortekeskus and Noor Tegija. A full day of activities fueled by the #ShokkinWorld, where we had a series of activities and stands initiated and run by Shokkin Group members, including a new edition of Hoodie Ciphers!





## Shokkin Kamp 2022: "Arts & Crafts"

The second kamp of the year took part from 13th until 15th of June and was dedicated to arts and crafts as a means to explore ourselves. A wonderful and creative group, great weather and Ljubov Kedrina as a guest speaker made this kamp one of the most memorable ones! Check the [video recap](#) and the [review](#).



## Literature club: Evening with Dostoevsky

On 25.06 we held the first meeting of the Literature club, a new local initiative led by Sophia, one of the young leaders involved through the Critical Escape project. Sophia shared her love for literature, the group discussed the biography of Dostoevsky and also spoke about his short story "Crocodile".



# July



## "Critical Thinkers" training course

From 29th of June until 3rd of July we hosted the second training course of the long-term project "Critical Thinkers". During five days we talked about game-based learning and discovered ways of creating educational games. As a result, we created six prototypes of games on the topics of critical thinking and political participation for young people.

## "Breakout Box" training course

From 4th until 10th of July we implemented the training activity of our long-term project "Breakout Box" in the Czech Republic. Educators and youth workers from our communities got introduced to escape boxes as educational tools, tested and gave feedback on the 5 games developed in the project, and they developed their own game concepts!





## "Gamifying Education" training course

Straight after, from 11th until 15th of July, we hosted the second training course of the long-term project "Gamifying Education" with the focus of educational escape games. 15 youth leaders from Spain, Estonia, Romania and Czech Republic tested and gave feedback on the five escape games developed under the project in previous months.

## "ReCalibur" Semi-outdoor training course

Then, to finish the month, we hosted in South of Estonia and Tallinn the second international mobility of ReCalibur from 17th to 25th of July. The training course "Youth Community Engagement through Outdoor Education" gathered youth workers/leaders from Estonia, Slovakia, Austria, Italy and Denmark for a journey around community building, hard skills, introspection and eco-psychology.



## "Critical Escape" multiplier event

On the 29th of July we hosted the multiplier training and closing event of the Critical Escape project, where we invited educators and youth workers to discover the results of the project, play our educational escape rooms and discover the mechanics behind escape room development.



# August

## Youth exchange "StressOff"

For second consecutive year, another youth exchange born from our members-initiative was implemented in collaboration with young people from our Shokkin Group International network. "StressOff" took place from 4th until 11th of August and had Anna-Liisu, Adele and Alesja at the lead and gathered young people from Estonia, Spain, Portugal and Czech republic to work on the topics of stress management, conflict management and emotional intelligence.



## Gamifying Education Event #2

On 27th of August we hosted the dissemination event of the project "Gamifying Education: Escape Games". In the event, Yogini, Katarina, Duyi and Nika, participants of the training course in July, introduced the project experience and run two educational escape rooms in two consecutive rounds.

## Shokkin Kamp 2022: "Dance & Music"

During our third Shokkin Kamp, which took place from 15th to 17th of August, we talked about how important dance and music are for self-expression, discussed different tools and had a songwriting session with the talented Masha Ye. Participants aged 14-19 had the challenge to create a song or a dance, and created amazing performances! Check out the [video recap](#) and the [review](#).





# 2021

## ANNUAL ACTIVITY REPORT

# 2022



Raua, 23 Tallinn (Estonia)



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