

SEPTEMBER

2022

ANNUAL  
ACTIVITY  
REPORT

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2023

JUNE



# Summary

The membership year 2022/23 started with structural changes and the integration of **different levels of membership** in the organization with the objective of better fitting the interest and development of members on one side, and the strategic planning of activities on the other.

These systemic changes were a refreshed start with more defined roles and clearer expectations to one another, and they resulted in **closer connections** during the year with not only learning and working meetings, but also with fun, informal social events with good atmosphere and **bonding opportunities**.

When it comes to work, it was an active year closing all our pre-pandemic projects, doing intensive work on **new games and methods** under a few strategic partnerships, as well as promoting the use of educational games among youth work and education practitioners through a series of **open events and conferences**.

This allowed us to expand our reach and establish **new local partnerships** through which we boosted the rental of educational game sets and visited schools and youth centers to **deliver game sessions** with young people and educators, definitely a new direction to keep exploring in the future.

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

- facilitated **educational game sessions** for **460 people** in Estonia;
- involved over **130 young people** in **15 member-led local activities**;
- hosted **6 international projects** in Estonia;
- organized **3 multiplier events**;

New structure, educational products, projects and inspiration that led to a fruitful continuation in the work that Shokkin Group does.

*#StayShokkin*

# Long-term projects

During this membership cycle we successfully **closed and harvested the results** of some of our first KA2 projects. It was the case of Breakout Box, Gamifying Education, Critical thinkers, Learn2Play and E-scape, to name a few.

At the same time, we also started **new and exciting journeys** with long-term projects on a variety of topics and formats with recently discovered and long-known partners. Here you can read a summary of the projects that kept us busy during the time frame of **September 2022 to June 2023**:



**Duration:** September 2022 – December 2023

**Type of project:** Small-scale partnerships in youth

**Description:** The main objective of InVideogames Jam is to promote technical and cross-cutting competencies among young people with interests in programming, art, psychology, music, design, health, and education.

*“inVIDEOGAMESjam” is an educational experience to promote the creation of video games applied to the areas of education, training, and health among young people aged 13 to 25.*



**Duration:** March 2023 – December 2023

**Type of project:** Local project

**Description:**

*Critical Escape 2023 aims to raise the level of young people’s understanding of how to identify disinformation techniques used in mass and social media through taking part in an interactive escape game session inspired experience.*

# Global Education: taking conscious action for a just, sustainable and peaceful society

**Duration:** March 2023 – December 2023

**Type of project:** Local project

**Description:**

*The goal of the project is to raise awareness among Estonian children and young people on the topics of global justice, climate justice and global interdependence, thereby increasing young people's sense of personal responsibility and conscious behavior as global citizens.*



**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

**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.*





**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*



**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.*



**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.*



**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.*

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

# #Local: "Shokkin Kamp"

A special mention in this yearly report goes to "**Shokkin Kamp: Re-empowering youth**", a local solidarity project carried out with the support of the European Solidarity Corps in which five young members of Shokkin Group developed and facilitated a series of **5 non-formal learning events**.

The camps, aimed at **young people aged 14-19 years old**, tapped on the development of **important skills** for young people (self-confidence, self-expression, emotional intelligence, employability, etc.) through **attractive themes** like theater, dance, music, creativity or new technologies.

1. Shokkin Kamp "Career Choice"
2. Shokkin Kamp "Arts & Crafts: Emotional Intelligence"
3. Shokkin Kamp "Dance & Music: Expression of yourself"
4. Shokkin Kamp "Self-promotion & social media"
5. Shokkin Kamp "Improvisation & theater: self-confidence"

[Read more here](#)



*"It was an incredible one year journey full of knowledge, experience and inspiring people. During the project I learned a lot about **facilitation, public speaking skills and content creation**. I'm so glad that I had the chance to practise non-formal learning techniques and interesting exercises. I discovered a lot by trying and doing."*

— Alesja Jagolnik

*"Shokkin Kamp" was one of the coolest and biggest experiences in my life. I realized that **I'm capable of whatever I set my mind to** and that the only limitation is myself. I learnt to rely on others and offer my support when needed, to communicate and share my knowledge and experiences."*

— Edith-Jane Veri

*"Shokkin Kamp became the first project in which I was involved for more than a year. It is the biggest project for me so far, and at the same time the most interesting and challenging. I am very grateful for this amazing experience and very **proud of myself for using this as an opportunity for growth!**"*

— Jelizaveta Anushkina

# 2022

## September

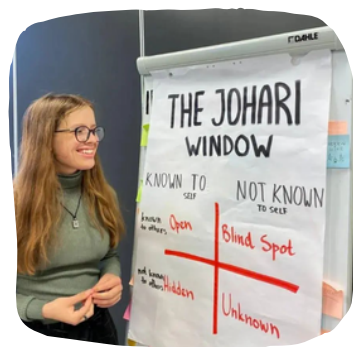
### First member meeting of the new "Shokkin Era"



After having introduced a new membership model consisting of three levels with different benefits and responsibilities, the first member meeting of the new cycle (compulsory for the first time for Level #2 members) took place on 24th of August. During the meeting we revised again what it meant to be a Shokkin member and created a draft plan of the upcoming year's activities.

### Self-esteem workshop

On 30th of September we held a self-esteem workshop as dissemination of the youth exchange "StressOff". During these hours we shared different tools we got from the youth exchange and we had the opportunity to get to know each other and explore ourselves in a safe environment.



## October

### Literature club 2nd meeting



The Literature club initiated by our member Sophia back in June 2022 continued with great success with a second edition where we gathered for a cozy evening with tea, and rich discussions about literature classics.

Besides, due to the good reception of the initiative, preparations started to transform it into a locally-funded project with several editions done in English.



## Shokkin Kamp “Self-promotion & Social media”

The fourth Shokkin Kamp took place from the 22nd to 23rd of October 2022 with the topic “Self-promotion & Social media”. During the event we talked about how social media affects us, what is social media, what is self-image, how to pitch for yourself! You can check out the [review](#) via the link.



# November

## Game-based learning (Un)Conference

On 4th of November we organized the biggest multiplier event in our recent history, an event facilitated in three languages for more than 45 educators and youth workers representing institutions from all over Estonia. In the conference we shared the results of our two latest projects "Breakout Box" and "Gamifying Education", among others. It was very inspirational to see so many engaged practitioners coming together to discover innovative methods that can contribute to more effective and inviting education and youth work practices.



## Literature club 3rd meeting

On 12th of November took place the third edition of the literature club, which was the first of a series of four events facilitated in English and supported by Tallinn Education department.



## Shokkin Halloween Board game evening



As board game evenings continue to be a big hit, some of the members joint forces to organize the coolest and most thematic Halloween board game evening at our favorite venue, NoKu Klubi. An evening full of costumes, games, a WildEst tournament, new faces and space to discover more about one another.

## Breakout Box Webinar

On 29th of November we held the closing online event of our long-term project "Breakout Box", dedicated to presenting the created escape boxes; discussing strengths/weaknesses of using breakout boxes and exchanging perspectives and experiences through a Q&A round. You can access the recorded session [here](#).



# December

## Literature club 4th meeting

On 17th of December we pre-celebrated Christmas with the 4th edition of the Literature Club, an event that brought together young people passionate/curious about literature.



## Shokkin Kamp "Improvisation & Theater"

On 17th and 18th of December we also organized the final event of the Shokkin kamp series. We talked about public speaking, acting and improvisation, we got out of the comfort zone and learned about self confidence and creativity in a non-formal educational way. Check here the [video recap](#) and the [review](#).



# 2023

## January

### "Find your Door" workshop

Our member Arina took her first "solo adventure" as a youth leaders with the implementation of this workshop about personal reflection through meditation and metaphorical cards implemented in our office on 14th of January. A safe place for answering questions, discovering oneself, finding the way out or into.



### Shokkin Chit Chat online meeting

In order to sparkle the involvement of new young members, we held an online meeting where the coordinators of Shokkin Kamp and other members shared how they got to implement their own projects and answered questions about future activities and opportunities to become active and #Shokkin.

## February



### Shokkin Board game evening

One more board game evening was held on 9th of February, this time at Telliskivi's iconic F-Hoone restaurant! The team of members who initiated and prepared the evening did a great job and took our tradition to a whole new level of #Shokkiness.

### Participation in Suured Teod 2022

Our members Gosha, Sophia and Arina represented Shokkin Group at the 2022 Gala of Suured Teod, where we received the special mention in the category of Tallinn's Youth organisation 2022! Huge thanks to ALL shokkin coordinators and members for being part of it.





# March

## Game Explorer Event

On 5th of March we organized a multiplier event as part of the project "E-scape", where we tested the prototypes of eight different table-top games on the topics of political participation, critical thinking, media literacy and watchdogging, among others. The event was directed at educators and youth workers and was success!

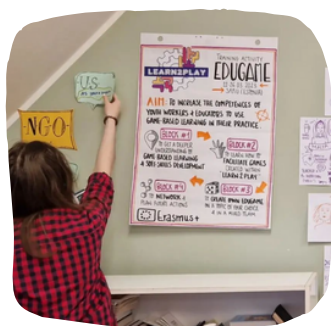


## ACT! Shokkin training weekend

Like every year, we invited young people aged 16-26 years old to join a 2-day training on 18th and 19th of March to get out of the city with a Shokkin vibe and get valuable skills, this time on the topic of project management. Step by step, we drew closer to the exciting part of creating our own project ideas, and in the end, we came up with five project ideas that will be implemented in the near future.







## Edugame training course

From 22nd to 26th of March we hosted the training course "Edugame", as part of the long-term project "Learn2Play" on educational games that develop soft skills of young people. Youth workers/educators from Poland, Malta and Estonia got familiar with the eight developed edugames and had a chance to explore educational game design themselves.

# April

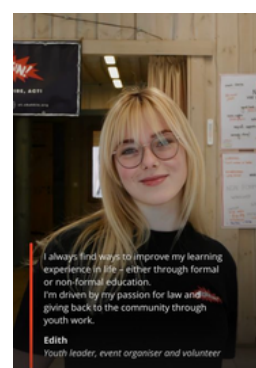
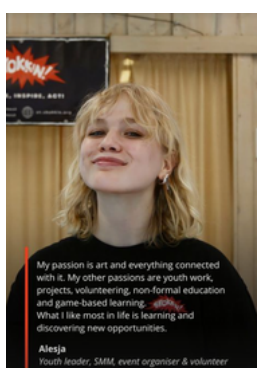
## Literature club 6th meeting

After a start-of-the-year pause, the Literature club was back! On the 1st of April we had the 6th meeting of the Literature club about Joseph Brodsky. As always, our evening was full of discussions, talking and sharing!



## Start of the campaign "StayShokkin"

During the month of April we carried out a campaign in our social media channels as a way to show the backstage of the organization, the young people that are part of it and all the benefits that keep us loving our work year after year. The campaign included reels and publications about our members, the types of topics and project with which we work and much more about who we are:



## Check the videos and posts:

- [International projects](#)
- [Local projects](#)
- [Our members](#)
- [About Shokkin](#)

## Informal/social activities for members

Throughout April we organized different social activities for members to get to know one another, connect and create great ideas together! The activities included a visit to LvlUp museum, a mafia evening, lasertag evening and others! With this we increase our community feeling and create a space for interaction and belonging among our members.



## Literature club 7th meeting

On 30th of April we held yet another edition of the literature club (and almost the last of the series supported by Tallinn Education department). This time the event took place in Kohvik Must Puudel and it was a very good experience in an exceptional environment.

## Game sessions at Ardu noortekeskus

In April our team of youth leaders visited Ardu noortekeskus to lead educational game sessions with our Breakout Boxes with almost 50 youngsters. We played games on bullying, mental health, critical thinking, and multicultural competence and it was a wonderful experience for all.



# May

## "Gamechangers 2.0" training course

From 8th to 16th of May we finally hosted the international training course "Gamechangers 2.0", which had remained in "standby" since before the COVID-19 pandemic. The project gathered educators, youth workers and youth leaders from the Baltic countries to get new tools in educational game development. A total of four new educational games were developed, and valuable contacts made for future adventures! You can check out the [review](#) via the link.





## Reflective residency "Mind the Game"

In the beginning of May we hosted the kickoff meeting or "Reflective Residency" in the scope of our new Erasmus+ project "Mind the Game or Game the Mind" in collaboration with organizations from Germany and Poland. The project will research the benefits of game-based learning and will include several training activities in the next two years.

## Game playing event "Games in Education"

On 18th of May we organized the second multiplier event this year dedicated to games that foster soft skills and, again, we received a very good response from the community: more than 40 educators and youth workers from Tallinn and elsewhere joined this evening dedicated to network and discover, through playing, new methods to bring into their daily work with young people.



## Workshop "Body as a Tool"

On 21st of May we enjoyed the first result of our ACT! training in March, as Lorena and Lusine, two of the participants back then, facilitated their first local workshop for other young people on the topic of self-expression and the power of movement.



# June



## Last Literature Club meeting (for now!)

Eventually, everything comes to and end, and so it was time to say "see you soon" to the series of 8 literature club events organized by Sophia in the last year. As a closing, we met for the last time (for now) for one more cozy evening together which included gifts for all the attendees and which left us wanting more!



# 2022

## ANNUAL ACTIVITY REPORT

# 2023



Raua, 23 Tallinn (Estonia)



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