

Project “Olympiads (for democracy)”

This project is due to the formation followed by Egypt and Gloria the theme Citizenship and Democratic Participation in contexts of political transition. The training supported by the Anna Lindh Foundation and Euromed and implementation Trajectory (Estonia) aims to develop strategies for youth work in promoting democratic participation in the public sphere.

The animation above will be presented with a batch of proposed activities to secondary schools in Liège and Brussels. It is also expected to meet some local aldermen and youth centers to present the project. This phase begins in January 2013 for the animations can ideally start in February or March 2013.

Project Title:	Olympiads (for democracy)
Name facilitators	Gloria
Partnership and shared responsibility between partners:	Municipalities, youth centers and schools that accept us welcome to the animation. They must provide local youth participation and a € 1 per youth and entertainment
Budget :	The budget required is minimal since it only supplies needed for the game that is to say, the balloons, large sheets, markers and scarves. The € 1 fee paid by young, will cover this budget. Transportation costs are already covered for Liège and Brussels it will be low cost: € 3.50 per animation, train costs are already covered.
Period of activity:	<ul style="list-style-type: none"> January to September 2013
Place:	Belgium : Liege and Brussels
Public concerned:	<ul style="list-style-type: none"> • Number of participants: 15 - 20 group • Age: 14 to 20 • GeographicOrigin of participants: Brussels, Liege • Socio-type: all types
Objectives (knowledge transfer):	Secular theme: citizenship and democracy
Consistent with the strategic plan:	Appropriating the company and its issues V Awareness V Express alternative V Engage in actions □ Empowering young □ Develop critical V Develop capacity for indignation V Develop a space words V
Type of activity	<i>By play and live.</i>
Description of the activity:	The idea is to start the game Limit 20 to arrive at a debate dealing with different themes: <ul style="list-style-type: none"> - Democracy; - Citizenship; - Stereotypes; - Prejudice; - Alternatives; - Power; - Solidarity; - Relations minority - majority; - The injustice;

	<p>- The exclusion</p> <p>- ...</p> <p>Limit 20 game is a game from the manual "All different, all equal". This game will enable young people to cope, to live the experience of discrimination and injustice to help them explore their mechanism of solidarity and tolerance and to consider a range of subjects (as listed below above).</p> <p>We present the game as a competitive sport. Three teams, one goal: to get 20 points and a jury to evaluate these teams.</p> <p>That young people do not know is that the game is rigged and that the jury decided in advance who will win, who will lose and who will be in the middle.</p> <p>This game will allow participants to live in a more or less comfortable depending on the team in which they find themselves and also generate different feelings in them: injustice, power, ...</p> <p>Several issues may be considered: the youth group "loser" decides to stop the game or boycott the game or use the other trying to make them understand that the game is not fair ... And the other two groups may also react differently: laughing group "loser", to ally with them and decide to stop or boycott the game ...</p> <p>In all cases, the most important part of this game is the debate that will follow the animation. This debate is important because:</p> <ul style="list-style-type: none"> - Do not let him go youth group was in the "loser" with a sense of frustration; - Do not let him go was young in the other groups with a sense of triumph or winner; - It is important to work on the feelings during the animation to be able to understand the mechanisms that are: exclusion, power and therefore democracy, oppression ... <p>We can not predict in advance what will be the topics, nor in what order, because it depends on the game and the group, but in all cases it is important to ask the group about other alternatives were possible when the game</p>
Methodology	<i>Role play, discussion, education through play, learning by doing</i>
Materialsneeded	See description limit 20
Date of evaluation	<p>Evaluation by youth after each workshop</p> <p>Bookseller partner in July 2013 (after training Trajectoria)</p> <p>Overall assessment of the project and learning: (September 2013)</p>
Evaluation criteria	<p>Turnout participants and public</p> <p>Meeting the overall objective of transmission of the activity</p> <p>Meeting strategic objectives</p>