

“Erasmus +”, KA1

“Learning to Live Together”

International Training Course

November 2016, Sumy, Ukraine

Description:

The **International Training Course** is designed to help youth leaders and youth workers, trainers and educators to learn how they can use **simulation games** (role play simulation games) to teach young people about the issue of **forced migrants and refugees**, to help their integration to local communities and to prevent or solve conflicts between locals and forced migrants.

The European migrant crisis or European refugee crisis began in 2015, when a rising number of refugees and migrants made the journey to the European Union to seek asylum, travelling across the Mediterranean Sea, or through Southeast Europe. Local armed conflicts such as in the Eastern Ukraine (since 2014) or in Georgia (in 2008) always lead to such consequences when people are forced to leave their homes and to seek for asylums in different places in their country or abroad. The interactions between locals and migrants are a very sensitive issue when many open and hidden problems may appear. Communities from all over the Europe should work on solutions to overcome challenges connected with forced migration.

Simulation attempts to recreate various “real life” activities in the form of games for various purposes: training, analysis, or prediction. Simulation games are the great learning method where participants learn about the “real life” through simplified structured activities. Simulation games can be developed using different levels of abstraction: from the symbolic models to using the structures and models from the real life.

Role-play simulation models human interactions (allowing the players to role-play) in a constructed environment by:

- 1) creating an artificial social structure (or simulating some known social structure);
- 2) enforcing the social structure;
- 3) providing plausible scenarios for players to respond, react and enroll to.

The participants of the TC will learn about the method of the role-play simulation games: how to use, how to adapt for the certain learning purposes, and how to create their own simulation activities based on the local realities. We will start with more abstract simulations and then will continue to develop the games and simulations that will help to prevent or to solve existing conflict between locals and forced migrants.

Aims and objectives:

- To discover the challenges which appear in the communities in Europe connected with the forced migration and refugees and to look for solutions to these challenges;
- To learn about how youth can be active on the local level to help in the integration of the forced migrants;
- To learn about the role-play simulation games method (structure, specifics, usage, adaptation for

the certain needs, creation of the games) and how it can be used to prevent or solve problematic issues connected with forced migration;

- To create new role-play simulation activities based on the participants' realities which will be used in future for prevention or solving local conflicts connected with forced migration.

Target group: youth workers and youth leaders, trainers and educators working with young people (2-3 participants per country).

Dates: November 2016 (7 days).

Venue: Sumy, Ukraine.

Partners: Programme countries and Eastern Partnership partner countries (Armenia, Azerbaijan, Georgia, Moldova, Belarus and Ukraine) are eligible to apply.

Deadline for sending your documents is 20th of September, 2016.

Sei interessato/a?

Chiedi allora le modalità di partecipazione a questo progetto scrivendo a:

infos@mosaicointernazionale.org