



TRAINING PROGRAM

Arrival day 20.01	Day 1 21.01	Day 2 22.01	Day 3 23.01	Day 4 24.01	Day 5 25.01	Day 6 26.01	Departure day 27.01
arrivals	Presentation of the project & program	Visualisation I	Digital Storytelling I	Cultural Visit	Gamification I	Practical ways implement the tools with Young People	departures
arrivals	Team Building	Visualisation II	Digital Storytelling II	Cultural Visit	Gamification - Practise time	Planning Follow-Up: Action Plan	departures
arrivals	Innovation in Youth Work	Visualisation - Practise time	Digital Storytelling-Practise time	Photo Voice I	Gamification - Practise time	Presenting the Action Plans	departures
Welcome evening	Tools and Resources Market	Visualisation - Practise time	Digital Storytelling-Practise time	Photo Voice II	Facilitation	Evaluation	departures
Welcome evening	Open night	Cultural Identity Night	Open night	Game night	Open night	Goodbye party	departures

