



TIME4EU Project - Create your Europe

IDEA COMPETITION



Warsaw, 31 January - 03 February 2023





1° Step – involve young people:

the team has involved some groups of young people who attend the activities at the CNIPA Puglia to think about the current situation of the European Union and its future prospects

2° Step - define the Goal:

To be aware that we are called to be European citizens, not just Italian

3° Step - elaborate proposals:

The students elaborated some proposals responding to the objectives of the 2030 Agenda







The general theme was divided into six proposals:

- 1. Human rights;
- 2. Values (kindness, respect, generosity, friendship, humility, love for nature, respect for diversity);
- 3. Believe in your life (with testimonials from famous people);
- 4. Relationship with ecology;
- 5. Conscious use of internet and social media;
- 6. Great powers come great responsibilities (the duties of being a citizen)







Scope of application: Human Rights

Objectives:

- knowledge of human rights;
- awareness that human rights is a daily theme and not far away

Will be used the method of raising awareness. Raise awareness, stir emotions and feelings using roleplaying games and recreational activities.







Activities:

1. watch a video about human rights

• Conversation and clarification after watching the video

2. workshops and role-plays on human rights:

All participants will be divided into sub-groups and will take part

- Right to Health
- Right to Peace
- Right to Freedom
- Right to Equality
- Right to Dignity







Right to Health: *health differences and imbalances around the world*

Participants will pick a number corresponding to a nation. One of them will pick out a pathology to be treated and they will see the diversity of treatment from country to country. The educator will explain the differences between the various health services and the importance of the right to health for all

Right to Peace: *explanation with reference to Article 28 of the Universal Declaration of Human Rights*

The participants, after a brainstorming activity, will be divided into pairs to prepare a peace kite, choosing together the size, the writings, the colors, the shape...and the place to fly!







Right to Freedom: *explanation with reference to Italian constitution*

The participants will create a concept map, then they will try to free a helium balloon of freedom, imprisoned by tapes that symbolize restrictions of freedom

Right to Equality: The sense of equality

The participants will be divided into pairs and will highlight the physical and thought characteristics that unite and differentiate them with their partner and will fill containers with colored salt based on what makes them the same and what differentiates them.







Right to Dignity: *Explanation of the right with reference to the first article of the Universal Declaration of Human Rights.*

Based on the social experiment "The Third Wave", the facilitator will listen only to the "pure" citizens, excluding the others and making them remove their glasses, bags and shoes... stripping them of their "dignity". The educator will invite the young people, who have remained silent, to "rebel" against the wrong impositions.

Some videos about Nazism/Fascism and body-shaming will be watched, the facilitators will ask the students provocative questions to stimulate thoughts and reflections on the topic. At the end everyone will say a word that struck him during the activities.







Scope of application: Active Participation

Objectives:

- value concept
- reflect on the values that characterize their lives and try to build a city based on their fundamental values

Activities:

The objectives will be achieved with a role-playing game, which allows you to work on relational dynamics, to solicit the socialization of the group and of the individual participants.







Aim of the game is to **build an ideal city** in which they will live the beauty of living together with respect for others and the surrounding environment. The young people will be divided into different groups combined with a neighborhood to be built.

Each neighborhood has priorities, for example:

- DISTRICT 1: there are no schools and children have no public place to play
- DISTRICT 2: there is a lot of crime and few houses, few banks
- DISTRICT 3: there are no places for sport or cultural activities for young people and adults
- DISTRICT 4: there are no libraries and schools
- DISTRICT 5: there are few parks and few shops
- DISTRICT 6: there are no health care facilities and no shops
- DISTRICT 7: people have no public transport

Participants will do a series of social activities in which they will earn coins to improve their neighborhood.







Games and values:

- 1. HELPING PEOPLE IN DIFFICULTY: slalom the team splits into pairs. One of the two is blindfolded and must be helped by his partner to slalom without making mistakes, just by following the instructions.
- 2. CULTURAL INTEGRATION: Ethnic integration game. They have to learn to say HELLO in different languages
- *3. ECONOMY*: paying taxes Participants are divided into pairs, each couple must pay a tax and to pay it they will have to look around for objects.
- 4. RESPECT FOR RELIGIONS: Know and respect the symbols of the various religions







Games and values:

- 5. RESPECT FOR CULTURAL HERITAGE: Participants must save what they consider cultural heritage from a simulated fire
- 6. RESPECT FOR FOOD: eat what is offered. each team will have to eat and/or drink everything that is offered to them; sharing things, wasting nothing.
- 7. JUSTICE: cops and robbers. they are divided into two groups: one group is given sheets reporting crimes or wrong attitudes while the other group is given the corresponding right attitudes. Who has the sheet with the offense mime and whoever has the correct attitudes must understand the offense and associate it.







3° Proposal – BELIEVE IN YOUR LIFE Scope of application: **Innovation and Participation**

Objectives:

- importance of believing in something
- importance of the effort to get what you want and dream

Activities:

The objectives will be achieved focusing everything under the double nuance of listening:

listening to someone and listening to yourself







3° Proposal – BELIEVE IN YOUR LIFE

Activities:

1. listen to guest testimonials

2. Project work:

All participants will be divided into sub-groups and draw up a project that they would like to carry out to be model citizens and testimonials in their lives and cities







4° Proposal – RELATIONSHIP WITH ECOLOGY Scope of application: **Environment**

Objectives:

- Increase one's awareness of the effects that daily customs can have on the environment;
- Learn the rules of environmentally sustainable behavior and play an active role in environmental protection

Activities:

the objectives will be achieved through a cognitive-application path that involves the use of teaching material, laboratory activities and multimedia tools







4° Proposal – RELATIONSHIP WITH ECOLOGY

Activities:

- 1. Introduction to the topic
- 2. Watching video
- 3. Clarifications after watching the video
- 4. Workshops and role-plays:
 - waste list
 - waste fishing
 - the recycling auction
 - crossword puzzle







4° Proposal – RELATIONSHIP WITH ECOLOGY

Activities: Waste list

The four teams will position themselves in the four corners of a room. The various containers will be placed in the center. Each team will have small cards with waste that the participants must carefully place in the correct recycling bin

Activities: Waste fishing

A member of the team will be blindfolded and, using pliers, will have to fish out as much

waste as possible from large basins to accumulate points. A waste list will be created with

the corresponding scores which will be presented at the start of the game







4° Proposal – RELATIONSHIP WITH ECOLOGY

Activities: the recycling auction

Each team will have coins available and will have to try to buy materials through an auction

that will be reused to create recycled works that will be exhibited in an exhibition.

Activities: crossword puzzle

Each team will receive a copy of a crossword puzzle which they will have to solve by

discovering at the end the keyword "ecology"







5° Proposal – INTERNET: A WORLD TO DISCOVER Scope of application: **Telecommunications**

Objectives:

- Stimulate discussion and reflection on the use of internet and social media and the needs behind it.
- Raise awareness to avoid the risks associated with their superficial use.

Activities:

the objectives will be achieved through a game







5° Proposal – INTERNET: A WORLD TO DISCOVER

Activities:

The participants stand in a circle. The educator holds the ball of wool in his hand and ties one end of the thread to himself. Then he throws the ball towards one of the participants, calling him and asking what he does with the Internet. In turn, whoever receives the ball will repeat the throw (spelling his name and specifying his use of the Internet) towards another partner but only after having made the thread go around his wrist once. When everyone has thrown the ball and a network has formed, the partecipants will begin a reflection on the network of relationships/contacts established when using the Internet.







6° Proposal – GREAT POWERS COME GREAT RESPONSIBILITIES

Scope of application: *Responsibility*

Objectives:

- Sensitize young people about the duties of a citizen
- Discuss about the powers and responsibilities of a citizen

Activities:

the objectives will be achieved through a drawing workshop







6° Proposal – GREAT POWERS COME GREAT RESPONSIBILITIES

Activities:

the objectives will be achieved through a drawing workshop

The participants will draw what they think is missing in our society, indicating the missing duties as citizens.

Everyone will hang their own drawing, below there will be taut threads where the others will be able to write how to recover responsibly







INDICATORS TO ASSESS RESULTS

Number of beneficiaries reached

Number of positive satisfaction questionnaires

- Number of stakeholders participating in the activities
- Number of editions made of the same activity

Number of Institutions and associations involved in governance networks

- Number of new partnerships/collaborations activated thanks to the project
- Number of companies/enterprises actively involved in the project actions

Number of experts who attended during the activities

Number of new territorial contexts in which the project actions have been exported Number of services that will continue beyond the end of the project







GRAZIE A TUTTI



www.cnipapuglia.it https://www.cnipapuglia-europa.it/projects/

