ACTIVITY PROGRAMME FOR BADGE ALERT TRAINING COURSE							
Activity n°	1	Y PROGRAMME FOR BA	ADGE ALERT TRAINING COU	RSE			
Participating organisations							
Venue Duration							
City		C	Country		End date	Activity duration (excluding travel days)	Travel days
Vilnius region L			ithuania	23/11/15	30/11/15	7	1
Timetable	Activities		Non-formal & Informal learning methods used				
,		nber 2015, Monday					
AM	Arrival of the team to the training venue						
	Arrival of the participants/Transfer to the training venue		Participants will be invited to play in teams on-arrival game. During this game they will learn about their learning environment, will get to know better their peers, will complete specific tasks related to project contents and organisations, will prepare the visual presentation of their activities and organisations.				
PM	Badge Alert On-arrival missions						
Evening	Welcome evening		Name games, icebreaking and orientation activities				
·		nber 2015, Tuesday					
AM	Getting to know each other  Group building activities / Objectives and the programme		Name games, icebreaking and group activities				
			Group building activities / Interactive presentation of the objectives and the programme				
PM	Personal learning goals => Open Badges		Step 1. Video introduction to Open Badges, Step 2 Individually desiging participant's badge using Open Badge Canvas; Step 3. Presneting badge goals in small groups				
	Presentations of participant's activities and organisations		Step 1. General overview of activities and organisations (social grouping activity); Step 2. Interpersonal communication based on interests (using the contact chart tool)				
Evening	S-teaming up evening	Intercultural learning activity					
	DAY 3, 25 November 2015, Wednesday						
AM	Open Badges – start your badge journey today  Reflecting and sharing personal pathways to recognition		Step 1. Interactive presentation of Open Badges; Step 2. Reflection in small groups about the presentation content; 3. Getting familiar with Open Badges technology Participants will reflect their recognition pathways by creating a visual drawing and sharing their experience with other participants in small groups.				
PM	Simulation activity on gamification of non-formal learning		Plan A (if the wheather is good). Participants will be invited to complete various quests to unclock rewards and level up. All quests will be prepared in advance and placed in Trakai town. Plan B (if the weather is bad) The same activity just with different quests will be implemented in the training venue. Intercultural activity for participants to share and discuver their cultures and specialities. Participants will				
Evening	Cultural dinner	Intercultural activity for participants to be invited to bring something					
		DAY 4, 26 Novem	ber 2015, Thursday				
AM	Debriefing of the simulation activity on gamification  Gamifying non-formal learning: what & how  Mapping 'skill trees' for youth exchanges  Mid-term evaluation  Game evening (optional)		Participants will be invited to reflect their experiences of this simuliation activity and present in the plennary session both, results and conclusions from this activity				
			Basic theory and models of gamification will be introduced to participants. Allong the presentations, participants will reflect and share their ideas on how does gamification relates to non-formal learning Participants will break up into small groups and discuss about what young people learn during youth exchanges. They will group learning outcomes and visualise them into skill trees used in games. Step 1. Reflect and evaluate the individual learning progress towards personal badge; Step 2. In small groups discuss and feedback about the learning environment and programme; Step 3 Express further learning needs.  Participants will be invited to play various games: social games, roles playes, board games, etc.				
PM							
Evening							
	DAY 5, 27 November 2015, Friday						
AM	Transfer to Vilnius						
	Free time						
PM	Transfer back to the training venue						
	Youth exchange project market		Step 1. Participants will prepare the proposals for future youth exhanges; Step 2. Participants will get to know various proposals for youth exchange projects; Step 3. Participants will group according their				
		DAV 6-28 Novem		interests in yout			
AM	DAY 6, 28 Novem  Project development: setting targets		In project teams participants will disc				
Aivi	Project development: setting targets  Project development: activity planning		want to organise (target group, man theme, objectives, dates and practicalities) In project teams participants will discuss and will agree on the main activities for youth exchange, including preparation and follow-up In project teams participants will design the badge systems. They will discuss about learning opportunities which will be created in youth exchange and how to recognise and reward learning outcomes and achievements. Small inputs on specific topics related to badge systems will be included				
PM	Designing badge systems to support young people's learning and Youthpass recognition in youth exchanges						
			to support the design process				
			nber 2015, Sunday				
AM	Finalising badge systems for youth exchanges		In project teams participants will finalise their badge systems and will prepare the presentation of it				
	Presentation of the badge systems for youth exchanges  PM Final evaluation  Cleaning and packing / Good bye rituals		Project teams will present their badge systems. Other participants will be able to give feedback  Step 1. Reflect and evaluated the learning outcomes and achievements using Open Badges and				
PM			Youthpass key-competences; Step 2. Evaluate the programme and its organisation by completing the questionnaire of Mobility Tool; Step 3. Final conclusions in the plennary session.				
			geodesians of mooning tool, deep of rind considerable in the plennary account.				
Evening	Final evening		Prepared by participants				
		DAY 8, 30 Noven	nber 2015, Monday				
AM	Future cooperation and communication		Share and discuss ideas for future cooperation; Agree on the communication and exchange of information durign the follow-up of the project				
PM	Departure of participants						
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