

“Changes of Eternal Exodus”



An Erasmus+ & YMCA Intercultural Youth Exchange

7th – 15th October 2017

San Giorgio del Sannio, Benevento, Italy

Dear Friends,

we are glad to invite You to our intercultural youth exchange

“Changes of eternal exodus”

organised by YMCA Parthenope ONLUS,

co-financed by the ERASMUS+ Programme.

Join & live this adventure with us!

The 9 days program will take place in San Giorgio del Sannio, a lovely town of Benevento, close to Naples, Italy.

In this letter You will find all you need to know about its goals, programme and information about the practical arrangements.

We will gladly answer all your questions!

Looking forward to meeting You in Italy!

About this intercultural youth exchange...

"Changes of eternal exodus" expresses the willingness of the project partnership to get to know and explore cultures, knowledge and migration realities of the participating countries & people representing respectively Croatia, Italy, Macedonia, Spain & Turkey.

The specific themes of this youth exchange are:

- 1) "Integration of refugees"
- 2) "Migrants' issues"
- 3) "Health and wellbeing".

We wish to get to know on a daily basis all the cultures in the partnership by exchanging our migration experiences and realising the intercultural evenings dedicated to each country and organization with games, videos, activities who can shed light on stereotypes and prejudices. We would like to reproduce traditional and modern atmospheres of our countries and our migration cultures to offer a more complete picture of who we are. Many workshops will be realised also in the open, in the "CAS, I ragazzi del sole" and we will visit the CARITAS, working stably as hosting and integrating coordinators, which could be an example for many of us. We underline that each partner should include in the exchange at least 3 people, either young immigrants or second generation/ethnic minorities. It is our habit to make integrated groups not to create ghettos or happy oases, we believe that there is always something to learn from each other and solidarity brings well-being. To be concise, our objectives are:

1. Take care of participants through workshops of cuisine & culture.
2. Break stereo-types and shed light on the participating countries & people.
3. Offer participants the opportunity to prepare, lead and evaluate group activities also while keeping in mind potential work occupations.
4. Inform participants about further opportunities provided by the Erasmus+ Sub-Programmes: YOUTH (intercultural exchanges, volunteering, training courses), VET vocational working training abroad; UNIVERSITY study abroad.
5. Spread healthy values such diversity, brotherhood, inclusion, sharing, well-being.
6. Promote non formal education, very functional for youth activation.
7. Invest in the follow-up activities brainstormed and structured by participants.

Who can participate

The project “Changes of eternal exodus” is an intercultural youth exchange involving 30 young people from Croatia, Italy, Macedonia, Lithuania, Spain & Turkey. Half of them are expected to be second generations, asylum seekers, migrants and youngsters interested in the themes of “Migration & Human Rights” with some experience, based either on studies or voluntary work, in this field. The age targeted in this intercultural exchange is from 20 to 25 years old. A few exceptions are possible from the age of 16 up to 30 years old. Group leaders can be any age.

From each partner association we expect 1 leader/tutor + 5 participants, here they are

Country:	Partner:	How many :	Contact:
Croatia	Association Strive!	5+1	youthassociatiostrive@gmail.com
Italy	YMCA Parthenope ONLUS	5+1	info@ymcaparthenope.eu
Macedonia	CET platform	5+1	macedonia@cetplatform.org
Spain	Dianova	5+1	josep.vilalta@dianova.es
Turkey	International Labour Association	5+1	mehmet.altunbas@ila.org.tr



When:

Advance Planning Visit:

From 7th to 10th September 2017

(1 group leader only per organization)

Intercultural Youth Exchange:

From 7th – 15th October 2017

(1 group leader + 5 participants per organization).

We expect you to participate in the whole program in order to benefit from the Erasmus+ Programme financial contribution.

Where

The project will take place in S. Giorgio del Sannio, Benevento, a town about 90km from Naples. The accommodation is “Convento Franciscano”, a Franciscan catholic monastery which offers several services to the communities especially to immigrants, poor people and associations of diverse types focusing on social work. Here is their website to know more: <http://www.ofmsangiorgiodelsannio.it/2010/home.html>.

Rooms can host from 4 to 8 people and have bathrooms and showers in the corridors.

The place has a theatre and common areas where the group can work together.

Part of the project starts from leading activities inside the monastery and complete them outside in the town of S. Giorgio and the city of Benevento with the youngsters of the community.

Therefore we invite to consider the monastery as a home and cradle of our inspiration.

The aim of our project is to bring the impact of an intercultural dimension in our area.



How to get there

Please buy your ticket ONLY after you get the confirmation from us!

How to get to San Giorgio del Sannio?

First of all, it is essential to know what time you land in Italy. We strongly advise you to land in the morning. Here are the most common routes:

1) From the Airport in Naples (Napoli)

you can take the bus (ALIBUS) to the train station “Napoli Centrale”, there you can find the Regional TRENITALIA train or bus (EAV) to Benevento (about 1 hour trip). Let us know what time you will arrive in Benevento and we will send our staff members to pick up you by car and take you to San Giorgio del Sannio.

<http://www.anm.it/default.php?ids=15>

<http://www.trenitalia.com/>

<http://www.eavsrl.it/web/it/content/orario-autobus>

2) From both the Airports in Rome (Ciampino or Fiumicino)

you can take the TRENITALIA train or TERRAVISION bus to Roma Termini Train station. In Roma Termini you can take the train to reach Benevento Centrale in about 3 hours. Let us know what time you will arrive in Benevento Centrale and we will send our staff members to pick up you by car and take you to San Giorgio del Sannio.

<http://www.trenitalia.com/>

<http://www.terravision.eu/>

3) From Fiumicino Airport only in Rome

you can take the TRENITALIA train Roma Tiburtina Train station. Exit in Roma Tiburtina Bus station and take the direct MAROZZI or CAPUTO buses reaching San Giorgio del Sannio in about 3 hours. Let us know what time you will arrive in San Giorgio del Sannio and we will meet you at the bus stop.

<http://www.trenitalia.com/>

<http://www.marozzivit.it/web.aspx>

<http://www.caputobus.it/>

Contact numbers to call on arrival:

Gianluca Iacuvella 0039 340 7821363

Ramona Viglione: 0039 349 300 4671

We will send the latest train and bus timetables in September 2017 to support you.

Please feel free to ask us if you need advice about any travel arrangements ☺

The financial conditions

Food, accommodation and project costs are fully covered and free for the participants.

As for the travel, we can reimburse up to 100% (maximum) of the costs below.

Country	Max. travel reimbursement
Croatia	275 €/person
Italy	0 €/person
Macedonia	275 €/person
Spain	275 €/person
Turkey	275 €/person

As for insurances, the European medical insurance card is valid also in Italy and all participants coming from EU country must bring it with them.



Here is a sample of an Italian medical insurance card.

Participants coming from Turkey will be reimbursed up to € 80 in total per person both for their medical insurance and visa costs.

Very important: your tickets are a proof of your travel that we must keep and present to the ERASMUS+ Program, the main funders of the project. If you cannot provide your original tickets and invoices clearly stating the travel company, your name, all the trip details and the exact costs covered, we will not be able to reimburse you.

What to bring (essential)

- Passport or other official identification
- Tickets, insurance, visa
- Comfortable clothes for living outdoor & indoor (no washing facilities available)
- Towel
- Medicine, if you take any
- Your own Art Kit (musical instruments, dancing outfit, theatre costumes, etc.)
- Something typical for your national evening (food, drinks, special items, etc.)
- Smiles, willingness and good mood ☺!



How to Apply

If you want to join us in the training, send your application form to Gianluca Iacuvella luca2310@hotmail.com and Ramona Viglione ramonaviglione@hotmail.it

You will find the application form in an attachment with this info-letter.

We are looking forward to meeting You in Italy!

See you soon, the YMCA Team

Learning to play, playing to learn: the experiential methodology

Learning by experience, personalised workshops and intercultural plays are working methods which all have one thing in common for us: playing. Playing allows us to access a state of freedom, creativity and exploration that is associated with the natural learning of childhood. Role-plays, structured experiments, simulation, and theatre are examples of games with experiential learning opportunities. Games can create a play frame, which makes the act of learning a dynamic and enjoyable process, which recalls the carefree playing time of childhood. Experiential activities can transform learning into adventure. Learning in this way is an emotional, physical as well as a cognitive experience. Movement and feelings stimulate the learning process. Playing involves both mind and body and can provoke an emotional response during the exercises. The exercises are designed to use social skills and make clear / illustrate concepts and theories. Almost any topic can be explored through games. Learning processes that involve the development of skills and behavioural change, such as group dynamics, communication, leadership, problem solving, teamwork, coaching, co-operation and decision-making are very suitable for gaming. Gaming is a working method which might create a paradoxical situation in which participants or a group might lose themselves. The objective of using gaming in this kind of training is to get more knowledge and skills to work with groups in the field of youth work and social work. Although this working method may seem enjoyable, it is not "only a game". It allows the players to use the freedom to experiment with new approaches and new behaviour and to acquire skills and knowledge. The players are asked to look at how they behave in the play. Therefore feedback and reflection are an essential part in this way of working. Playing games as a tool for learning is a serious play or 'playful seriousness'. Our working method is based on learning by experience. In our approach we invite participants to point out where they find themselves at that moment in the learning process, what they want to learn and how they want to develop themselves. It is focused on the experience of the individual and it is connected to the specific needs and the level of learning of the

participant at that moment. The program is a tool for the participant and not the other way around. No matter how logical this may sound, in many formal learning situations the usual form of acquiring knowledge is 'learning from lessons'. The knowledge should be reproduced / copied by the student, without any personal interaction. 'Learning by experience' is different since it starts from the person him/ herself, his/her behaviour, reactions and emotions. This method is often used in youth work and informal education. And more and more this method is being used in formal education and trainings for companies. The way, in which we like to organize and perform this international projects, means that main objectives of the exchange have to be clear to the participants, as well as the outlines of the program and the target group. In this way we create a playing field for participants and leaders where we can play to learn and learn to play. Within the given group, you participate in the training for yourself and with yourself as an individual. The exercises (called 'workshops' in our project context) will be done alternately alone, in pairs or in a group. The leaders will prepare the ground by giving plenary lectures. Some processes may involve talking, others listening or visualizing certain thoughts with your eyes closed. Exercises will be provided in combination with music, dance or play. Many processes will contain an element of surprise, the exact nature of which is not known in advance. In this way questions can only be answered by the participant him/ herself, namely by experiencing his own reactions. With this approach there is room for the experiences and wishes of the participants to influence the content of the program while it is taking place. We create the playing field and the participants make the play.

