

"Edu-GamEco"

Training course, Lefkada, Greece 05th October – 14th October 2017

	04/ We	05/10 – Day 2 Thursday	06/10 – Day 3 Friday	07/10 – Day 4 Saturday	08/10– Day 5 Sunday	09/10 – Day 6 Monday	10/10 – Day 7 Tuesday	11/10 – Day 8 Wednesday	12/10 – Day 9 Thursday	13/10 – Day 10 Friday	14/10 – Day 11 Saturday	15 /Su
9:00 13:00	M O R N I N G	Getting to know each other, expectations, presentation of the working methods - Team building game - Presentation of the results of the first mobility / Presentation of the program of activities, objectives and methods of evaluation of training. - Coffee break - The expectations of the participants	Energizer -Presentations and discussions: Good social gaming practices in partner countries. - Continuation of presentations and discussions: Good social gaming practices in partner countries.	Energizer - Intervention and discussion: - Social entrepreneurship: from idea to implementation. - Types of Social Business - Social entrepreneurship: its benefits and its impact - Experimental lab for building ecological-educational games	- Role Playing: The importance of non-formal education and the role of the youth leader in developing the values of social entrepreneurship in the field of educational games. - Experimental lab for building ecological-educational games	Discovering the surroundings of Lefkada	Energizer - Presentation and discussion on: "The components of an e-Learning course, & How we develop e-learning courses using Moodle application". - Workshop in intercultural groups: "discovering Moodle"	Energizer - Identify the themes of online TC for the benefit of young people, trainers and the general public to increase awareness on consumption of harmless toys, creation of eco-games and business skill development. - Preparation of drafts of web-based training sessions and definition of the assessment methods provided for each session.	Energizer Continue creating online training sessions	- Adaptation and completion of the BETA version of the online sessions We act together to undertake joint initiatives - Discussion and adaptations of the final project plan of the " Educational and Sustainable Toy Fair ". - Preparing the Educational and Sustainable Games Fair.	- Open Space: new ideas for future projects - Presentation and discussion of the Graphic Magazine Interactive Exhibition - Final Evaluation	D E P A R T U R E S
13:00												
17:00 20:00	A F T E R N O O N	Exchange of realities, practices and experiences related to educational and ecological toys - Reflection and Debate: The Reality of Social Entrepreneurship in Partner Countries (Various manifestations, areas of intervention, implications for society). - Intercultural Reflection: The philosophy of our Erasmus + training and its link to the first mobility. Daily evaluation Youth pass reflection	Energizer Acquiring theoretical and practical skills around education in social entrepreneurship in the field of games - Experimental lab for building ecological-educational games Daily evaluation Youth pass reflection	- Experimental lab for building ecological-educational games Daily evaluation Youth pass reflection	- Completing the construction of ecological-educational toys and discussing the final product.	Discovering the surroundings of Lefkada	- Discussion: How do we use Moodle for training of young people in non-formal education - Presentation and discussion on: Methods of evaluating non-formal learning activities using Moodle. - Reflection and discussion: "Parameters to be taken into account when creating online TC for young people with disabilities Daily evaluation Youth pass reflection	- Creating online training sessions - Presentation, discussion and adaptation of the online TC (by teams) Daily evaluation Youth pass reflection	- Completing the training sessions Experimentation and plenary debate, sessions created by the groups. Implementation of adjustments / corrections Daily evaluation Youth pass reflection	- Continue to prepare the " Educational and Sustainable Toy Fair ". 18:00 opening of Edu GamEco Toy Fair	Youth Pass Award	D E P A R T U R E S
20:00												
EVENING 21:00		Intercultural Night with traditional games.				Online gaming	Creating the Magazine	Continue creation of online training			Farewell Evening	