

Soft Skills



THE HIDDEN BENEFITS
OF PLAYING
BOARD GAMES

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Learning Through Board Games

YOUTH EXCHANGE ABOUT IMPROVING SOCIAL SKILLS AND CONFIDENT WITH
MODERN BOARD GAMES

VILJANDIMAA - ESTONIA

14th July (arrival day)
22nd July (departure day)
2022

PARTNERS AND PARTICIPANTS GUIDE



DESCRIPTION

Learning Through Board Games idea was based on "Jumanji" (1995 film) about a group of people who are trapped inside of a game and need to learn different skills in order to survive. It is a fact that board games have been used by ancient cultures for several millennia. Board games were used by the ancient Egyptian civilisation up to 4000 years ago. There have been recent discoveries in ancient Chinese culture that indicates that people were playing the game Go several thousand years ago.

The interesting thing is that old and modern board games share, in essence, the same DNA. In fact, all successful games share the same principles. Good games, whether they be board games or digital games, create goals so that a player is encouraged to learn and engage with the mechanics of the game to make meaningful decisions in pursuit of those goals.

By playing board games young people have opportunities to develop language and communication skills, math skills and thinking skills in a fun way. Young people who engage with and learn fundamental academic skills from great board games have the chance for better academic outcomes than those who do not have that opportunity.

OBJECTIVES

- to explore games as learning tools in different settings and develop strategic thinking, inclusion and non violent communication
- to introduce tips and principles of "gamification", to apply in education (discussing also their negative side effects)
- to empower young people and youth leaders and equip them with tools to increase confidence, literacy and life skills, reduce radicalization and xenophobia, and promote a less violent society
- to develop Education Games based on the learning needs of different youth target groups
- to Analyse learning achievement and recognise learning progress in gamified tools

TARGET GROUP

- Young people from 18 until 25 years old (No Limit for Group Leader)
- Young people interested to learn about communication, strategic thinking, deductions and learn to learn
- Young people interested in the modern Board Game World!

WHAT LANGUAGE WILL WE USE

Despite many of you are speaking many different languages, the official training language will be **English only**.

TASKS AND OBLIGATIONS FOR PARTNERS ORGANISATIONS

- All organizations are responsible for the preparation, support and monitoring of your representatives in the exchange;
- Each partner will select 5 participants, 2 of which with fewer opportunities and one group leader. The selections will be made taking into account the skills of the participant and their motivation, making sure that the profile of the participants is compatible with the planned activities.
- The partners undertake to sign and comply with the provisions of mandate, which governs in detail the legal obligations and rights of partners organizations.
- Each partner will participate and support in the 2 complementary activities (follow up) and will contribute to establish strategies for the dissemination and use of the project's results together with their participants.

PARTICIPANTS INFO

Learning Through Board Games will gather **31 participants** from **5 different Programme Countries of Erasmus+**.

Participants commit to taking part in the following:

- Preparation of the Mobility with the Support of their Sending Organisation;
- Actively take part during the whole duration of the Youth Exchange and the leader on the Advance Planning Visit
- Carry Out at least 2 Complementary Activity (Follow Up) and Dissemination of the Training (with the support of the Sending Organisations)

Partners and Participants involved shall agree with the general values of the European Union on human dignity, freedom, democracy, equality, rule of law, and human rights.

During the event Participants commit with the following Code of the Conduct:

- Care, Professional Responsibility and Integrity
- Respect
- Trust
- Inclusion and protection of targeted individuals
- Respect for People's Rights and Dignity

Participants pledge to support the physical, mental and legal integrity of all involved, while in our project. More details can be found in: <https://www.nyh.ee/2021/08/03/code-of-conduct-and-values/>

The failure of the commitment of the items above can lead to the termination of the partnership and participation, including any certification and/or financial compensation involved among partner organisations and participants.

TRAVEL BUDGET

A lump (fix) sum that depends on the distance from your city to the venue of the activity (use the official **Erasmus+ distance calculator** [here](#)).

- For travel distances between 100 and 499 KM: 180 EUR per participant
- For travel distances between 500 and 1999 KM: 275 EUR per participant
- For travel distances between 2000 and 2999 KM: 360 EUR per participant
- For travel distances between 3000 and 3999 KM: 530 EUR per participant

We will NOT reimburse the amounts that get over the maximum budget for each participant.

COSTS

There is a participation fee of **20 euros per participant**, which you can pay during the reimbursement procedure. Board, lodging and programme costs will be provided and paid 100% by grant from the Estonian Erasmus+ National Agency.

We have a budget for travel costs. According to the restrictions of the Erasmus+ Programme we can only refund up to some of the travel cost, if the following points are fulfilled:

- Your travel route is from your hometown to the venue in Estonia (**Viljandi**) and back
- You have chosen reasonable and economic means of transportation (e.g. APEX or student fares for flight tickets, cheap airlines, 2nd class trains)
- Your travel dates are according to the programme (2 days before OR after the project dates is allowed, but lodging during these days is on your own expenses)
- You have a receipt or invoice for the cost of your plane ticket and the boarding cards or the train/bus tickets.

Tickets with dates longer than 2 days after/before the dates of the training will **NOT** be reimbursed, if not agreed previously with the coordinator

If you would like to stay longer in Estonia, you can book flights up to 2 days before/after arrival/departure of the dates of the training. Tickets with dates longer than 2 days after/before the dates of the training will **NOT** be reimbursed.

THE VENUE

During the project, we will stay in the countryside of South-Estonia close to Viljandi. We will be accommodated in **Vanaõue Puhkekeskus** <https://www.vanaoue.ee/en> in rooms of 2-3 people (female/males separated). Towels and bed linen are provided. There is WIFI available.



We will organize transport from VILJANDI (the biggest city nearby) to Vanaõue on the arrival day.

There are 2 options how to get to Viljandi

1) You can land in **Tallinn** (the capital of Estonia) and you will get a bus or train from there to Viljandi. The bus ride/train takes around 2 hours. The buses depart rather often, you can check the timetable <https://www.tpilet.ee/en/timetable/tallinn/viljandi>

Trains depart a few times a day, you can check the timetable <http://elron.ee/en/>

2) You can land in **Riga** (the capital of Latvia) and you will get a bus from there to Pärnu. Bus ride takes around 2–3 hours.

<https://www.luxexpress.eu/en/> or <https://ecolines.net/ee/en>

From Pärnu take a bus to Viljandi. You can check the buses timetable here: <https://www.tpilet.ee/en/>

NB! Before booking please confirm the tickets with us (by email, contact details below)! We will then check the available domestic connections in Estonia.

WHAT TO BRING

- Clothes: we don't have any dressing code at our event. Feel free to take whatever clothes make you feel comfortable but remember that Estonia is a cold country and we advise you to check the weather forecast before.

- Swimming suit and towel for sauna.

- Indoor shoes: in Estonia, we don't wear outdoor shoes inside, so bring slippers, flip-flops or whatever you feel comfortable wearing ONLY indoors.

- Promo materials with main information to present your organisation during the evening of Organisation Market.

- Ideas, music, snacks, drinks etc. to present your country and culture in the Intercultural Evening!

HOW TO PARTICIPATE?

The chosen participants and leaders **must fill in the participation form:**

<https://forms.gle/GRiEjaVxuUBky6Tg7>

Add your participants in our Facebook group where we will share more info and answer possible questions and doubts about the project: <https://www.facebook.com/groups/143555241326335>

INFO ABOUT THE APV

Dates:

To be decided among leaders (2 working days + travel days)

Accommodation:

APV will take place in Tallinn, Estonia. We will be staying in an Airbnb in the city. Accommodation and food are covered 100% by Erasmus +

EACH PARTNER WILL SEND 1 PARTICIPANT (GROUP LEADER)

Content:

During the APV we will :

- discuss about contents of the project
- get to know the accommodation and logistics
- talk about the activities of the YE
- divide tasks between national groups (each group will lead at least one workshop on the topic)
- define the final time table for the YE
- explore the city & get to know each other!

Profile of the leader:

- 18+ years old (no age limit), youth worker/youth leader
- **The persons coming to the APV must be the same person coming to the youth exchange as a leader! (OBLIGATORY!!!)**

Deadline:

Choosing the leader and buying tickets before: **4th February 2022**

INFO ABOUT THE YOUTH EXCHANGE

Dates:

14th – 22nd July 2022 (including travel days)

Accommodation:

The Youth Exchange will take place in Vilandi, South Estonia. We will be staying in an peaceful accommodation in a rural area. Accommodation and food are covered 100% by Erasmus +

EACH PARTNER WILL SEND 1 GROUP LEADER AND 5 PARTICIPANTS PER COUNTRY

Content:

During the Youth Exchange we will:

- Get to Know Each Other and Work Together
- Learn the basics of Game Based Learning and apply in modern board games
- Play board games and reflect about how its a tool for improvement of confidence and social skills
- Understand better the role of learn and reflection while playing and in mundane life tasks
- Experience strategic thinking using gaming approaches and soft skills

Profile of the participants:

- 18 – 25 years old
- Interested to improve their social and soft skills
- Interested in strategic thinking and learning to learn Competences

Deadline:

Choosing the participants and buying tickets before: **25th May 2022**

Before buying the tickets please ask for confirmation (Otherwise it will not be accepted). Also, we can help you find the best routes or get your tickets if necessary.

Failing to accomplish this deadline will give us the right to replace the partnership in accordance of the Programme rules.

CONTACT DETAILS YOU MAY NEED

If you have any questions concerning the programme or the organisation of the project, please contact the project coordinator Carol Väljaots by email: marco@nyh.ee or phone/whatsapp:+372 56943233

SEE YOU SOON IN ESTONIA!