EDUESCAPE BOXES IN YOUTH WORK

13.05.2025-20.05.2025 Vihi and Tallinn (Estonia) **INFOPACK**



Co-funded by the European Union



erasmus+ and european solidarity corps agency





TRAINING GOAL

To **introduce educational escape games** to youth workers and educators as an effective tool to promote EU values, address social topics and develop interpersonal competencies of young people.

OUTCOMES

Participants will get to know the logic of **educational escape game facilitation and development**. Have a chance to design an educational escape box prototype and reflect on the use of game-based learning methods in youth and education contexts.

PARTICIPANTS

- AGE: 18+ years old, no upper age limit.
- **PROFILE:** youth workers, non-formal educators, trainers, camp leaders, teachers, VET & HE teaching staff.
- **PREVIOUS EXPERIENCE:** no prior experience with escape games is required. However, candidates should be willing to apply game-based approaches with groups of young people and commit to dissemination.
- **WORKING LANGUAGE:** participants are expected to be able to follow the training and cooperate in groups using English.
- ELIGIBLE COUNTRIES: the training is open for *official residents* of *Bulgaria, Czechia, Estonia, Germany, Greece, Italy, Romania* and *Spain*.
- **DISSEMINATION REQUIREMENT:** to organize one game event in your country within two months after the training.
- **PARTICIPATION FEE:** A symbolic fee of *30EUR* will be collected on the spot to cover extra materials and expenses.

REGISTER UNTIL 10.03.2024





DISSEMINATION EVENTS

We want to ensure that the knowledge and outputs emerged during the training course spread into local communities. Thus, it is a formal condition to:

- organize at least one game testing event per partner country.
- write an **article summarizing the training course experience**, published it the sending organisation's online channel.

MANDATORY INSURANCE

It is mandatory to have a **valid medical insurance** (*i.e. European Health Insurance Card*) during your travel and a **separate travel insurance** (*must cover damage or loss of luggage, accidents and serious illness, death*). It is the responsibility of each participant to cover the costs and to provide proof of medical and travel insurance.

PRACTICALITIES

Pictures and videos taken during the activities might be used to document the training and promote the project in reports, partner websites, social media accounts and in further promotional materials.

For the benefit of the activity and in order to guarantee your full involvement in the experience, **selected participants are expected not to plan online meetings/appointments during the training time.**

The training course has a participation fee of 30EUR. If for any reason you find this to be a barrier to your participation, please write to us directly and we will figure it out together!

VENDE

From 13-19.05.2025, the training will be organized in **Vanaõue Puhkekeskus** (towels provided). Accommodation and training will be provided in **en-suite** rooms of 2-4 people of the same sex and mixed countries.

There is **no shop in walking distance** from the venue, so you are advised to bring all the necessities with you. If you will need extra snacks/personal items at the beginning of the week, make sure to buy them before arriving to the venue.



Programme sessions will take place in a conference room and in some outdoor working spaces if the weather allows. Please, **bring indoor shoes/socks/flip flops** for inside the house!

We will host a sauna evening (of course!), so bring your **swimsuit** if you want to enjoy it! Please, also bring any **medication** you might need during the week and a **personal water bottle**.

On **19.05.2025** we will travel all together by a **privately arranged bus to Tallinn**, where we will have time to discover the city and the local youth work scene. That evening, an **open game event** is scheduled for our local community to playtest the escape box prototypes developed during the training.

That night the accommodation will be arranged in a hotel in the city center of Tallinn which will be confirmed closer to the training.

TRAVEL AND REIMBURSEMENT

There is a fixed **maximum amount reimbursable for your individual trip costs**. Selected participants need to plan their trip to the town of <u>Viljandi</u> <u>(Estonia)</u>. Travel costs exceeding the maximum reimbursable amount will not be covered. Travel budgets according to distance bands are:

Estonia (10-99 Km) | 28 EUR

Bulgaria, Czechia, Germany, Italy and Romania • 500-1999 Km | 285 EUR

• 500-1999 Km (green travel) | 395 EUR

Greece, Spain (2000-2999 Km) | 370 EUR

You can check the preliminary travel budget with the **Erasmus+ Distance Calculator**: <u>erasmus-plus.ec.europa.eu/resources-and-tools/distance-calculator</u>

REIMBURSEMENT PROCEDURE

Reimbursements will be made **by bank transfer to the organization or appointed responsible participant** after all necessary **travel documentation and proof of dissemination activities** are sent to the hosts (we will make the transfer within 14 days from the moment we have everything needed from a country group).

ARRIVALS, DEPARTURES AND EXTRA DAYS

Participants are requested to **arrive in Viljandi before 19:30 on 13th of May.** The route Viljandi-Tallinn on 19th of May will be booked by the hosts. Participants can depart from Tallinn anytime on 20th of May. We encourage using **Green Travel options** whenever possible, in which case an additional budget and additional days are possible (contact the coordinator for more info).

IMPORTANT!

Participants are expected to travel during the arrival and departure days of the activity (13th and 20th of May, respectively). If an earlier or later travel day is necessary, this should happen within 2 days before OR after the training activity (not earlier than 11th May OR no later than 22nd May).

The route of your travel must be the most direct from the sending organization's region and back. In case of different routes and itineraries, contact the coordinator for approval.

TRAINERS AND TEAM



PAVEL VASSILJEV (ESTONIA)

One of the founders of <u>Shokkin Group Estonia</u> with international training delivery experience since 2013. He specializes in game-based learning with a focus on escape and tabletop games and he works as a youth worker and project manager in Vivere School (Estonia) and studies Transformative Game Design at Uppsala University.



FILIP GÁBOR (CZECHIA)

Is trainer and facilitator who is helping educators, teams and organizations develop. Filip specializes in interactive and engaging educational strategies.

His main fields are learning design, gamification in education and intercultural learning



QLALLA GONZÁLEZ (ESTONIA)

Olalla works as a project and volunteer manager at Shokkin Group Estonia since 2017. She is also a graphic facilitator/recorder since 2018 and contributes with visual facilitation materials in educational events aimed at educators, leaders and youth workers from all over Europe.

CONTACT DETAILS

TRAVEL ADMINISTRATION AND COORDINATION Olalla González

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REGISTER UNTIL 10.03.2024

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