

AUGUST

2025

ANNUAL
ACTIVITY
REPORT

2026

JULY



Summary

The membership year 2025/26 was a season of **growth, experimentation, and increasing ownership by our members**. Across local and international activities, young people took on more active roles in designing events, facilitating learning experiences, and contributing to the development of **educational games and youth initiatives**.

One of the highlights of the year was the **strong involvement of young people in creating opportunities for their peers**. Through camps, game nights and workshops, our members transformed ideas into concrete activities that reached hundreds of participants. At the same time, **game-based learning continued to be at the heart of our work**, with educational games being tested, facilitated, and promoted in a variety of formal and non-formal education settings.

International participation reached a new high this year. Thanks to our growing network of trusted partner organisations, we were able to offer a wide range of mobility opportunities across Europe. In total, **66 young people took part in 12 international youth projects, while 35 youth workers joined 10 international training courses** in countries such as Bulgaria, Latvia, Romania, France, Portugal, Spain, Slovenia, Poland, Norway, and Malta.

As a result of this active and collaborative year, we:

- hosted **12 international activities and events**;
- organised **21 youth-led events involving more than 350 young people**;
- facilitated **45 educational game sessions with over 800 players**;
- organised **1 conference** for educators and **1 online multiplier event**;
- sent 66 young people and 35 youth workers to 22 **international Erasmus+ activities** across Europe.

Project by project, game by game, and activity by activity, we continue to empower young people to learn, create, and lead through innovative non-formal education.

#StayShokkin

Long-term projects

Our long-term projects focus on promoting **game-based learning, media literacy, and youth participation** through innovative educational formats. From developing educational games to hosting local initiatives like game jams, each project is designed to empower young people, educators, and youth workers across Europe.

#Local



"**Critical Thinkers'25**" aims to increase the ability of young people to consume media critically and increase their resilience against disinformation and political propaganda through educational study visits, game design jams and game marathons. The project is supported by the German Embassy in Estonia. [Read more](#)



"**Shokkin Kamp: Leaders' Academy**" is a solidarity project that aims to provide young people in Estonia with engaging non-formal learning experiences that foster personal growth, active citizenship, and social inclusion. Through three themed camps, participants will explore different topics while practicing key soft skills. [Read more](#)

#International



"**Edugame Expansion**" aims to further develop, translate, share and promote game-based learning solutions as an efficient approach to learning in formal and non-formal education contexts. The project includes 3 training activities and work on 12 educational games that will be available in 7 languages. [Read more](#)



"**DivE(d)**" aims to develop a set of inclusive learning methods (Lego, puzzles, LARPs, TTRPGs). Through a series of webinars and trainings we will equip educators with methods that are accessible, engaging, and adaptable to young people with varying abilities. [Read more](#)



"**DigiWise**" is a small-scale partnership that includes a series of educational game jams in all participating countries (Estonia, Germany, Spain and Italy) and four job shadowing events between members of the organizations. [Read more](#)



"**SafeNet**" is a youth participation activity that will give young people tools to be more responsible towards information circulating on the internet. The project includes two local actions and two international youth exchanges done with and for young people. [Read more](#)



"**CIVIKO**" is a project that aims to boost youth democratic participation through innovative educational tools, most notably a brand-new board game that makes learning about democracy exciting, interactive, and fun. [Read more](#)



"**PeaceAct**" aims to foster Peace Education (PE) among youth workers in Estonia, Finland, Slovenia and Georgia, enhancing their capacities to promote peace, democracy, and social cohesion in their communities. [Read more](#)



"**Young Business**" is a project aimed at helping young people gain practical experience and develop skills necessary for self-employment by designing, implementing, and evaluating a program that utilizes best practices in the field of entrepreneurship and non-formal learning. The project will include two youth seminars, local mentoring sessions and one final showcase event. [Read more](#)



"**Stream It Out**" aims to develop a training guide on the use of streaming as an innovative digital tool for youth workers. The project will enable youth organisations to train their workers in the use of this method and broaden the scope of their beneficiaries.



The aim of "**EmpowerED**" is to equip young people and educators with knowledge, skills, and instruments related to financial literacy, emotion regulation and sustainability. The project includes an online course, game-based learning methods, and mobilities for educators and young people. [Read more](#)




"**LOUD & CLEAR**" aims to strengthen the democratic participation of young people through local Bootcamps, an international Hackathon, national LOUD & CLEAR Festivals, a cross-border Digital Exchange campaign and a final online event. [Read more](#)

For more information, visit et.shokkin.org/ongoing-projects

2025

August

Shokkin annual hike

Shokkin Group members came together for a 2-day summer hike, stepping away from the city to reconnect with nature and each other. The hike strengthened the sense of community within the group, encouraging informal bonding, teamwork, and reflection among continuing and new members. [See more](#) 



Participation at Kivila Fest 2025

On 23rd of August we participated at Kivila Fest, where Shokkin Group members facilitated the game “The truth Seekers” and then hosted a promo table to talk about international opportunities, volunteering and local projects.



New Shokkin PRO starts to work



In August we held the first working meeting of the organization’s management team, also known as “Shokkin PRO”: Pavel, Olalla, Nastja, Tanel and Maryna, together with our international volunteer Melih. We discussed the yearly strategy, divided roles and established our working style for the upcoming months.

September

Membership launch event



The Membership launch event marked the start of the new cycle, bringing together Shokkin Group's members of all the tiers of membership. During the event, participants were introduced to the upcoming activities, the PRO members and also managed to meet internally in each one of the groups: SUPPORTERS + LEADERS and Playversity members.

“Digiwise” board game evenings

As part of the Digiwise project, we organized three separate game evenings at Lasnamäe Noortekeskus, Terminal Records&Bar and Yo!Mana Gamers Hub with over 60 young people. In the evenings we got to know one another, had fun icebreakers and played some of our most iconic table-top games!



Event 1



Event 2



Event 3



October

“Edugame (Un)conference”



On October 16th we organized the EduGame (Un)Conference, a multiplier event bringing together students, youth workers, and educators. During the event, participants explored and tested 12 educational games and exchanged practical insights on using games in education, while also fostering networking, and knowledge sharing among practitioners. [See more](#)



Shokkin birthday party!

Shokkin Group celebrated its 14th anniversary together with our members in a fun and informal setting, strengthening the sense of belonging and celebrating the people behind the organization.



November

“Digiwise” Board game Jam

As part of the DigiWise project, we organized a Board Game Jam at Vivere Kool on 1-2 November, bringing together more than 60 young people from Estonia aged 14-26 to develop educational games on online safety and media literacy.

Over two days, participants took part in workshops, collaborative design sessions, and mentoring, leading to the creation of 13 game prototypes. The event concluded with team presentations and a jury evaluation, with four selected teams continuing their development through further mentorship.



[Day 1 recap](#)



[Day 2 recap](#)



[Winning games free download](#)



“R.I.S.E” Training course

As part of our Erasmus+ KA1 Accreditation, we organized the R.I.S.E Training Course, focusing on learning through improv and educational LARPs. Participants engaged in interactive sessions, designed and facilitated their own scenarios, and strengthened skills in communication, facilitation, and teamwork. [See more](#)



December

“Critical Thinkers” game marathon

Under the project “Critical Thinkers 2025”, we implemented educational game sessions focused on media literacy and critical thinking between May and December 2025. In total we had 24 sessions delivered and over 500 students reached from 11 schools.

In December, to close the programme, we organized a game marathon in cooperation with Narva Eesty Gümnaasium where the winning teams from the “Digiwise” board game jam facilitated their games and where young people from Ida-Virumaa got to try some other Shokkin educational games.



[Game marathon recap](#)



“CIVIKO” kickoff meeting



Right before the Christmas holidays, we hosted in Tallinn the kickoff meeting of the project “CIVIKO”, which aims to boost youth democratic participation through innovative educational tools, most notably a brand-new board game that makes learning about democracy exciting, interactive, and fun.

Shokkin Christmas party

Another good yearly tradition of ours is to celebrate Christmas among members, exchanging gifts, competing in seasonal challenges and spending quality time together before going on a short winter break.



2026

January

“Facilitator’s Playground” training course

Our second accreditation activity was focused on training future game masters through a 6-day training programme on game-based learning and facilitation in Viljandi. The programme combined practice with reflection, focusing on group dynamics, facilitation skills, and creating meaningful learning environments.



[Project recap](#)



[Read more](#)



February

“CIVIKO” focus groups

During the month of February, we ran a series of focus group with students from three schools in Tallinn to hear their voices about democracy and active participation and include their insights in the next steps of the project.



March

"PeaceArt" workshop series

Under the project “PeaceAct”, we organized the “PeaceArt” workshop series in March and April. The series focused on exploring peace through art across sessions dedicated to “peace within”, “peace in expression” and “peace in community”. The workshops provided a supportive and pressure-free environment, where participants could experiment with creative methods, reflect on themselves and others, and transform individual ideas into shared outcomes.



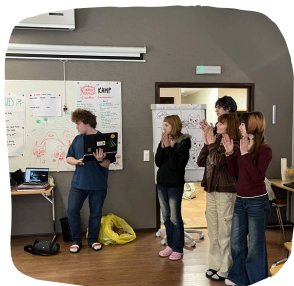
“Young Business” Seminar II

Following the first phase of the “Young Business” project in Latvia, where participants developed their initial business ideas, we hosted participants in Estonia with a focus on marketing, branding, and content creation. Building on their previous work, participants explored how to shape their brand identity, define their target audience, and communicate their ideas effectively. [See more.](#)



“Shokkin Kamp” #1: Creative Expression

As part of the ESC solidarity project “Shokkin Kamp: Leader’s Academy”, we hosted a weekend youth camp in Kloogaranna on 28–29 March 2026. The camp focused on creative expression through stop-motion animation, where participants created short animations using simple materials such as paper, drawing, and everyday objects. The programme combined creativity, storytelling, and teamwork in a non-formal learning environment. [Read more](#)



[Project recap](#)

“Project Playground” PBA in Spain

The third activity of our accreditation took us to Northern Spain, Galicia, to run a 4-day Partnership Building Activity. “Project PLAYground” focused on new partnerships, tool sharing and development on KA2 strategic partnership projects. A few new project collaborations are now cooking and will be applied in the next application round in March 2027! [See more](#)



[Project recap](#)


“W.A.S. We Are Spotlight” YE APV



From 27th to 30th of March we organized the APV for the international youth exchange «We Are Spotlight» that will take place in July in Estonia. The local Estonian team, made of LEADER members, together with the group leaders from Italy, Portugal and Bulgaria, discussed the project schedule, divided sessions, talked about participants’ profiles and got ready for the next steps.

April

“DivE(d)” Training Activity 1

“DivE(d): Diversifying Education” is a project focused on promoting more inclusive and accessible learning approaches for students with diverse abilities and learning needs. From 13th to 18th of April we co-hosted together with Vivere Kool in Tallinn the first international training activity, dedicated to LEGO® and puzzle-based methods. During the activity we introduced the 18 new methods suitable for mixed-ability groups of young people that are now available for free download [HERE](#). 



[Project recap](#) 

[See more](#) 

“Edugame: Artefact Expo” seminar

In the second half of April we travelled to Poland, where together with our colleagues from Nausika Foundation, we organized the fourth activity of this year's accreditation: a seminar on game-based learning. The event gathered game designers, youth workers, trainers and youth activity coordinators to exchange and discover game-based learning tools to enrich their daily practice.



[Project recap](#) 

[See more](#) 

“Gamify+” game sessions

In April, our team of facilitators, Kolia, Tanel and Krystyna, visited different schools in Tallinn to play the game “Escape from Neon City” with young people, reaching a total of 120 players. “Escape from Neon City” is a game about media literacy developed in the frame of the “Gamify+” project.



May

Study visit to Italy

From 4th to 9th of May, the team of Shokkin PRO travelled to Caronno Pertusella (Italy) for a study visit to our colleagues from Fondazione Artos as part of our accreditation. In the visit we got to know more about the role of educators with young people, as well as the work leading to the opening of a youth center in the town this year and the intersection between local and international youth work. [See more](#)



“Loud & Clear” Bootcamp

From 29th to 31st of May, a group of young people aged 15–19 came together for the “Loud & Clear Bootcamp”, a three-day learning experience that combined educational escape games, teamwork, creativity, and active citizenship. The results were playable escape game prototypes developed by the participants about helping others, voting, protesting, speaking up and volunteering.



[Project recap](#)



[See more](#)



June

Hosted study visit for Carpe Diem

In the beginning of June we hosted a study visit for managers of the Croatian organization “Carpe Diem”, who came to visit us in order to learn more about our work with game-based learning and more concretely, the methodology of educational escape boxes. We exchanged good practices, played several of our escape boxes and even managed to create a prototype of a new educational game.



Hosted study visit for Youth Center Sofia



From 7th to 9th of June we also hosted a group of workers from Sofia Youth Center in Bulgaria. We introduced the local youth work context, visited a series of youth centers in the city, Tallinn youth department and also Tallinn University. Very intense 3 days where we shared our approach to youth work, the structure of the different organizations and some of the methods that inspire our daily work.

General Assembly 2026

On 13th of June we held this year’s General Assembly with PRO and Leader members. Together, we revised the collective achievements of the year, reflected on our membership year and the learning takeouts, looked at the plans for next year activities and closed the meeting with certificates, snacks and games.




Evaluation meeting “Digiwise”



From 14th to 17th of June, we set sails to the island of Prangli, where we hosted the evaluation meeting of the project “Digiwise”. Partner organization representatives came together to present the results of the project in each country (board game evenings, game jams, job shadowings), work on reporting tasks and discuss future collaboration. Days were rainy, but the vibe was unbeatable! ;)

PeaceAct campaign

As part of the project with the same name, Shokkin Group in partnership with Caffeine, launched a campaign in which the public is invited to answer simple questions about peace, values, community and everyday life through special stamp cards. After completing the card, participants can choose to enjoy a free coffee themselves or gift it to someone else, encouraging small moments of generosity and connection. The anonymous responses collected during the campaign will inspire a series of interactive murals created by young people in Tallinn in August 2026. These murals will reflect real thoughts, experiences and hopes shared by people across the city. [See more](#) 



Shokkin Group x Caffeine

PeaceAct kampaania

Osta 3 kohvi ja neljas on meie kull!

Täidetud templikaarti saad kasutada oma valitud kohvi- või lunastamiseks Caffeine Kristine, Ravala, Solari ja Tatari kohvikutes. Naudi ise või anna kellelegi teisele.

5 küsimust, palju võimalusi muuta maailma

Kampaania jooksul kogutud anonüümsed vastused saavad inspiratsiooniks interaktiivsetele seinamaalidele, mis luuakse koos noortega Tallinnas 2026 suvel.

vaata lisa 

MIS ON MIDAGI OSTA 3, SAA 1 TASUTA!

Peaga 3 templit, saad kuni nelja kohvi tasuta!

et.shokkin.org @shokkinest



Caffeine x Shokkin Group

PeaceAct kampaania

Templikaardi saad Caffeine Kristine, Ravala, Solari ja Tatari kohvikutes. Osta 3 kohvi ja neljas on meie kull!

5 küsimust, palju võimalusi muuta maailma

Kampaania jooksul kogutud vastused saavad inspiratsiooniks interaktiivsetele seinamaalidele, mis luuakse koos noortega Tallinnas 2026 suvel.

MIS ON MIDAGI OSTA 3, SAA 1 TASUTA!

Peaga 3 templit, saad kuni nelja kohvi tasuta!

et.shokkin.org @shokkinest



Caffeine x Shokkin Group x PeaceAct

OSTA 3, SAA 1 TASUTA!

Nautige kohvi ja osalege rahvusvahelises rahuhariduse kampaanias.

Kogu 3 templit, vasta küsimusele ja neljas kohv on tasuta!

Täidetud templid saad kasutada oma valitud kohvi- või lunastamiseks Caffeine Kristine, Ravala, Solari ja Tatari kohvikutes. Naudi ise või anna kellelegi teisele.

MIS ON MIDAGI HEAD, MIDA KELLEGI TEISE JAOKS TEINUD OLED?

Vasta siin 

et.shokkin.org @shokkinest



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#Shokkinest



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