INFO**verload**

Aktywni.EU

Training to Malta
European Mobility Services

DIRECT Association

Imotec

Presentation Outline

MAIN GOALS

DEVELOPMENT

development of the ability to search, select, analyze and process Internet and text information

LEARNING

learning how to choose the right source of information from all available information

PREPARATION

preparation for effective work with information

TARGET GROUP

YOUTH FROM 16 TO 30 YEARS OLD

we want to develop their skills about - INFObesity, because the labour market is unstable and they need to knowledge about Information Management. We will recrut them by via media, at schools, Facebook, etc.

PEOPLE WORKING WITH YOUTH

they will learn new methods and tools and how to of implementation them, they will participate in multiplier events and a conference. They will use our resources for classes with youth. They will have an access to knowlege about INFObesity.

PARTICIPATING ORGANIZATIONS

we'll exchange experiences, start new partnerships, the staff will get new experiences and skills after the joint staff training, we will work together on program, films and games.

EXPECTED RESULTS

THE PARTICIPANTS WILL BE ABLE TO...

search, select, analyse and process information found both in Internet sources and in printed texts

THE PARTICIPANTS WILL KNOW HOW...

to select needed information in easy and fast way decreasing the time spent on searching and analyzing information

ALL PARTICIPANTS WILL GAIN...

skills helpful in daily life connected with searching and analyzing information

Transnational Project Meetings

We're working towards success

FIRST MEETING - ROMANIA

adoption of assumptions and **establishing** rules of operation to determine the substantive content of course for youth, determine **the content and layouts** of scenarios, determine **the job templates** and content, **participants budget**, the principles of cooperation, even before we start working.

SECOND MEETING - LITHUANIA

This meeting will be held after piloting the first edition of our program. We will **determine the future functioning** of Info Management Program, we will analyze the efficiency of courses and the quality of courses. Then we will be able to **exchange experiences, verify assumptions, assess the effects of the first edition, modify the schedule, classes, materials.**

THIRD MEETING - POLAND

The last meeting will be devoted to **discussing** the functioning of the program, **presentation** of best way to youth training in the field of Info Management, we will **show** the most appropriate and **effective methods**. We will **exchange** earned exercises and training materials. We will divide tasks associated with continuing the project after completion of the project.
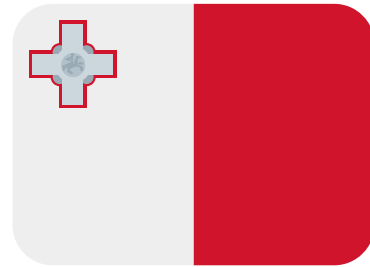
Joint Staff Meeting

"Self-education is, I firmly believe, the only kind of education there is."

Isaac Asimov

TOPIC: TRAINING YOUTH, EXCHANGE OF IDEAS, DISCUSSION WORKSHOPS

WHERE?

Malta

FOR WHO?

Trainers on Youth education. Most of participating staff need wider & coherent knowledge on IT and Info Management teaching youth.

WHY?

- It will maximize the impact on each partner organisation & work out the optimal results.
- Participants will observe other trainers classes, evaluate them & follow good practices & implement new methods & tools for teaching youth.
- They will be able to test methods & tools, practice, create new options & solutions for problems connected with teaching youth.
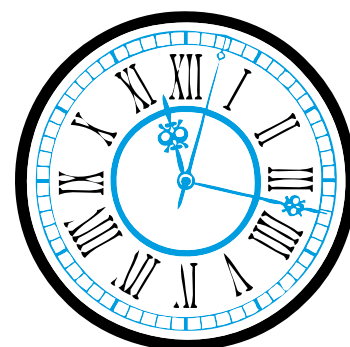
DURATION : 7 DAYS (+2 DAYS FOR TRAVEL)

NUMBER OF PARTICIPANTS : 4 PEOPLE PER PARNTER

From Poland 4 + 1 accompaning person

Output 1: Information Management Program with content, scenarios, exercises

TOPIC

- to create the programme which will teach the youth how to manage with the over load of information.
- how to search, select&process the information.
- how to choose the proper source of information
- how to select needed information in order to avoid wasting time and effort for processing it.
- to obtain the skills need for the further future.

EXECUTIVE

WHAT TO CREATE?

4 blocks of scenarios (each one consist of 2 modules: **internet and written information**)
1) Info search - Training to Malta
2) Info selection - Direct Association
3) Info analysis - IMOTEC
4) Process Information - Aktywni eu.

SCENARIOS

- In each scenario there will be exactly described: **the aims, exercises, practical advice, suggestions, methods, forms, necessary materials and teaching aids, the duration of the course and the maximum number of participants in each activity.**
- Each scenario will also contain a detailed description of the course followed by comments.

WORKING DAYS

TEACHERS:
- Poland - 140 days
- Malta - 70 days
- Lithuania - 70 days
- Romania - 70 days

TECHNICIANS:
- Poland - 80 days
- Lithuania - 40 days

teachers

Output 1: Interactive films

WHAT TO DO?

2 films, that are innovative in teaching. **interactive** film will have **4 possible endings** concerning info management everything will depend on what decision the moment we take). If they give an appropriate respond, they will be moved on, if the respond will be incorrect, they will be given prompts, hints to find correct one.

EXECUTIVE
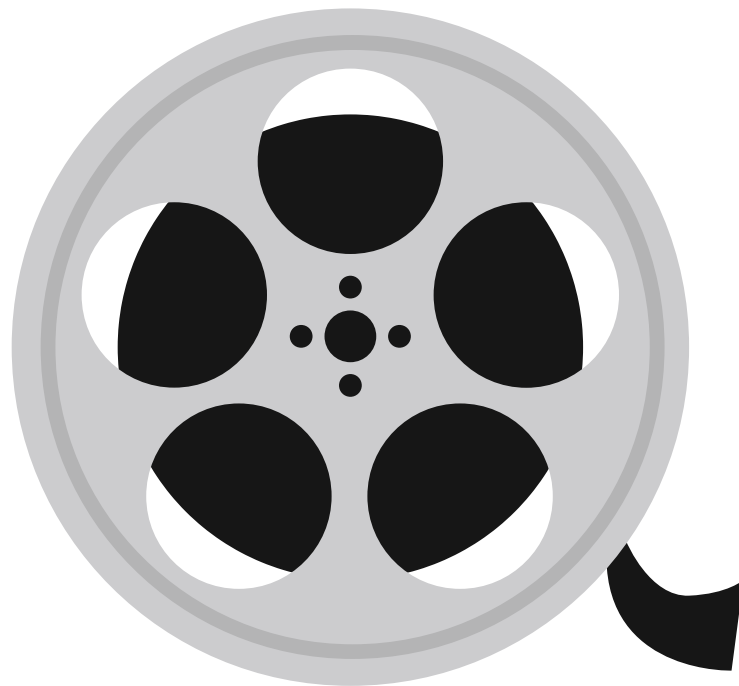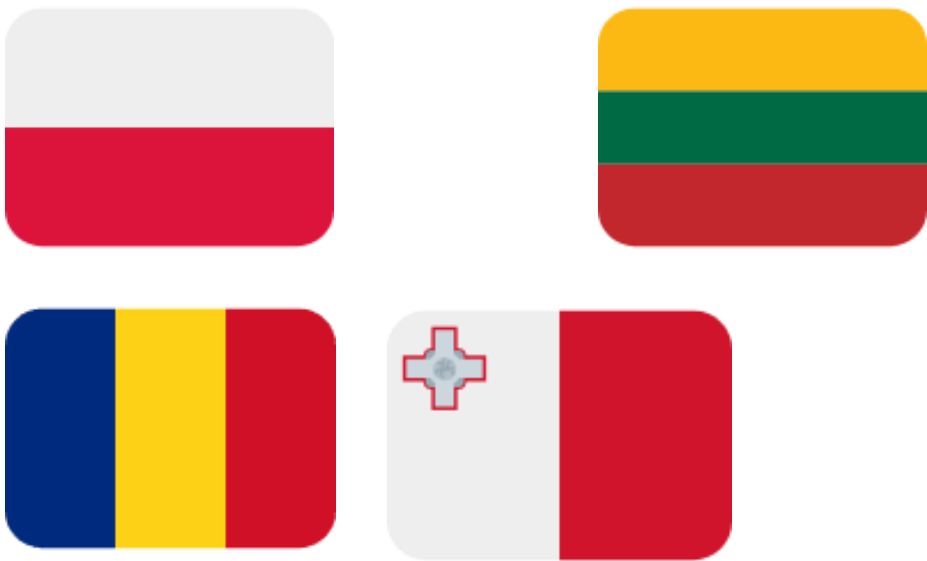
WHAT TO DO?

Each partner need to conduct the trainings based on earlier prepared scenarios.

TRAINING

- 2 editions in Romania, Malta, Lithuania,
- 3 editions in Poland
- Number of participants (16-30 years old) in one edition: min. 12 people, 1 group
- Each edition will last 2-3 months.
- Each edition will contain 20 hours of training for youth in each of 4 fields..

DOCUMENTS

- list of participants with name, surname, email and sign
- GDPR agreement
- evaluation forms: each participants after the training need to fill the questionnaire
- certificate of attendence

Output 1: Training based on scenarios

Output 2: Treasure Hunt Activity Programme

TOPIC

to create a universal, educational interactive activity that can be used separately and independently

TREASURE HUNT

- number of participants: 12 people in each edition;
- number of editions: 2 - Lithuania, Romania, Malta; 3 - Poland;
- will have the form of a interactive game based on creativity and gained knowledge.
- based on the competition between the participants.
- It will consist of series of tasks.

EXECUTIVE

WHAT TO DO?

After each edition of training there will be conducted Treasure Hunt Programme.

TASKS

- vast knowledge on IM, different tools, methods - tablet, catalogue, telephone, book, newspaper etc.
- connected with searching, analysing, processing, creation information in creative way
- The tasks will be in diverse forms - printed, visual, audio, video, mimical, graphic etc.

WORKING DAYS

TEACHERS:
Poland - 90 days
Malta - 60 days
Lithuania - 60 days
Romania - 60 days

TECHNICIANS:
Poland - 40 days

Output 3: Information Management Board Game

TOPIC

to create a board game that is focused on Information Managment.

BOARD GAME

PARTICIPANTS

WHAT TO DO?

Creation of the Board Game.

DISTRIBUTION

- among org and institutions that will be interested in conducting IM Program Trainings,
- available on our website

WORKING DAYS

TEACHERS:
Poland - 15 days
Malta - 15 days
Lithuania - 15 days
Romania - 20 days

Communication

Between Partners

Skype

Google Drive

E-mail

Talking face to face

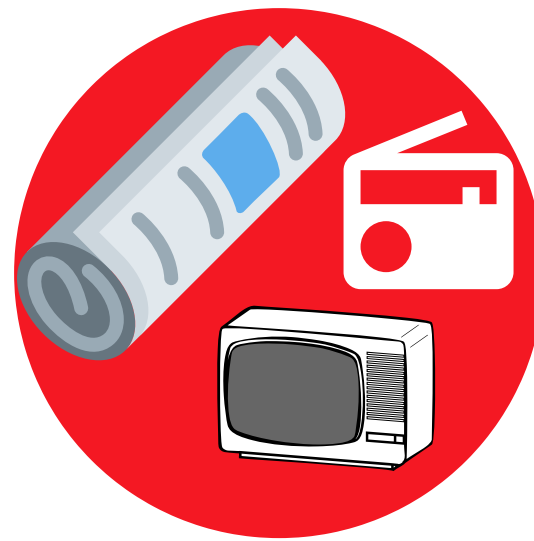# Any different tools to communicate?

Moxtra

Ryver

Facebook

Do you have different suggestions?

SOCIAL MEDIA

Which one is the best?

MEDIA

Your choice?

WEBISTE

PLATFORMS

- Eramus+ platforms.
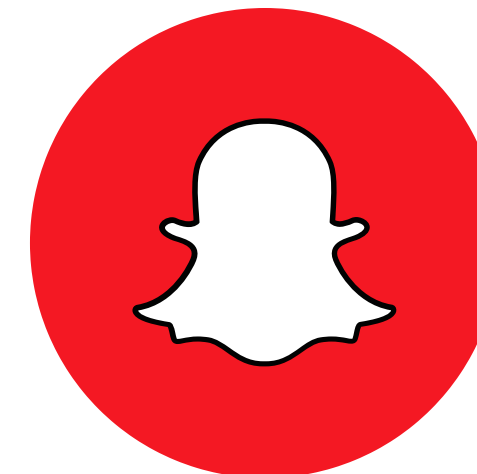- Eurodesk network,
- eTwinning

DISSEMINATION

FACEBOOK

TWITTER

INSTAGRAM

SNAPCHAT

MAIN SOCIAL CHANNELS

LOGO

INFOVERLOAD

INFO
OVERLOAD

INFOverload

NFO
OVERLOAD
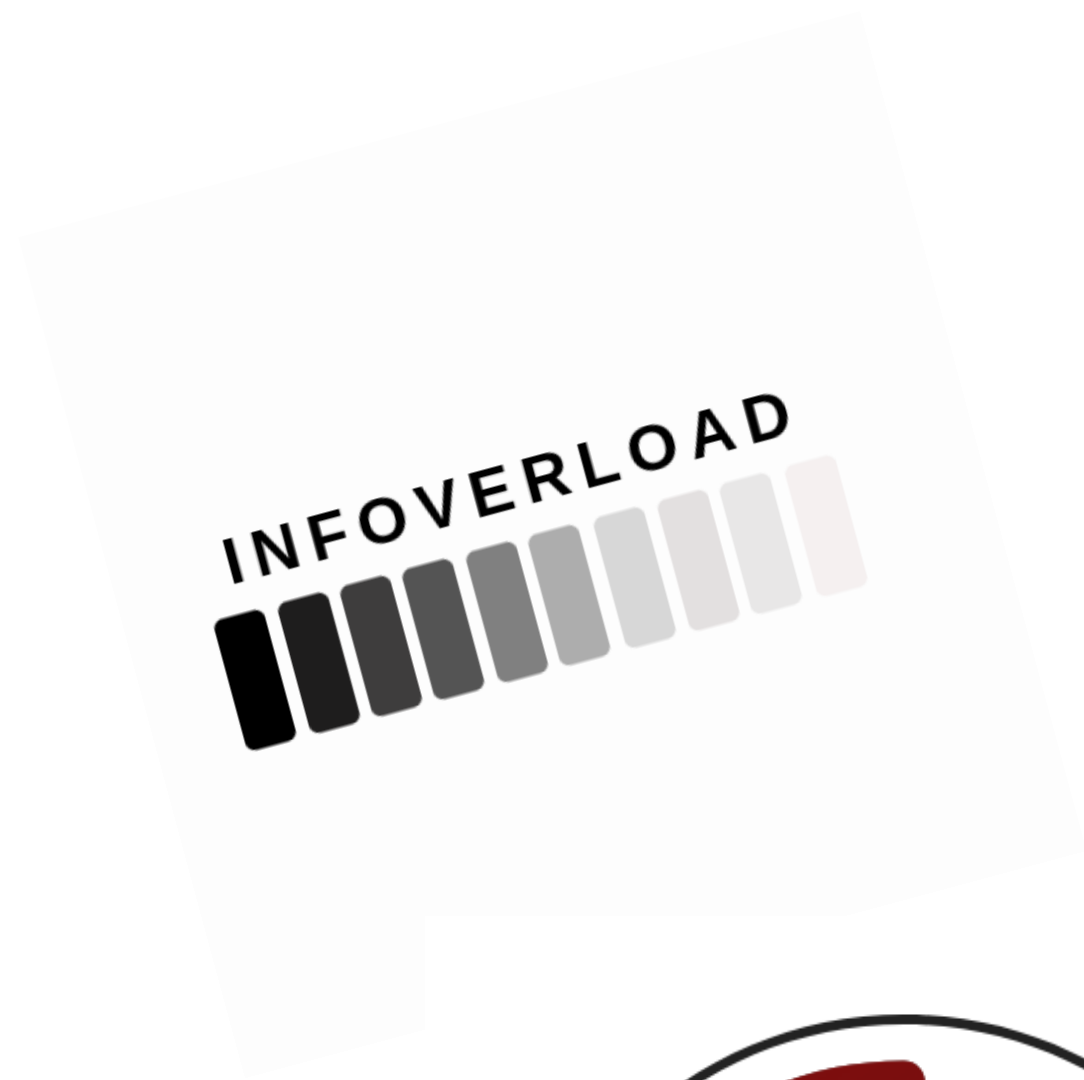
What is your choice?

MULTIPLIER EVENTS

CITY GAMES

is an attractive tool , interactive, innovative and involving participants.

SAMPLES OF WORKSHOP

introduction and presentation of curricula, content and results of THCC program

INFObesity CONFERENCE

how to manage effectively information

WHERE & FOR WHO?

Malta, Poland, Lithuania, Romania

For min. 20 participants (youth, parents, youth educators, schools, NGOs.) from each country.

WHAT TO DO?

- Create a game based on local needs.
- Conduct a game.
- Elaborate the following tools and materials eg.: plan, tasks and instructions and substantive content.
- Prepare guidelines, exercises and instructions.
- Distribute our gadgets, promotional materials.

RULES OF THE GAME

- Participants will have to conduct several tasks, connected with Info Management, adopted to the local conditions and needs of the youth.
- Participants will solve problems, tasks, answer the questions. Only after solving one task they will be able to move to another one.
- Prize for winners.

WHERE TO DO IT?

In outdoor locations.

CITY GAMES

WHERE & FOR WHO?

Malta, Poland, Lithuania, Romania

- For youth organizations, their members, volunteers, youth workers etc.
- For minimum 20 national participants to each event from our co-operating organizations, companies, NGO.

WHEN?

- 1st one -> after the preparation of all materials.
- 2nd one -> after the 1st edition of the course (presentation of the results of our work: organization of course, the progress of our trainees, youth collaboration, form of tests, standard and quality of offered trainings, best practices.)

WHAT TO DO?

- Each partner will prepare and conduct at least 1 sample training on INFOverload.

WHY DO WE DO IT?

- to promote the project, encourage to participate to take part in it, show chances which gives Program.
- present the website content, encourage to use resources and show advantages of its usage.
- to show the methods of searching, analysing, selecting and processing the information from differet sources (printed and online).
- prepare common scenarios and each partner will choose which topic is the most interesting for their youth organizations.

SAMPLES OF WORKSHOPS

WHERE & FOR WHO?

Łódź, Poland

- For 70 people (64 nationals and 6 foreigners).
- For youth organizations, youth workers, local authorities, education, representatives of companies.
- press and influential local people.

WHEN?

Last mont of the project.
Duration of the conference: 6 hours.

DISTRIBUTION OF TASK

Poland - organization of the conference
Malta, Lithuania, Romania - presentation of their achievements and best practices & realization of the project.

WHAT TO DO?

- to organize a conference.
- to create a panel and best practices part.
- present the achievements of all project stages, results of our program including the best activities organized by institutions
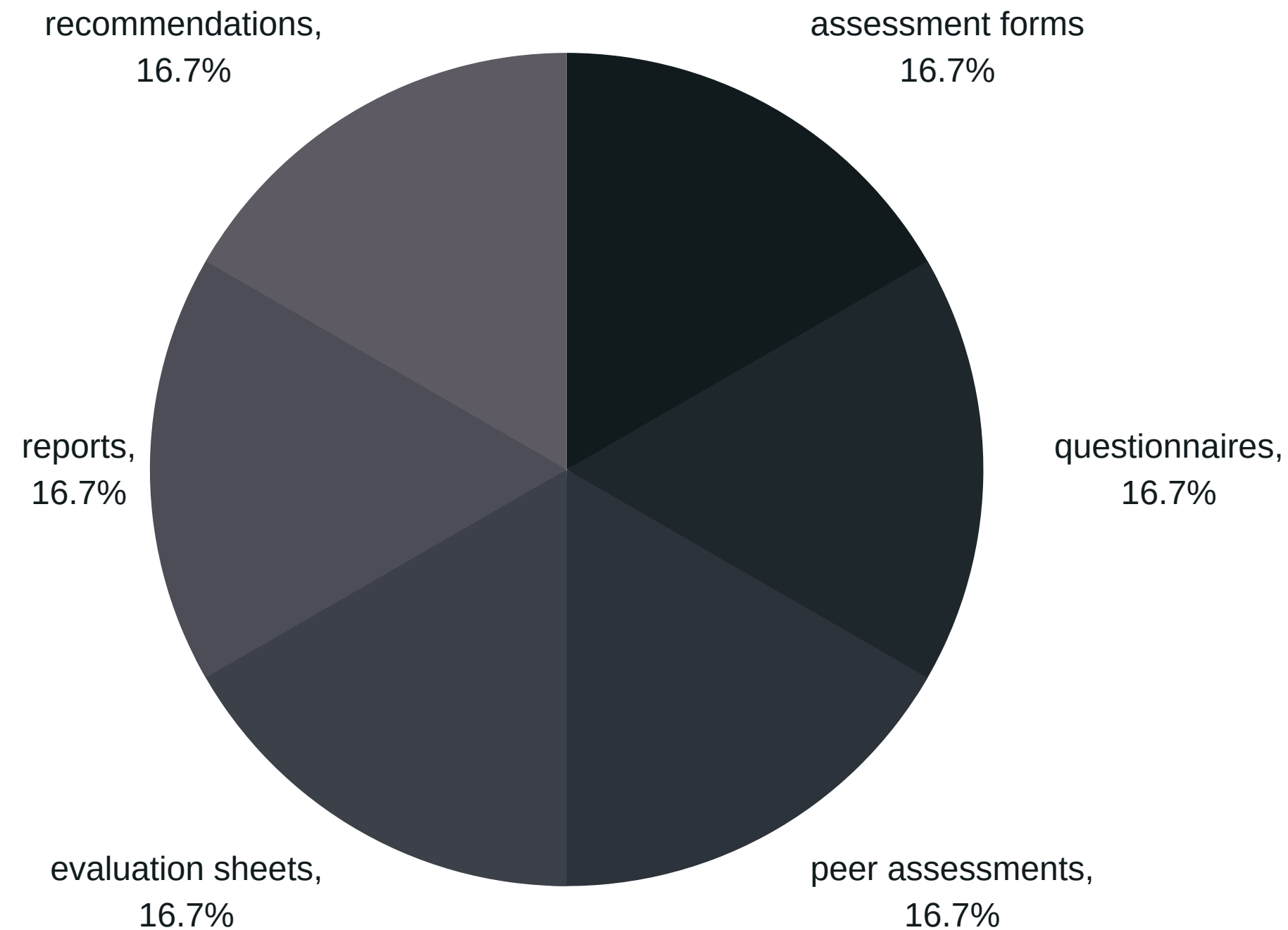- participating in the first edition of the program and the most attractive tools and methods.

WHY DO WE DO IT?

- to conclude the results of the projects and discuss the future of it.
- compare the results in all partner organizations.
- to promote our project, encourage to use resources and show advantages of its usage.
- distribute promotional materials, publication of best practices.

INFObesity CONFERENCE

Monitoring & Evaluation

recommendations,
16.7%

assessment forms
16.7%

reports,
16.7%

questionnaires,
16.7%

evaluation sheets,
16.7%

peer assessments,
16.7%

To assess whether and to what extent the project reaches its objectives and results we will use...

Monitoring & Evaluation

REPORTS/ EVALUATION FORMS FOR PARTNERS

- All reports, evaluation forms from partners will be prepared in English,
- 3 surveys after each of the partners meetings finished by evaluation reports,
- a short report after each mobility,
- the general final report.
- project manager will monitor progress of the project & its quality, prepare and check evaluation sheets,
- the coordinators of the project will work out a common report on the results achievement & evaluation every 4 months.
- once a month / two months each partner will prepare a report on the progress of project activities & submit it electronically to the manager of the project.

DOCUMENTS FOR PARTICIPANTS OF THE PROJECT

- The participants of trainings will fill evaluation sheets & forms & attendence lists

Timeline

1. **Management** - 31.05.19 - 30.05.2021
2. **1-st Transnational Meeting in Romania** - July 2019
3. **Output I** - 31.05.19 - 30.11.2020
4. **Joint staff meeting in Malta** - September 2019
5. **OUTPUT I**I - 1.10.19 - 31.01.2020
6. 2-nd transnational meeting in Lithuania
7. **OUTPUT III** - 1.12.19 - 30.04.2020
8. **Sample workshops in each country** - 31.05.2020 - 30.04.2021
9. **Cities Games** -1.01.2020 - 30.04.2020
1 **3 -rd transnational meeting & conference in Poland**
01.01.2021-31.03.2021
1. **Evaluation & monitoring** - 31.05.19 - 30.05.2021

Our project is...

- preparation & implementation of training youth Info Management Program;
- training materials, curricula, sets of scenarios for course;
- the Joint staff event
- treasure Hunt Activity
- City Games
- 2 Sample Workshops
- INFObesity conference

- innovative long term program for motivating and teaching youth crucial skills helpful in future study, work, life, labour market - Info Management Program
- 3 transnational meetings
- promotional materials posters, gadgets with info about the project
- promotion via social media

The way to change the world is through individual responsibility and taking local action in your own community..

Jeff Bridges