



Selfhood BT Trainer & Advisor

## Project 101052106 - SEEDS

## **D3.1 Methodological Guide for Youth Trainers**

# **PAPER BROCHURE**

Partners #SELFHOOD, #PAMEA, #CTNC, #EMED-TN, #SYL

YOUTH



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Welcome to the SEEDS Erasmus+ Summer School! Bienvenido a la Escuela de Verano Erasmus+ de SEEDS! Willkommen bei der SEEDS Erasmus+ Sommerschule! Bine ați venit la Școala de vară SEEDS Erasmus+! Üdvözöljük a SEEDS Erasmus+ nyári egyetemen! الصيفية + SEEDS Erasmus مرحبًا بكم في مدرسة

This Paper Brochure has been produced as part of the SEEDS project D 3.1 Methodological Guide for Youth Trainers, to provide useful, practical information for trainers participating in the training programme and to serve as support for the planned tasks and exercises.

The aim of the training is to prepare you to carry out the training tasks undertaken in the SEEDS project.

The training will lead you to the solutions through playful exercises. In each case we will work in pairs and small groups, the results of which will be shared with the whole group.

The training can only achieve its objectives if you are active and open throughout, and if you are understanding of the different experiences and opinions of the participants.

This brochure is personally designed for you to record the feelings, thoughts and experiences you have had during the training.

If you don't have the time or inclination to write at that moment, we inserted for you some symbols to choose from, but please rate each exercise.

#### SYMBOLS

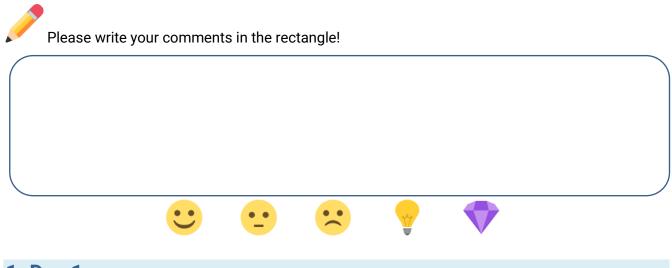






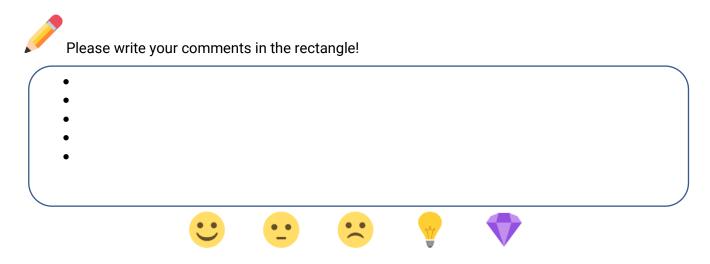
## Day 0

Please make one comment about the prepared team-building event and the start of the socialising and training start warming-up idea...



### 1. Day 1

Please comment the visit tour at Tomás Ferro Experimental Station, Polytechnic University of Cartagena and the CERATONIA PLUS - Natural carob sweeteners.



#### Task 1. Introduction to the co-creation training method

Testing methods adapted to the project theme and target group.

In co-creation training, the partners create together, not only transferring and exchanging knowledge, but also creating together, with everyone contributing their own knowledge, experience and approach. It reinforces the project approach, working in pairs and small groups and always presenting the results to the large group.





#### Task 2. Creating rules together

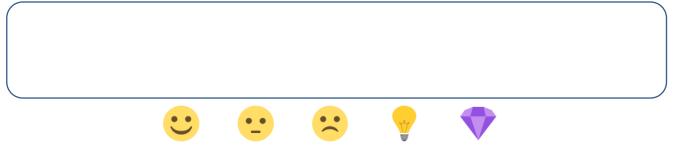
#### Ground rules:

Always, for task exercise, choose a different partner, from a different country. ٠

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- Change your place (chair) in the room after each task! •
- Respect the schedule and keep the time! •
- It is very important that everyone speaks only in his behalf, using the first person, not in general! • In MY opinion...! In MY experience...!

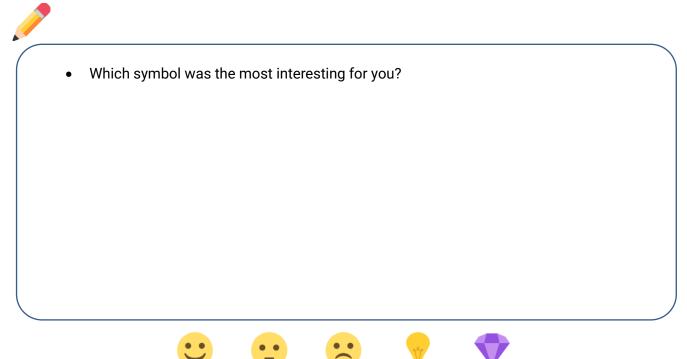
If define more rules....



#### Task 3. Using the Ice-break method to develop and raise the level of confidence

#### 3.1 SYMBOLS

The task is to introduce yourself, but not in the usual way of name, education, etc., but you have to choose a symbol, then come out and draw it on the flipchart. Remain there, next to the board until the rest of the group guess why you chose that symbol.







#### 3.2 CARDS

You need to chose 5 cards and then, follow the instructions given by Trainers.

Chosen cards:					 	
•						
•						
•						
•					 	
	•••	•_•	•••	Ŷ		

#### Task 4. Communication activities

#### 4.1 INTERPERSONAL COMMUNICATION TEST

You need to complete the test (on your computer), and follow the instructions given by Trainers.

How you can	improve the "0"	lines:				
•						
•						
•						
	•••	•_•	•••	ŵ		

#### 4.2 PRESENTATION - ABOUT COMMUNICATION...

Osnalivsiansi						
Conclusions:						
	••	•••	•••	**		

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The mechanism of the co	nmunication effect:	
To say -		
To hear -		
To listen -		
To understand -		
To agree -		



## 2. Day 2

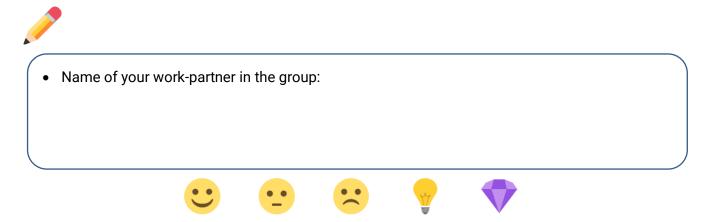
Task 5. Warming up – One-way communication

	•••	•_•	 ¥		
Task 6. Critical think	ing				
	::	•-•	 Ŷ		





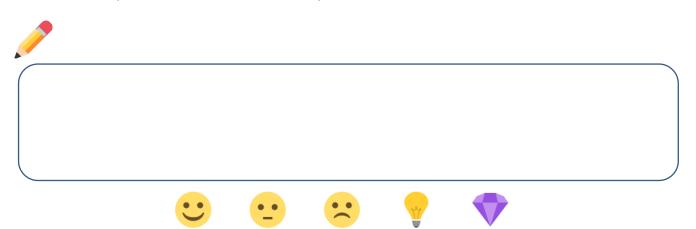




#### 7.1 UNDERSTAND AND SHARE THE INFORMATION...

 •••	•••	 Ý		

#### 7.2 Instruction (How we understand the text?) How to follow the written rules?







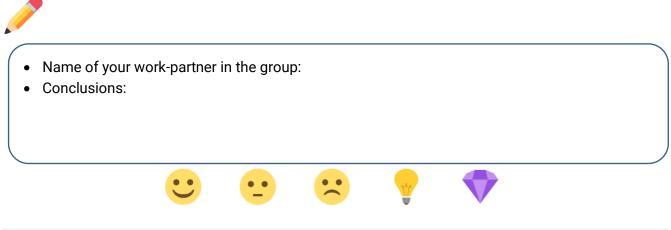
#### Task 8. Formal, Informal, Non-formal Education

**Formal education** - organized, guided by a formal curriculum, leads to a formally recognized credential such as a high school completion, vocational certificate, diploma or a degree, and is often guided and recognized by government at some level.

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**Informal learning** - never organised, has no set objective in terms of learning outcomes and is never intentional from the learner's standpoint. In case of informal learning there is no formal curriculum and no credits earned. The teacher is simply a person with more experience such as a parent, grandparent or a friend.

**Non-formal learning** In some countries, the entire sector of adult learning falls under non-formal learning. Non-formal learning therefore gives some flexibility between formal and informal learning. This type of education may be led by a qualified teacher, advisor or by a leader with more experience. Though it doesn't result in a formal degree or diploma, non-formal education is highly enriching and builds an individual's skills and capacities. Continuing education courses are an example for adults.

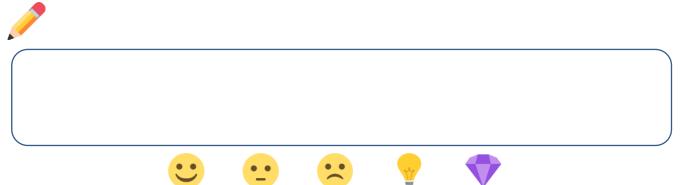


### 3. Day 3

#### Task 9. Visit to demonstration plants

- identification of the used training methods, adapting the training according to participants learning style, identification of parts which can be adapted and replicated

#### 9.1 Finca Ecologica Antigua Vida Nueva





#### 9.2 EDAR CABEZO BEAZA. Water treatment plant

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	•••		¥		
9.3 Integrated Centre o	of Training and A	gricultural Ex	periences	CIFEA	
	•••		¥	◆	
4. Day 4					
Task 10. TEAM WORK					
10.1 CREATIVITY - ME	MORY EXERCISE	:			
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#### **10.2 TEAM WORK TEST**

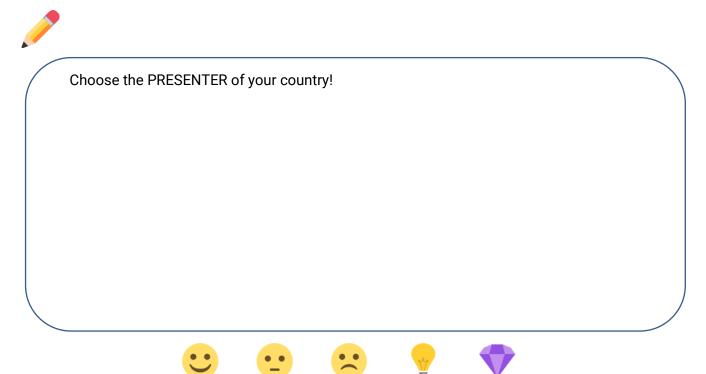
You need to complete the test (on your computer), and follow the instructions given by Trainers.

Choose	e the charact	eristic whi	ch you consid	er fits you t	he best!			
Executive	Coordinator	Former	Brainstormer	Resource researcher	Inspector, Assessor	Team worker	Completer, Concluder	Specialist
TEST RES	SULT:							
•								
•								
			• ••	•••		<		
		-	-		<b>.</b>			

#### **10.3 AKIS - CONTENT AND USEFULNESS**

The **Agricultural Knowledge and Innovation System (AKIS)** is a system that connects people and institutions to promote mutual learning and to produce, share and use technologies, knowledge and information related to agriculture. The system integrates farmers, advisors, educators in agricultural education, researchers and other actors who generate, share and use knowledge and information from different sources to operate and develop the agricultural sector.

For this exercise, PLEASE CHOOSE AS YOUR PARTNER YOUR COUNTRY COLLEAGUE!







#### **10.4 CREATIVITY - WIN AS MUCH AS YOU CAN!**

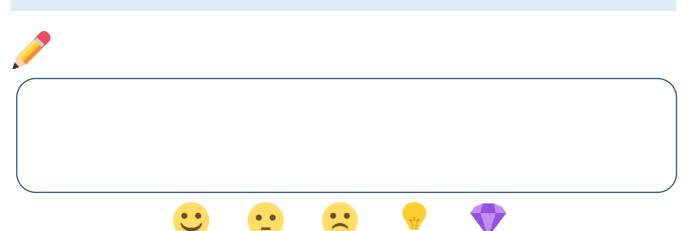
<b>,</b>			Ň

#### **10.5 CONFLICT MANAGEMENT TEST**

You need to complete the test (on your computer), and follow the instructions given by Trainers.

Choose the characteristic which you consider fits you the best!				
COMPETITIVE	PROBLEM SOLVER	COMPROMISING	EVASIVE	ADAPTABLE
TEST RESULT:				
•				
•				
	•••	·- ··	🦞 🔨	•

#### Task 11. FARM VISIT, LIVING LAB



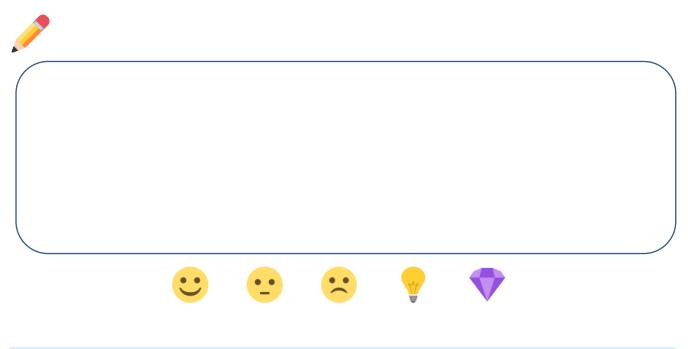
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## 5. Day 5

Task 12. TEACHING OR FACILITATING? - EXERCISES ON THE FUTURE TRAININGS TO BE ORGANISED



## 6. Day 6

September 2022

#### Task 12. TEACHING OR FACILITATING? - PANEL DISCUSSION, LESSONS TO BE LEARNT

