Coordinating organisation:
Com. Vîlcelele
Romania

Mairie de Trebeurden
France

H2O
Portugal

E-Genclik Dernegi
Turkey

Proloco Antillo
Italy

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Project Date

01.06.2016 - 31.05.2017

Activities dates
VPA

14-15 iulie 2016 Râmnicu Sărat

Youth Exchange

12-18 august 2016 Balta Albă - Com. Vîlcelele

COMUNA VÎLCELELE

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Erasmus+
Changing lives. Opening minds.

LET'S play and learn together

Eujouer

Un toit (européen) pour jouer ensemble et partager nos cultures

Erasmus+

Let's share our cultures

Eujouer

Un toit (européen) pour jouer ensemble et partager nos cultures

"Un toit (europeén) pour jouer ensemble et partager nos cultures" (Eujouer), financed with the amount of 24.840 euro by European Union through the Erasmus+ programme, is a project initiated and coordinated by Primăria Vîlcelele and will be implemented between 01.06.2016 – 30.05.2017. The project is based on the implementation of 2 activities: APV and Youth Exchange, within a multicultural partnership consisting of: Romania, Italy, Turkey, France and Portugal. This project is opening the way of the European organizations of youth to develop instruments, methods and common procedures of work, with the aim of raising the quality of the projects under Erasmus+.

Thematic "Eujouer" is a multicultural project, being a partnership between promoters from five countries. The target groups consist of 40 young people (8/partner) and five group leaders. The group of the young people involved in this project is teenagers aged between 15 and 17, equally distributed boys and girls and it abbeys the principle of integrity, 20 among them being in the situation of having less opportunities like this one.

The objectives of our project are matching with those of Erasmus+ programme, and aim the discovery of the traditional games of the five partner countries but also finding common elements which can lead to a social cohesion and tolerance among young people, favoring the dialogue and informal communication as a way of interaction within the group, creating a ludic space (entertainment), symbol and proof of the implemented project, stimulate intercultural communication, promoting consideration for cultural diversity and fighting against racism and xenophobia.

For reaching the proposed aim, we took in count the following objectives which are correlated with the general objectives of Erasmus+, specific of KA1 – youngsters, and are according to the Europe 2020 strategy in the youth field:

0.1 – Increasing the level of Intercultural Understanding of 45 participants from Romania, Portugal, Italy, France and Turkey by knowing and applying traditional game during the exchange of youth from the village Vâlcelele 11 to August 19, 2016.

0.2 – Facilitate the non – verbal dialogue between the 45 participants from 5 countries promoting as a means to socialize and interact with the group throughout the project.

0.3 – Development of personal and professional competences of the 40 youth workers and 5 leaders present at the exchange project held in Valcelele, by accumulating of new non-formal education methods and tools in the partnership, tools and methods designed to lead to the realization of a quality management of the Erasmus +.

0.4 – Increasing the visibility of non-formal education for 200 citizens' commune Vâlcelele using target group through playful activities undertaken in the community during the exchange.

The exchange will take place from 12th to 18th August in Vîlcelele (Romania).

The activities carried out by the group, aim step by step the achievement of the project objectives: debates and conferences in order to understand the topic and its integration in the multicultural European space, workshops for the final result: "games chalet" that pursue team work and cooperation between the young people, group cohesion achievement, certain skills of handling tools hat pursue team work and cooperation between the young people, group cohesion achievement, certain skills of handling tools.or language skills among the group, as well as socialization activities, interaction and interrelationship: cultural evenings, thematic trips to promote national and cultural traditions, formal and informal assessment (for a permanent observation of the achievement of the objectives and to allow the participants to give their own opinions, including reflections concerning the achieved skills during the activity (for example, their own learning skills), brainstorming in order to create the motto and the logo of the project.

All these activities aim to encourage young people to cooperate, to work together and to offer the opportunity to identify common values with citizens from other countries, against all cultural differences, fighting against inequality, discrimination, racism and xenophobia. The game, as the main method to implement the project, by all ways that exists: role play, drama, stand-up comedy, individual game, group work or teamwork, will be the link and the promoter of it, giving young people the possibility to interact in a direct or indirect way.

The impact of this exchange will be a positive one and for a long time which can be seen in its final result, and offered to the local community host, along with the competences and abilities which the entire group will achieve and use not only for a lifetime or in another youth exchanges in which they will sign in as partners or promoters, but also in the experiences gained by all participants to this project.

On long term this project will contribute to the understanding level development of the partners in matter of culture, traditions and customs, tolerance, promoting positive values and principles such as active citizenship involvement, group cohesion, multiculturalism, multilingualism and diversity among EU.

Activities and methods used in the APV and the Youth Exchange will be made both in formal and non-formal manner, aiming at the same goals and achieve them step by step. So, the two activities are interconnected, from the stage of observation, continuing with the creativity and documentation, and culminating with the stage of productivity and organizational balance. Examples of methods used in our two activities: ice-breakers, workshops, interactive presentations, seminars, role play, brainstorming, research, round table.

Let's share our cultures