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COMPILATION OF TRAINING PROGRAMS FOR TEACHERS AND YOUTH WORKERS

PROJECT: „EFFECTIVE LEARNING” - 2018-1-LV01-KA201-046968

Introduction

Understanding that as we learned in the past, it is no longer effective and meaningful, the concept of lifelong learning, combining all three approaches to learning - formal, non-formal and informal learning, is gradually starting to emerge in schools. European-wide learning approaches are changing, that requires teachers and youth workers to look for innovative learning methods. Likewise, even more schools are using non-formal learning methods that fosters modern organization of the learning process in schools. Therefore it is important to share how formal and non-formal education can complement each other in order to integrate young people more effectively into the learning process. Similarly, when working with young people, the educators must raise their professional competences in order to be able to provide a modern and effective learning environment.

The main idea of the project “Effective Learning” is to bring together formal and non-formal education to explore different creative learning spaces which will give ownership of learning process to the learners. The aim of project is to provide space and support for cross-sectoral cooperation of professionals in formal and non-formal education on innovation of education in order to create contemporary and successful learning environments for young people.

Effective learning involves three important aspects: environment, content and emotions. One of the task in the project is to share good practice and experience how to use and act more effectively in all these areas in order to help both educators and young people to learn effectively and with pleasure. The primary audience of the project is teachers and youth workers. Secondary - young people who will indirectly "get" and "feel on their skin" new experiences, methods and approaches from teachers and youth workers.

The main project activities was:

1. 4 short-term joint staff training events organized in Bulgaria (Sofia), Romania (Bucharest), France (Pau) and Latvia (Ranka, Gulbenes novads).

2. Each visit had an average of up to 12 – 16 international participants (2 from each partner and Gulbene Municipality council - 4 participants).

3. Developed 16 (3 in Bulgaria and United Kingdom, 4 in France in Latvia, 5 in Romania) 1-2 day training programs for the transfer of knowledges.

4. A total of 20 knowledge transfer or follow-up activities was organized in every partner country after short-term joint staff training event. In total more than 300 participants where in all follow- up activities.

5. Two coordinators` meetings (first transnational meeting in United Kingdom and the second in Gulbene, Latvia) was be organized during a project.

6. Dissemination event in Latvia, Gulbene, organized with participation of project partner's coordinators. 80 participants from Gulbene region educational institutions, youth centres and municipality.

7. Project results and project publicity is be available to a wider target audience in the media and social networks in Latvia, Romania, UK, France and Bulgaria.

The project was leaded by Gulbene Municipality Council and involved 7 partner organizations from 5 countries: Point Europa, United Kingdom, Association "A.C.T.O.R." and Scoala Gimnaziala Nr.79 , Romania, Association "Know and Can" and 18 comprehensive school "William Gladstone", Bulgaria, Pistes Solidaires and College Pierre Emmanuel, France.

"**Compilation of training programs for teachers and youth workers**" is the project result compiling 1-2 day training programs in the national languages of all partner countries. There was a public call for potential participants of those trainings involving teachers, youth workers, heads of organizations and institutions, local executive etc. Realization time of the training programs - within 2 - 4 months after short-term joint staff training event. From February to October 2019. There were 16 training programs created and delivered in total 20 trainings - knowledge transfer events.

BULGARIA

Program title

Creative, Art and Non-formal Methods in Education

Target groups

Teachers (early child education, primary education, secondary education, vocational education, etc.). educators, youth workers, trainers

Objectives of the program:

1. To see the importance of creative learning and creation of interesting and non-standard content and learning materials for ensuring effective learning;
2. To show different non-formal methods that can be applied in class.

Program task:

1. To introduce escape rooms as a method for teaching in different fields;
2. To introduce non-formal educational methods for stimulation of creativity, ice-breaking and warming-up of the groups that we work with;
3. To introduce different manual methods for boosting and stimulation creativity (origami and creation of things made of paper).

Planned results. The main expected results include teachers learning new non-standard and non-formal educational methods which can be used with students with different backgrounds. Another important expected result is the teachers to improve their self-confidence in the field of non-formal education and to understand how to apply these methods in their work;

No	Subject with short annotation	Hours	Implementation forms, methods, test forms and methods
1.	Introduction of the course: aims and objectives	0,5	Introduction, discussion, group work
2.	Warm-up and ice-breaking activities and introduction of the participants	0,5	Group work, non-formal activities, warm-ups, ice-breakers
3.	Discussion of the application of warm-up activities and ice-breakers in class	0,5	Discussion, group work
4.	Introducing manual work: origami, creation of paper roses and things from paper	1,5	Manual work, group work, individual work

5.	Discussion of the usage of manual work with children, reflection of the previous session	1	Discussion, group work
6.	Introducing escape rooms method- telling the participants about the method in short	0,5	Discussion, group work
7.	Showing an escape room to the participants	1	Group work
8.	Creation of escape rooms by the participants	1,5	Group work
9.	Discussion of the application of escape rooms in the teaching process	0,5	Discussion, group work
10.	Reflection and evaluation of the training	0,5	Reflection, evaluation, individual work
	Total	**8**	

Program title ***Non-formal learning environment in a formal modern learning process***
Target groups Preschool, general education school teachers, university professors
Objectives of the program: 1. To update the formal learning environment (content, emotional and physical) for ensuring effective learning; 2. To create a place and support for inter-sectoral cooperation between formal and non-formal education professionals aimed at innovation in education in order to create a modern and successful learning environment for children and young people in their learning process.
Program task: 1. To introduce the various formal and informal learning methods; 2. To synthesize formal and non-formal learning methods during the curriculum, creating conditions for the learning principle – learning

to do;

3. To introduce the method of learning escape room "THE GOLDEN TOUCH ESCAPE ROOM".

Planned results. The theme of the environment (emotional, physical and content) for the effective teaching process has been updated. Popularized learning escape room method.

No	Subject with short annotation	Hours	Implementation forms, methods, test forms and methods
1.	Get familiar with project goals, partners and upcoming mobility and activities	1	Discussions, reflections
2.	Presentation of the activities organized by the Romanian partners during the training in Bucharest from 3 to 8 February, 2019	1,5	Work in a group, discussions, reflections
3.	Theoretical and practical aspects of the conditions of a non-formal learning environment, basic principles of learning outbreak of the room	1,5	Discussion, group work, reflections
4.	Bucharest Training Product Demonstration – "THE GOLDEN TOUCH ESCAPE ROOM"	2	Group work, individual work, reflections
5.	How to create "ESCAPE ROOM"	2	Individual work, work in group
	Total	**8**	

Program title

Reciprocal maieutic approach and other non-formal learning methods for students motivation

Target groups

Preschool, general education school teachers

Objectives of the program:

1. To update the formal learning environment (content, emotional and physical) for ensuring effective learning;
2. To implement collaborative learning to increase student motivation and participation.

Program task:

1. To introduce the new informal learning methods;
2. To synthesize formal and non-formal learning methods during the curriculum, creating conditions for the learning principle – learning to do.

Planned results. To demonstrate that establishing a culture of collaboration within the school community can be possible. To bring about change at classroom level through the adoption of an inclusive approach, which fosters interaction, creativity and reciprocal learning between teachers and learners, which will leave a lasting positive impact on the wider school environment.

No	Subject with short annotation	Hours	Implementation forms, methods, test forms and methods
1.	CARMA Toolkit Why are collaborative approaches to learning important for school education?	1	Discussions, reflections
2.	Establishing collaborative practices	1,5	Work in a group, discussions, reflections
3.	Delivering collaborative learning in the classroom	1,5	Work in a group, discussions, reflections
4.	Designing and developing learning outcomes	2	Group work, individual work, reflections
5.	Acknowledgments and resources	2	Individual work, work in group
	Total	**8**	

FRANCE

Program title ***The role of a creative learning environment for ensuring a modern learning process***			
Target groups Youth workers, project managers			
Objectives of the program: 1. To experience the methods shared and discovered during the study visit; 2. To encourage participants to get to know each other; 3. To facilitate interactions and experience sharing between participants; 4. To allow participants to have look back at their experiences.			
Program task: 1. To introduce the Effective Learning project and the definition of formal and non-formal education; 2. Use and test the puppet method that was used during the visit; 3. Imagine how to apply such a technique in the daily work.			
Planned results. The participants have discovered a new tool that can be used in their daily work and have understood how to transfer the method to colleagues. They have understood that a non-formal method can be seen in different ways and can be used in different environments.			
No	Subject with short annotation	Hours	Implementation forms, methods, test forms and methods
1	Introduction of Effective Learning	0,5	
2	Presentation of the participants The participants introduce themselves to the group	0,5	Discussions
3	Creation of the puppet Participants create one puppet all together (it can be one per group but not more)	2	Group work
4	Presentation of the puppet Participants agree on puppet name, personality,	1	Group work

	temperament etc.		
5	Where are you from? An imaginary planisphere is delimited by the cardinal points in the room. Participants position themselves according to where they live, where they traveled etc, sharing anecdotes they experienced in that place.	2	Individual and collective work
6	Where is the puppet from? Where lives the puppet? Did the puppet travelled, studied in other place etc.? Participants chose three of these geographical locations. These are the starting points of different puppet stories.	1	Collective work
7	Verbal Evaluation	1	Discussions, reflexions
	Total	**8**	

Program title ***The role of a creative learning environment for ensuring a modern learning process***
Target groups Youth workers, project managers
Objectives of the program: 1. To make the link between methods that were discovered during the study visit and methods that were already used by youth workers; 2. To encourage participants to get to know each other; 3. To facilitate interactions and experience sharing between participants;

4. To allow participants to have look back at their experiences.

Program task:

1. To introduce the Effective Learning project and the definition of formal and non-formal education;
2. Use and test the puppet method but also the story mapping;
3. Imagine how to apply such a technique in the daily work.

Planned results. The participants have discovered a new tool that can be used in their daily work and have understood how to transfer the method to colleagues. They have understood that a non-formal method can be seen in different ways and can be used in different environments.

No	Subject with short annotation	Hours	Implementation forms, methods, test forms and methods
1	Introduction of Effective Learning	1	Discussions
2	Puppet Stories Based on puppet stories starting points decided during the first Follow-up activity, the participants tell three stories that happened to the puppet during its life: World Café – Map-exquise. Three table, three participant on each. Each group has (time depends on the size of the group) to tell and describe anecdotes/steps of a different puppet story. After they have to go to another table and continue to imagine the story of this table etc.	3	Group work
3	Story mapping We have now three different stories. The main character is our puppet. Using story mapping, the participants will create visual content that will be used to tell puppet stories.	3	Group work
4	Verbal Evaluation trough puppet point of view	1	Discussion, collective reflections
	Total	**8**	

Program title

The role of a creative learning environment for ensuring a modern learning process

Target groups

Youth workers, project managers

Objectives of the program:

1. Practical experimentation of a non-formal method that was presented during the study visit;
2. Participation in an escape game session that was created thanks to the tools discovered during the study visit;
3. Feedback and sharing of the study visit experience.

Program task:

1. Present the project to the participants;
2. Get the participants understand what is meant when we talk about escape games;
3. Make the participants experience the escape game method.

Planned results. The participants have gained knowledge about the Erasmus+ program and about escape games. They have understood that this method can be used in all the subjects that are taught in the schools and that it can be a great occasion to lead transversal projects.

No	Subject with short annotation	Hours	Implementation forms, methods, test forms and methods
1	Presentation of the project, of the KA2 Erasmus+ activities and the partnership between the school and Pistes-Solidaires	1	Discussions
2	Introduction to non-formal education and elaboration of some tools by the participants using some methods discovered during the study visit about the topic of pedagogical escape games at school (quiz, debrief room)	1	Group work
3	Presentation of the work done in sub-groups and	2	Group work

	feedback		
4	Participation in an escape game developed by the participant of the study visit. The escape game was tackling all the subjects that are taught in the secondary school.	3	Collective activity
5	Evaluation of the session with the participants using Dixit Collective brainstorming about ideas to use non-formal methods in class	1	Discussions and reflections
	Total	**8**	

Program title

The role of a creative learning environment for ensuring a modern learning process

Target groups

Preschool, general education school teachers, classroom educators, youth workers

Objectives of the program:

1. To update the formal learning environment and ensure effective learning in classes;
2. To introduce non formal education methods in a formal-education environment encourage cooperation between pairs.

Program task:

1. Presenting the overall project and defining expectancies;
2. Sharing experience from the first two study visits (origamis, puppet-tools and escape game);
3. Thinking of pedagogical projects in which to implement the new methods (especially the PUPPET TOOL ACTIVITY).

Planned results. Mixing these new methods with our more formal-education methods on a regular basis, to develop autonomy and active position for our pupils.

No	Subject with short annotation	Hours	Implementation forms, methods, test forms and methods
1.	Presentation of the general project and the various partners. Presentation of the general project's objectives and how to	1	presentation, discussions

	adapt it to our specific needs. Choice of teachers according to the programs for the study visits.		
2.	Presentation of the first two study visits: escape games, origamis and puppet tool.	2	Individual work, discussions, reflections
3.	Group discussion of on the impact of the project on our teaching methods (what can easily be implemented and what can not?)	1,5	Individual thinking, discussions, reflections.
4.	Preparation for the last study visit, definition of new expectancies as for escape games.	1	Pair work, group work with partners (CUMAMOVI)
5.	Presentation of the last study visit in Latvia	1	Group work
6.	Escape Game	2	Group work
	Total	**8,5**	

UNITED KINGDOM

Program title ***The role of a creative learning environment for ensuring a modern learning process***			
Target groups Youth Workers, project managers, young adults studying youth/social work and / or training to become teachers			
Objectives of the program: 1. To update the role of creative learning environments (content, emotional and physical) for ensuring effective learning; 2. To create a place and support for inter-sectoral cooperation between formal and non-formal education professionals aimed at innovation in education in order to create a modern and successful learning environment for children and young people in their learning process; 3. To feedback acquired knowledge and new skills gained through the joint staff training event; 4. To share new techniques and methods/practices.			
Program task: 1. To introduce the various formal and informal learning methods learnt through the joint staff training event in Romania; 2. Understanding how to support young people in Social media using Maslow hierarchy of needs; 3. How can you use theatre tools in educational games? Can you use these tools/techniques across the board in formal education settings 4. Introduction to mask making; 5. To introduce the method of learning escape room.			
Planned results. Understanding how to bring together formal and non-formal education together through various creative and innovative methods.			
No	Subject with short annotation	Hours	Implementation forms, methods, test forms and methods

1.	Introduction of Effective Learning project. Background and information	0,5	Presentation
2.	Presentation of participants, all participants to present themselves to the others in the group	0,5	Group work
3.	Ice Breaker – 10 things in common	0,5	Group work
4.	Social media using Maslow hierarchy of needs	1	Individual work, working in groups, reflections
5.	Theatre tools in educational games. Introduction to mask making	2	Individual work, work in a group
6.	Escape rooms in education what are they? Methods of using escape rooms in various settings	3,5	Individual work, working in groups, reflections
7.	Reflections, evaluations - discussion, study assessment	1	Discussion, questionnaire, evaluation (verbal feedback)
	Total	**9**	

Program title

The role of a creative learning environment for ensuring a modern learning process

Target groups

Youth workers, project managers, young adults studying youth/social work and / or training to become teachers

Objectives of the program:

1. To update the role of creative learning environments (content, emotional and physical) for ensuring effective learning;
2. To create a place and support for inter-sectoral cooperation between formal and non-formal education professionals aimed at innovation in education in order to create a modern and successful learning environment for children and young people in their learning process;
3. To feedback acquired knowledge and new skills gained through the joint staff training event;
4. To share new techniques and methods/practices.

Program task:

1. To introduce the various formal and informal learning methods learnt through the joint staff training event in France;

2. Sharing methods of various evaluation techniques for formal/informal education;

3. European Youth Involvement in engagement and decision making;

4. Human Library training.

No	Subject with short annotation	Hours	Implementation forms, methods, test forms and methods
1.	Introduction of Effective Learning project. Background and information	0,5	Presentation
2.	Presentation of participants, all participants to present themselves to the others in the group	1	Group work
3.	Ice Breaker – First/Worst Job	0,5	Group work
4.	Sharing methods of various evaluation techniques for formal/informal education	1	Individual work, working in groups, reflections
5.	Discussion and information sharing on European Youth Involvement in engagement and decision making	2	Individual work, work in a group
6.	Human Library Training. How can we achieve and use it in our settings/work place?	2	Individual work, working in groups, reflections
7.	Reflections, evaluations - discussion, study assessment	1	Discussion, questionnaire, evaluation (verbal feedback)
	Total	**8**	

Program title

The role of a creative learning environment for ensuring a modern learning process

Target groups

Youth workers, project managers, young adults studying youth/social work and / or training to become teachers

Objectives of the program:

1. To update the role of creative learning environments (content, emotional and physical) for ensuring effective learning;

2. To create a place and support for inter-sectoral cooperation between formal and non-formal education professionals aimed at innovation in education in order to create a modern and successful learning environment for children and young people in their learning process;

3. To feedback acquired knowledge and new skills gained through the joint staff training event;

4. To share new techniques and methods/practices.

Program task:

1. To introduce the various formal and informal learning methods learnt through the joint staff training event in Latvia;
2. To understand the role of creative learning in formal education;
3. How to build relationships and cross sectorial partnership working;
4. Developing and understanding interpersonal skills;
5. Professional and personal development. Using the 360 degree technique how can we work more effectively?

Planned results. Understanding how to bring together formal and non-formal education together through various creative and innovative methods.

No	Subject with short annotation	Hours	Implementation forms, methods, test forms and methods
1.	Introduction of Effective Learning project. Background and information	5	Presentation
2.	Presentation of participants, all participants to present themselves to the others in the group	5	Group work
3.	Ice Breaker – Two truths, One lie	5	Group work
4.	The role of creative learning in formal education	1	Individual work, working in groups, reflections
5.	Building relationships and cross sectorial partnership working. Breaking down barriers and improving communication between formal and non-formal	1,5	Individual work, work in a group, reflections
6.	Interpersonal skills. Let`s talk!	1,5	Individual work, working in groups, reflections
7.	Professional/Personal development. How to find the balance in order to work more effectively using 360 degree technique	2	Individual work, working in groups, reflections
8.	Reflections, evaluations - discussion, study assessment	1	Discussion, questionnaire, evaluation (verbal feedback)
	Total	**8,5**	

ROMANIA

Program title ***Bulgarian Paper puppets***			
Target groups European volunteers, youth workers			
Objectives of the program: 1. To update the role of creative learning (content, emotional and physical) for ensuring effective learning; 2. To create a place and support for inter-sectoral cooperation between formal and non-formal education professionals aimed at innovation in education in order to create a modern and successful learning environment for children and young people in their learning process.			
Program task: 1. To introduce the various formal and informal learning methods (self-organized learning, 360% learning method, etc.); 2. To synthesize formal and non-formal learning methods during the curriculum, creating conditions for the learning principle - learning to do; 3. To introduce the paper puppets building methodology to increase the impact of a creative learning in the educative process; 4. To introduce theatre performance with puppetry as support for creative learning frame.			
Planned results. The theme of the puppetry and theatre for the effective teaching process has been introduced. Popularized learning puppetry method.			
No	Subject with short annotation	Hours	Implementation forms, methods, test forms and methods
1.	Understanding the members' group, merging, meeting needs and expectations, creating personal "support staff". Arranging the group's common learning environment.	2	Work in a group, individual work
2.	What is creative learning, a creative learning with paper, puppets, theatre. Personal conditions that promote and / or prevent creative and effective learning.	1,5	Individual work, discussions, reflections

3.	What is supportive learning?	1,5	Individual work, discussions, reflections
4.	360-degree learning (learning for one)	1,5	Individual work, reflections
5.	Building paper puppets workshop	2	work in a group
6.	Theoretical and practical aspects of the conditions of a creative learning with puppets	2,5	Work in a group
7.	Creativity exercises, awareness of internal and external resources- building stories	1	Work in a group
8.	Planning, preparation and realization of the small performances	3	Work in a group
9.	Reflections - discussion, study assessment	1	Discussion, questionnaire, letter to yourself
	Total	**16**	

Program title ***Creative and effective learning environment***
Target groups Primary and Secondary education school teachers, classroom educators, youth workers
Objectives of the program: 1. To report back the received information; 2. To share new techniques and knowledge; 3. To put into practice the new acquisitions.
Program task: 1. To introduce the various formal and informal learning methods (self-organized learning, 360% learning method, etc.); 2. To synthesize formal and non-formal learning methods during the curriculum, creating conditions for the learning principle - learning to do; 3. To introduce the documents developed within the framework of the project "Looking @ Learning" - a study, a situation analysis on the impact of a creative learning environment in the learning process.
Planned results. The theme of the environment (emotional, physical and content) for the effective teaching process has been updated. Popularized learning escape room method.

No	Subject with short annotation	Hours	Implementation forms, methods, test forms and methods
1.	Understanding the members' group, merging, meeting needs and expectations, creating personal "support staff". Arranging the group's common learning environment.	1	Work in a group, individual work
2.	Tools and methods for collaborative learning and evaluation know-how in: facilitation skills, collaborative assessment and non-formal educatio	0,5	Individual work, discussions, reflections
3.	The impact of the European Union in our lives	1	Individual work, discussions, reflections
4.	Blended learning environment: benefits, critical thinking and active learning	2	Individual work, discussions, reflections
5.	Theoretical and practical aspects of the conditions of a creative learning environment, basic principles of learning outbreak of the room	2	Work in a group
6.	Creativity exercises, awareness of internal and external resources	1	Work in a group
7.	Reflections - discussion, study assessment	0,5	Discussion, questionnaire
	Total	**8**	

Program title
Creative and effective learning environment
Target groups Primary and Secondary education school teachers, classroom educators, youth workers
Objectives of the program: 1. To report back the received information; 2. To share new techniques and knowledge; 3. To put into practice the new acquisitions.
Program task: 3. To introduce the various formal and informal learning methods (self-organized learning, 360% learning method, etc.); 4. To synthesize formal and non-formal learning methods during the curriculum, creating conditions for the learning principle - learning to do; 3. To introduce the documents developed within the framework of the project "Looking @ Learning" - a study, a situation analysis on the impact of a creative learning environment in the learning process.
Planned results. The theme of the environment (emotional, physical and content) for the effective teaching process has been updated. Popularized learning escape room method.

No	Subject with short annotation	Hours	Implementation forms, methods, test forms and methods
1.	Understanding the members' group, merging, meeting needs and expectations, creating personal "support staff". Arranging the group's common learning environment.	2	Work in a group, individual work
2.	What is creative learning, a creative learning environment. The personal learning river. Personal conditions that promote and / or prevent creative and effective learning	1	Individual work, discussions, reflections
3.	What is supportive learning?	2	Individual work, discussions, reflections
4.	Theoretical and practical aspects of the conditions of a creative learning environment, basic principles of learning outbreak of the room	1	Work in a group
5.	Creativity exercises, awareness of internal and external resources	1,5	Work in a group
6.	Reflections - discussion, study assessment	0,5	Discussion, questionnaire
	Total	**8**	

Programme title
Fresh French News
Target groups
Volunteers, youth workers, preschool, general education school teachers
Objectives of the program: 1. To introduce news about the role of creative learning environments (content, emotional and physical) for ensuring effective learning; 2. To create a place and support for inter-sectoral cooperation between formal and non-formal education professionals aimed at innovation in education in order to create a modern and successful learning environment for children and young people in their learning process.

Program task

1. To introduce the various formal and informal learning methods (self-organized learning, 360% learning method, etc.)
2. To synthesize formal and non-formal learning methods during the curriculum, creating conditions for the learning principle - learning to do.
3. To introduce the documents developed within the framework the French mobility the learning process.
4. To introduce the method of learning quiz and art methods

Planned results. The theme of the nonformal methodology for the effective teaching process has been updated. Promoting different games

No	Subject with short annotation	Hours	Implementation forms, methods, test forms and methods
1.	Understanding the members' group, merging, meeting needs and expectations, creating personal "support staff". Arranging the group's common learning environment.	2	Work in a group, individual work
2.	What is creative learning, a creative learning environment. The personal learning map. Personal conditions that promote and / or prevent creative and effective learning.	1,5	Individual work, discussions, reflections
3.	What is supportive learning?	1,5	Individual work, discussions, reflections
4.	quizz	1,5	Simulation games, reflections
5.	Self-organized learning, research on line	2	Individual work, work in a group
6.	Theoretical and practical aspects of the conditions of a creative learning environment, basic principles of learning with games	2,5	Work in a group
7.	Creativity exercises, awareness of internal and external resources	1	Work in a group
8.	Planning, preparation and realization of the learning games	3	Work in a group
9.	Reflections - discussion, study assessment	1	Discussion, questionnaire, letter to yourself
	Total	**16**	

Program title	***Creative and effective learning environment***
Target groups	Primary and Secondary education school teachers, classroom educators, youth workers

Objectives of the program:

1.To report back the received information;

2. To share new techniques and knowledge;

3. To put into practice the new acquisitions.

Program task

1. To introduce the various formal and informal learning methods (self-organized learning, 360% learning method, etc.);
2. To synthesize formal and non-formal learning methods during the curriculum, creating conditions for the learning principle - learning to do;
3. To introduce the documents developed within the framework of the project "Looking @ Learning" - a study, a situation analysis on the impact of a creative learning environment in the learning process.

Planned results. The theme of the environment (emotional, physical and content) for the effective teaching process has been updated. Popularized learning escape room method.

No	Subject with short annotation	Hours	Implementation forms, methods, test forms and methods
1.	Understanding the members' group, merging, meeting needs and expectations, creating personal "support staff". Arranging the group's common learning environment.	1	Work in a group, individual work
2.	Tools and methods for collaborative learning and evaluation know-how in: facilitation skills, collaborative assessment and non-formal education.	0,5	Individual work, discussions, reflections
3.	The impact of the European Union in our lives	2	Individual work, discussions, reflections
4.	Blended learning environment: benefits, critical thinking and active learning	1,5	Individual work, discussions, reflections
5.	Theoretical and practical aspects of the conditions of a creative learning environment, basic principles of learning outbreak of the room	1	Work in a group
6.	Creativity exercises, awareness of internal and external resources	1	Work in a group
7.	Reflections - discussion, study assessment	1	Discussion, questionnaire
	Total	**8**	

LATVIA

Program title

Use of informal education methods to ensure effective learning in formal education

Target groups

General education school teachers, classroom educators, heads and managers of educational institutions, youth workers.

The objective of the program:

1. To introduce educators with informal education methods for making the learning process more modern and efficient.

Program task

1. To introduce a variety of non-formal education methods suitable for both teaching hours and off-hours work.
2. Create the right conditions for learning by doing.
3. Teambuilding of the particular group of teachers.
4. Create ideas for the adaptation days of pupils.

Planned results. The importance of incorporating informal education methods in the formal teaching environment has been updated. Many informal education methods are taught to teachers, therefore ensuring their recognition and use by more people, more widely.

No	Subject with a short annotation	Hours	Implementation forms, methods, test forms and methods
1.	Introducing Ice-breaking activities: “The Compliment Circle”, “The Tree of Wishes”, “Pulsing Words”, “Word Sharing”, “Handshakes”, “Do it the opposite way!”, “Apple, Banana, Orange”, “Numbers and Activities,” “Brain Hemisphere training,” “Cord that Unites” “Laurence”	2,5	Work in a group, individual work
2.	Teambuilding activities: setting up rules for teams according to the conditions provided, creating a command logo, “Box of Properties”, “Skittles”, “M & M”, “My Summer Adventures”, “Dice,” “The Roulette of the Narration” – creating and setting up a	2,5	Work in a group, individual work

	modern fairy tale.		
3.	Discussion circle: The conditions for an effective learning experience	2	Work in a group
4.	Reflection: "Unfinished sentences", "Box of Emotions" – increasing the emotional intelligence, "Alley of Hugs" – a saying-goodbye activity.	1	Work in a group, individual work
	Total	**8**	

Program title

Puppet stories about accepting the world and the people

Target groups

Preschool and general education school teachers, classroom educators, youth workers, heads and managers of educational institutions.

Objectives of the program:

1. To update the role of creative learning environments (content, emotional and physical) for ensuring effective and up-to-date learning;
2. To create a place and support for inter-sectoral cooperation between formal and non-formal education professionals aimed at innovation in education in order to create a modern and successful learning environment for children and young people in their learning process.

Program task

1. To provide an introduction in regards to principles and methods of global education;
2. To introduce and teach an informal learning method and give general guidelines about its' use and purpose in the formal teaching environment;
3. To let participants brainstorm new possible ways for using the method taught here.

Planned results. The importance of global education has been updated. Puppet method and informal methods as such are being recognized, known and used by more people, more widely.

No	Subject with a short annotation	Hours	Implementation forms, methods, test forms and methods
1.	The principles and methods of global education	1	Work in a group, individual work
2.	Creating paper puppets, designing the outer image	2	Work in a group, individual work
3.	Controlling the puppet's movements	1	Work in a group, individual work
4.	Method for creating a story using the objects around	1,5	Work in a group
5.	Putting together a short performance "Puppet Theatre", about a problem in a school/educational establishment. Reflection and ideas for the future	2,5	Work in a group, individual work, reflection.
	Total	**8**	

Program title ***How would I prefer to… learn?***
Target groups General education school teachers, classroom educators, youth workers.
Objectives of the program: 1. Updating the role of a creative learning environment (content, emotional and physical) to ensure effective learning; 2. To create a place and support for inter-sectoral cooperation between formal and non-formal education professionals aimed at innovation in education in order to create a modern and successful learning environment for children and young people in their learning process.
Program task 1. Introduce several non-formal learning methods and their possible use for both a formal classroom and youth centre activities. 2. Give participants a chance to learn about the learning process – what facilitates it, what hinders it, and let them have discussions and exchange of experiences.
Planned results. The importance of creative learning environment has been updated. Informal methods are being recognized as tools for learning, known and used by more people, more widely.

No	Subject with a short annotation	Hours	Implementation forms, methods, test forms and methods
1.	Introducing ice-breaking activities (name game, "Looking for a Leader", "How do I feel" method) and their use in educational environment	1	Work in a group, individual work
2.	Method "Indigenous People"	2	Work in a group
3.	Method "The Island"	2	Work in a group
4.	Stereotypes and we as personalities – our diversity, our differences. The theoretical part regarding what affects helps and distracts attention from the learning process.	2	Work in a group, individual work
5.	Reflections – discussion, training assessment	1	Work in a group, individual work
	Total	**8**	

Program title

The importance of a creative learning environment to ensure a modern learning process

Target groups

Preschool and general education school teachers, classroom educators, youth workers, heads and managers of educational institutions.

Objectives of the program:

1. Updating the role of a creative learning environment (content, emotional and physical) to ensure effective learning;
2. To create a place and support for inter-sectoral cooperation between formal and non-formal education professionals aimed at innovation in education in order to create a modern and successful learning environment for children and young people in their learning process.

Program task

1. Introduce different formal and non-formal learning methods (self-organised learning, 360° learning methods, etc.)

2. Synthesise formal and non-formal learning methods during the curriculum, creating conditions for learning by doing.

3. Present the educational escape room (eduesc@peroom) methodology.

Planned results. The importance of creative learning environment has been updated. Educational escape rooms, 360° learning, self-organised learning, personal learning river a.o. methods are being recognized, known and used by more people, more widely.

No	Subject with a short annotation	Hours	Implementation forms, methods, test forms and methods
1.	Meeting, assembling of groups, clarifying needs and expectations of a group of participants, building up personal "support personnel". Joint development of the learning environment of the group.	2	Work in a group, individual work
2.	Formal, informal and everyday learning. Personal learning river. Personal conditions promoting and/or preventing creative and effective learning.	2,5	Work in a group, individual work
3.	What does supportive learning mean and how it is done? Self-organized learning. 360° learning.	3,5	Work in a group, individual work
4.	Getting familiar with escape rooms. Theoretical and practical aspects of the conditions of a creative learning environment, basic principles for building an educational escape room. Creativity training, raising awareness of internal and external resources.	4	Work in a group, individual work
5.	Planning, preparing and testing the educational escape rooms	3	Work in a group
6.	Reflections – discussion, training assessment	1	Work in a group, individual work
	Total	**16**	