

ACTIVITY PROGRAMME FOR A YOUTH EXCHANGE VMB

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Activity n°	A2											
Participating organisations	1. Asociacija "Aktyvus Jaunimas" (Lithuania); 2. Asociatia "Tineret pentru Dezvoltare Durabila" (Romania); 3. Artilt-D biedriba (Latvia); 4. YouNet (Italy); 5. Shokkin Group Turkey (Turkey); 6. Ticket 2 Europe (Spain)											
		Venue				Duration						
City		Country				Start date	End date	Activity duration (excluding travel days)	Travel days			
Kaunas		Lithuania				18/08/2016	26/08/2016	7	2			
	Day 1 (travel day)	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8	Day 9 (travel day)			
8:00-9:00	Arrival, check-in, free time	breakfast	breakfast	breakfast	breakfast	breakfast	breakfast	breakfast	breakfast			
9:00-9:30		Introduction to energizers	Energiser (Lithuania, Turkey)	Energiser (Latvia, Italy)	Energiser (Romania, Spain)	Energiser (volunteer)	Energiser (volunteer)	Energiser (volunteer)				
9:30-10:00		Ice-breaking activities & introduction	Coffee break	Country workshops on the topic of the project	Making a survey about stereotypes in the city center of Kaunas	Trip to Lithuanian Village, meeting the local community's	Brainstorm for "Village MythBusters" Video Creation	Guest speaker "Photography in Villages"	Creating an E-booklet / Finalising Social Action Videos			
10:00-11:30							"Village MythBusters" video filming	Playing stereotypes / Theatrical Role-plays	Project T-shirt making / Special participant photo shoot / making project poster / project slogans			
11:30-11:45										Preparation for lunch / Free time	Preparation for lunch / Free time	Preparation for lunch / Free time
11:45-12:00												
12:00-13:00												
13:00-13:30												
13:30-14:00												
14:00-15:00		lunch	lunch	lunch	lunch	lunch	lunch	lunch				
15:00-15:30	City game	Free time / Visiting Local Amusement Areas	Free time / Visiting Local Amusement Areas	Free time / Visiting Local Amusement Areas	Free time / Trip back to Kaunas	Free time / Visiting Local Amusement Areas	Free time / Visiting Local Amusement Areas	Free time / Visiting Local Amusement Areas				
15:30 - 16:30			World-cafe discussions	Summarizing the survey & breaking the myths		Editing the shooted videos	Making of "Rural and Urban" Photo Album / Sharing it on social media	SWOT of the Project. Setting further work-plan. Youthpass certificate evaluation / distribution				
16:45-17:00			Coffee break	Coffee break		Coffee break						
17:00 - 17:15												
17:15 - 17:30												
17:30-18:30	Arrival, check-in, free time	Setting objectives, rules, wishes. Creating expectation-map. Current knowledge assessment.	Guest speaker in interactive presentation "Youth In rural areas"	Pop quiz	Comparing the point of view in the village and the city - mapping the differences	Movies afternoon. Short movies and videos about stereotypes and social exclusion as well as created videos will be shown	Project wrap-up, evaluation, successes & failures, after-project knowledge assessment. Watching memories from the project (videos / photos / e-booklet, etc.). Meditation.					
18:30-19:00		How-to session: daily feedback, reflections, evaluation activities. Introduction to Youthpass and its usage methods.	Feedback, reflections, evaluation	Feedback, reflections, evaluation	Feedback, reflections, evaluation	Feedback, reflections, evaluation		Feedback, reflections, evaluation				
19:00 - 20:00	dinner	Dinner / Free time	Dinner	Dinner	dinner	dinner	dinner					
20:00-21:00			Free time	Free time	free time	free time	free time					
21:00-.....	Ice-breaking and team-building / Free time	Presenting partner organizations, their initiatives related to the project's topic / socialising, rest	Cultural Evening (Spain) / socialising, rest	Cultural Evening (Turkey) / socialising, rest	Cultural evening (Italy) / socialising, rest	Cultural Evening (Romania) / socialising, rest	Cultural Evening (Latvia) / socialising, rest	Lithuanian cultural evening; Lithuanian dinner; special excursion to the city (with "Fun Trolleybus"); finalizing of continuous games; special awards; socializing; farewell party.				

Free time can be used for activities that run throughout the project - visiting video-testimonial room; playing the "Killer", "Best Buddy" games, filling-in envelopes for best wishes, "Gossip Box"; "Feedback Box"; "Nomination Box"; finishing preparations for country presentations, cultural evenings.