

“Dancing & Playing Against Discrimination!”



An Erasmus+ & YMCA Parthenope ONLUS
Exchange of Good Practises for Adults

30th September– 11th October 2022

S. Giorgio del Sannio & Fragneto Monforte, Benevento, Italy

Dear Friends,

we are glad to invite You to our exchange of good practices

“Dancing & Playing Against Discrimination!”

organised by YMCA Parthenope ONLUS, co-financed by the ERASMUS+ Programme. Join & live this adventure with us!

The 10 days program will take place in S. Giorgio del Sannio & Fragneto Monforte, Benevento, Italy.



In this letter You will find all you need to know about its goals, programme and information about the practical arrangements.

We will gladly answer all your questions!

Looking forward to meeting You in Italy!

About this exchange of good practices for adults ...

"Dancing & Playing Against Discrimination!" expresses the willingness of the project partnership to get to know and explore cultures, knowledge and migration realities of the participating countries & people representing respectively Germany, Italy, the Republic of North Macedonia, Portugal, Spain & Turkey.

The specific themes of this youth exchange are:

- 1) "Creativity, arts and culture"
- 2) "Preventing racism and discrimination"
- 3) "Human rights and rule of law".

We wish to get to know on a daily basis all the cultures in the partnership by exchanging our migration experiences and realising the intercultural evenings dedicated to each country and organization with games, videos, activities who can shed light on stereotypes and prejudices. We would like to reproduce traditional and modern atmospheres of our countries and our migration cultures to offer a more complete picture of who we are. We underline that each partner is invited to include in the project adult immigrants, second generations or ethnic minorities. It is our habit to make integrated groups not to create ghettos or happy oases, we believe that there is always something to learn from each other and solidarity brings well-being. To be concise, our objectives are:

1. Take care of participants through workshops of art & culture.
2. Break stereo-types and shed light on the participating countries & people.
3. Offer participants the opportunity to prepare, lead and evaluate group activities also while keeping in mind potential work occupations.
4. Inform participants about further opportunities provided by the Erasmus+ Sub-Programmes: YOUTH (intercultural exchanges, volunteering, training courses), VET vocational working training abroad; UNIVERSITY study abroad.
5. Spread healthy values such diversity, brotherhood, inclusion, sharing, well-being.
6. Promote non formal education, very functional for youth activation.
7. Invest in the follow-up activities brainstormed and structured by participants.

The Exodus Partnership and Participants' Profile

The Exodus project is part of exchanging good practices in favour of migrants, political refugees and asylum seekers. The project's intervention area is to reinforce the key competencies of adult learners through inclusive activities such as art therapy, performing arts, volunteering, human rights campaigns and digital media communication. The Exodus project is co-funded by the Erasmus + program and brings together partners from Italy, Spain, Portugal, Germany, North Macedonia and Turkey. You can check us on-line:

www.exodusplatform.eu

www.facebook.com/exodusplatform

www.instagram.com/exodusplatform

www.youtube.com/channel/UCUjlaPwvdd186yTfill0Glg

Participants profile will be as follows;

Artists, Musicians, Dancers, Activists, Trainers, Volunteers, Volunteer Coordinators, Youth/Social workers, Youth leaders, Intercultural Mediators and Mentors committed to work directly with youth and adult migrants. They must be resident in the partner countries, motivated to undergo the full programme and able to attend the course for its full duration with a good level of English



Partner organizations and their representatives

Country:	Partner:	How many:	Contact:
Germany	Alrahallah Theater Berlin	5	alrahallahtheater.berlin@gmail.com
Italy	YMCA Parthenope ONLUS	5	info@ymcaparthenope.eu
The Republic of North Macedonia	CET Platform Skopje	5	macedonia@cetplatform.org
Spain	Asociacion Juvenil Intercambia	5	info@intercambia.org
Portugal	Rosto Solidario	5	ana.pinho@rostosolidario.pt
Turkey	International Labour Association	5	Info@ila.org.tr

We expect you to participate in the whole program in order to benefit from the Erasmus+ Programme financial contribution.

Where

The project will take place in the town of San Giorgio del Sannio (BN) at “Convento Francescano”, a Franciscan catholic monastery which offers several services to the communities especially to immigrants, poor people and associations of diverse types focusing on social work. Here is their website to know more: <http://www.ofmsangiorgiodelsannio.it/2010/home.html>.

Rooms can host from 4 to 8 people and have bathrooms and showers in the corridors. The place has a theatre and common areas where the group can work together. Part of the project starts from leading activities inside the monastery and complete them in the town of Fragneto Monforte (Benevento) within the frame of Balloon Gathering where we will perform visibility, music, dance and street animation performances to run a human rights and social inclusion campaign in favour of immigrants, refugees, second generations of all communities. We invite to consider these as opportunities and concrete actions to pursue our aims, dreams and objectives!



How to get there

Please buy your ticket ONLY after you get the confirmation from us!

How to get to S. Giorgio del Sannio (Benevento)

First of all, it is essential to know what time you land in Italy. We strongly advise you to land in the morning. Here are the most common routes:

4) STRONGLY ADVISED From the Airport in Naples

you can take the bus (ALIBUS) to the train station “Napoli Centrale”, there you can find the Regional TRENITALIA train or bus (EAV) to Benevento or S. Giorgio del Sannio (about 1 hour trip). Then, we will pick you up at Benevento station by car :-)

[ANM Web Site - Alibus](#)

<http://www.trenitalia.com/>

<http://www.eavsrl.it/web/it/content/orario-autobus>

5) From both the Airports in Rome (Ciampino or Fiumicino)

you can take the TRENITALIA train or TERRAVISION bus to Roma Termini Train station. In Roma Termini you can take the train to reach Benevento Centrale Train Station in about 3 hours. Then, we will pick you up at Benevento station by car :-)

[Airport Transfers: no booking fee, book now | Terravision](#)

<http://www.trenitalia.com/>

6) From Fiumicino Airport only in Rome

you can take the TRENITALIA train to Roma Tiburtina Train station. Exit in Roma Tiburtina Bus station and take the direct MAROZZI or FLIXBUS buses reaching Benevento or San Giorgio del Sannio in 3/4 hours. Then, we will pick you up by car :-)

<http://www.trenitalia.com/>

[Viaggi in Autobus in sicurezza e qualità | Marozzi \(marozzivi.it\)](#)

[Cheap coach and bus travel throughout Europe | FlixBus](#)

Contact numbers to call on arrival:

Gianluca Iacuvelle: +39 340 7821363

Ramona Viglione: +39 349 300 4671

Antonio Chiaese: +39 333 336 9057

Please feel free to ask us if you need advice about any travel arrangements ☺

The financial conditions

Food, accommodation and project costs are fully covered and free for the participants.

As for the travel, the Erasmus+ program makes reimbursements according to distance.

It is officially up to € 275 (maximum) per person coming from Germany, Greece, Portugal, Republic of North Macedonia, Spain & Turkey.

As for insurances, the European medical insurance card is valid also in Italy and all participants coming from EU country must bring it with them.



Here is a sample of an Italian medical insurance card.

For non-EU participants: you must travel with a travel insurance and visa when required. These exception costs can be covered and fully reimbursed if communicated and agreed with us before any ticket purchase.

Very important: your tickets are a proof of your travel that we must keep and present to the ERASMUS+ Program, the main funders of the project. If you cannot provide your original tickets and invoices clearly stating the travel company, your name, all the trip details and the exact costs covered, we will not be able to reimburse you.

What to bring (essential)

- Passport or other official identification
- Tickets, insurance, visa
- Comfortable clothes for living outdoor & indoor (no washing facilities available)
- Towel, umbrella, raincoat
- Medicine, if you take any
- Your own Art Kit (musical instruments, dancing outfit, theatre costumes, etc.)
- Something typical for your national evening (food, drinks, special items, etc.)
- Smiles, willingness and good mood 😊!

How to Apply

If you want to join us in the project of good practises exchange, send your application form to your organization. Then, pls fill in also this link for final registration with us.

<https://docs.google.com/spreadsheets/d/1UFOQL0pa9RJRhsp80ruRVlovEKbufzjoWXrtaHamDw4/edit?usp=sharing>



We are looking forward to meeting You in Italy!

See you soon, the YMCA Parthenope ONLUS Team ☺

	30 sep, fri	1 oct, sat	2 oct, sun	3 oct, mon	4 oct, tue	5 oct, wed
10:00-13:30		Intro & Name Game Expectations/Goals Photo Team building Sharing & Talking	Icebreaker Animation, Dance Music, Visibility Sharing & Talking	Departure by bus Visit Fragneto M. Meeting the locals Sharing & Talking	Icebreaker Animation, Dance Music, Visibility Sharing & Talking	Departure by bus Animation, Dance Music, Visibility Sharing & Talking
15:30-19:00	Participants' Arrivals Welcome Settling down Safety procedures	Icebreaker HumanRights Lecture Migration Workshop Daily Evaluation	Icre-breaker Animation, Dance Music, Visibility Daily Evaluation	Icre-breaker Local event briefing Brainstorm & Plans Daily Evaluation	Icre-breaker Animation, Dance Music, Visibility Daily Evaluation	Departure by bus Visit Benevento Migration Caimpaign Daily Evaluation
21:00-22:30	Free time & Informal rendez-vous	Inter-Cultural Music	Inter-Cultural Dances	Free time	Inter-Cultural Animation	Free time
	6 oct, thu	7 oct, fri	8 oct, sat	9 oct, sun	10 oct, mon	11 oct, tue
10:00-13:30	Icebreaker Animation, Dance Music, Visibility Sharing & Talking	Departure by bus Art performances Social Media Actions Sharing & Talking	Icebreaker Art performances Social Media Actions Sharing & Talking	Ice-breaker Art performances Social Media Actions Sharing & Talking	Ice-breaker Erasmus+ Program Follow-up workshop Sharing & Talking	Preparation Greetings Logistic Support Departures
15:30-19:00	Icre-breaker Performances Prep Performances Prep Daily Evaluation	Visit to Napoli Art performances Social Media Actions Daily Evaluation	Icre-breaker Street Parade Art performances Daily Evaluation	Icre-breaker Street Parade Art performances Daily Evaluation	Ice-breaker Audiovisual projection Final evaluation Certificate ceremony	
21:00-22:30	Free time	Enjoying the Balloons Gathering	Enjoying the Balloons Gathering	Enjoying the Balloons Gathering	Farewell Party	

Learning to play, playing to learn: the experiential methodology

Learning by experience, personalised workshops and intercultural plays are working methods which all have one thing in common for us: playing. Playing allows us to access a state of freedom, creativity and exploration that is associated with the natural learning of childhood. Role-plays, structured experiments, simulation, and theatre are examples of games with experiential learning opportunities. Games can create a play frame, which makes the act of learning a dynamic and enjoyable process, which recalls the carefree playing time of childhood. Experiential activities can transform learning into adventure. Learning in this way is an emotional, physical as well as a cognitive experience. Movement and feelings stimulate the learning process. Playing involves both mind and body and can provoke an emotional response during the exercises. The exercises are designed to use social skills and make clear / illustrate concepts and theories. Almost any topic can be explored through games. Learning processes that involve the development of skills and behavioural change, such as group dynamics, communication, leadership, problem solving, teamwork, coaching, co-operation and decision-making are very suitable for gaming. Gaming is a working method which might create a paradoxical situation in which participants or a group might lose themselves.



The objective of using gaming in this kind of training is to get more knowledge and skills to work with groups in the field of youth work and social work. Although this working method may seem enjoyable, it is not "only a game". The players are asked to look at how they behave in the play. Therefore, feedback and reflection are an essential part in this way of working. Playing games as a tool for learning is a serious play or 'playful seriousness'. Our working method is based on learning by experience. In our approach we invite participants to point out where they find themselves at that moment in the learning process, what they want to learn and how they want to develop themselves. It is focused on the experience of the individual and it is connected to the specific needs and the level of learning of the participant at that moment. The program is a tool for the participant and not the other way around. No matter how logical this may sound, in many formal learning situations the usual form of acquiring knowledge is 'learning from lessons'. The knowledge should be reproduced / copied by the student, without any personal interaction. 'Learning by experience' is different since it starts from the person him/ herself, his/her behaviour, reactions and emotions. This method is often used in youth work and informal education. And more and more this method is being used in formal education and trainings for companies. The way, in which we like to organize and perform these international projects, means that main objectives of the exchange have to be clear to the participants, as well as the outlines of the program and the target group. In this way we create a playing field for participants and leaders where we can play to learn and learn to play. The exercises (called 'workshops' in our project context) will be done alternately alone, in pairs or in a group. The leaders will prepare the ground by giving plenary lectures. Some processes may involve talking, others listening or visualizing certain thoughts with your eyes closed. Exercises will be provided in combination with music, dance or play. Many processes will contain an element of surprise, the exact nature of which is not known in advance. In this way questions can only be answered by the participant him/ herself, namely by experiencing his own reactions. With this approach there is room for the experiences and wishes of the participants to influence the content of the program while it is taking place. We create the playing field and the participants make the play.