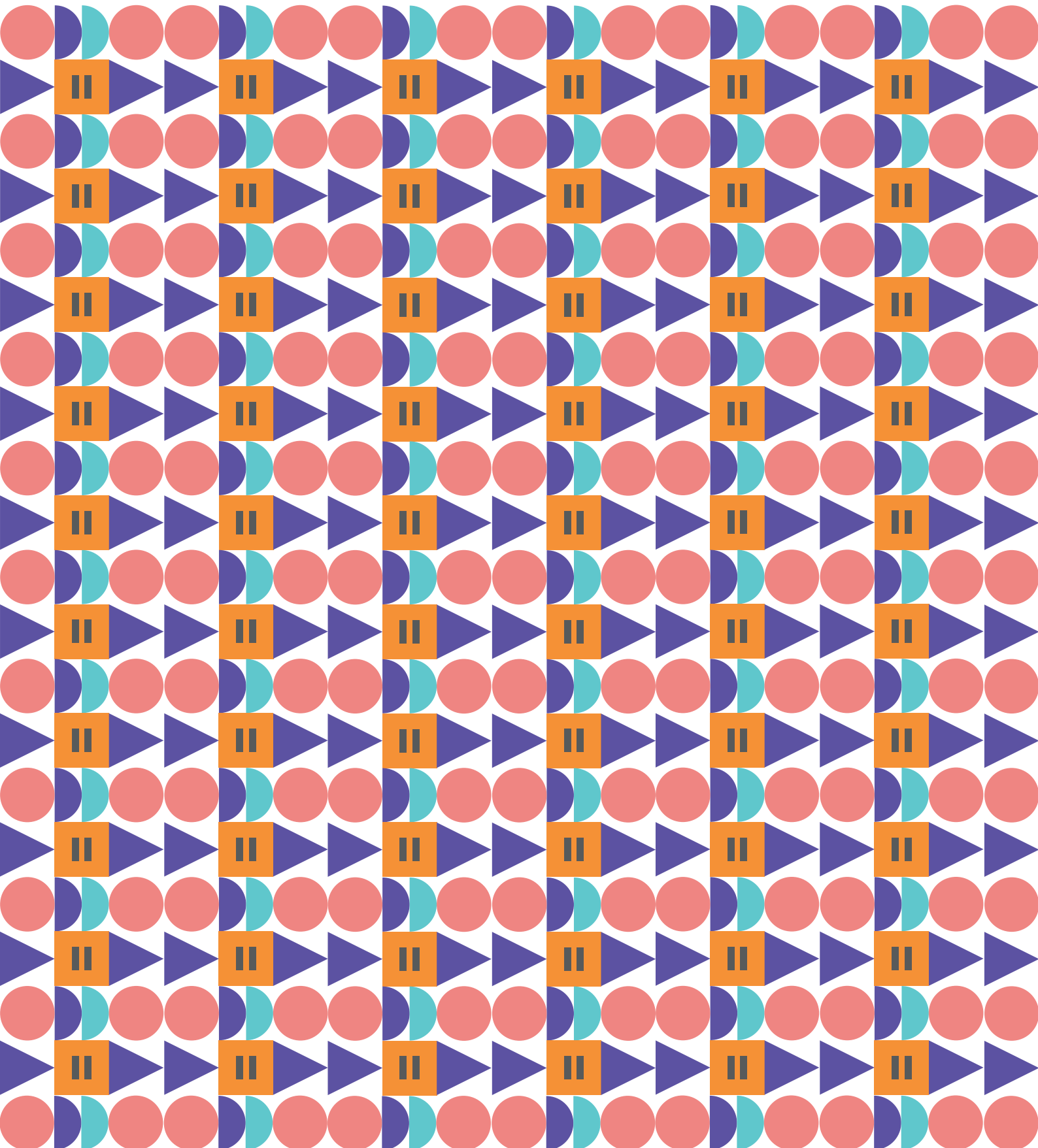


# BOOKLET OF GOOD PRACTICES



# BOOKLET OF GOOD PRACTICES



## PREFACE

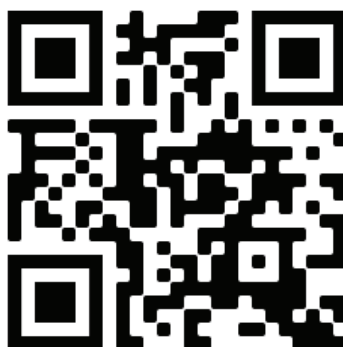
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Spread the game is a project that was launched in February 2020 and funded by Erasmus +. Four organizations are part of this project, HRYO, Addart, Mcc Celjski Mladinski Center, Fundació Catalunya Voluntària.

This project seeks to analyze good practices, methods, digital and non-digital tools and examples that can be used by non-profit organizations, educators and youth workers making their work and partnership network more engaging and effective, especially in relation to the involvement of young people with physical or mental challenges. The project aims to provide educators, operators, and teachers with tools in order to apply and use best practices, free digital resources available on the Internet that are identified and analyzed in daily activities with youngsters experiencing physical or mental challenges. The exchange of good practices offers the possibility to explore and investigate innovative teaching methods, useful for the promotion of an active – inclusive and collaborative methodology.

In this booklet you will find 16 good practices (4 from each participating country of the project) on the fields of social inclusion and integration for people with disability.

Visit our website for more details



# GOOD PRACTICES FROM SPAIN

## FUNDACIÓ CATALUNYA VOLUNTÀRIA (FCV)



fundació  
catalunya  
voluntària

Fundació Catalunya Voluntària takes over from “Barcelona Voluntaria”, a non-profit organisation that was born in 1999 by the hand of three young Catalans. It is a learning space with the headquarters in Barcelona promoting solidarity, non-formal education, intercultural learning and a culture of peace. Its mission is to foster active volunteering for positive social change through non-formal learning as part of a culture of peace in Catalunya and around the world. Its main focus is on supporting the participation of young people in vulnerable situations, risk of social exclusion and fewer opportunities. The organisation collaborates with different non-profits, networks and organisations, public and private, at local, regional and international levels.

## COUNTRY

Spain

## CONTACTS

info@catalunyavoluntaria.cat +34934124493

## SUCCESS STORIES

### GOOD PRACTICE N°1

‘Els cromos dels Barris’: a card game to get to know better the neighbourhoods.

### GOOD PRACTICE N°2

‘Factor 5’: a game to address social problems in a community through a creative methodology.

### GOOD PRACTICE N°3

‘PeaceBag for Euromed’: a long-term project partnership of 18 organisations from 14 countries in the EuroMed region on peace and intercultural dialogue.

### GOOD PRACTICE N°4

Pictogrames al carrer (Pictograms in the street): a project of creating signposts in the city of Igualada to help people with disabilities find public spaces in the city.

## INTRODUCTION TO THE GOOD PRACTICE N°1

**Name (of the project or the success story):**

Els cromos dels Barris (The Cards of the Neighbourhoods)

**Name of the Organisation or project:**

Raons Públiques and Centre de Recerca Històrica del Poble-Sec (CERHISEC)

**Photo of the person interviewed & description of the person (position in the organisation):**

N/A

**Contacts of the responsible and/or the organisation in general:**

info@raons.coop

**Opening hours (If they have a front-office):** N/A

# GOOD PRACTICES FROM SPAIN

## ELS CROMOS DELS BARRIS (THE CARDS OF THE NEIGHBOURHOODS)

### Presentation of the organisation / project / success story:

Raons Públiques, the promoting organisation, has sought to create a project based on self-employment, within the values of a social economy, so that they can offer quality services for people to build, think, and together transform the environments in which they live, work, and play. Raons is based in Barcelona and works throughout Catalonia. It cooperatively manages a wide range of projects, developed to be sustainable, and community-based.

### A description of the good practice (Purpose, aims, target group, place, description, feedback):

Together with the Historical Centre of Poble Sec, Raons Públiques created 10 cards with old photos and descriptions of the neighbourhood's emblematic spots: places such as the Press House, or the first house to be built in the neighbourhood are included, and in order to collect them all, players must find them and answer the question they contain. This way, players have a chance to own them all. Together with local schools, cards have been amplified, being now 16 in the collection.

### Services offered by the organisation or the project:

Raons Públiques offers different services in infrastructure and architecture, how to make projects more community-oriented, and how to make collective projects with local partners and organisations.

### Advice for other organisation working in the same field:

Adapting the game to each city and its local reality is simple, as well as its digitalization. For example, other cities have QR codes that allow visitors to discover the city as if they were on a treasure hunt.

## INTRODUCTION TO THE GOOD PRACTICE Nº2

### Name (of the project or the success story):

Factor 5

### Name of the Organisation or project (and logo of the project or the organisation):

Joves Solides



### Photo of the person interviewed & description of the person (position in the organisation):

N/A

### Contacts of the responsible and/or the organisation in general:

[info@jovesolides.org](mailto:info@jovesolides.org)

### Opening hours (If they have a front-office):

N/A

## FACTOR 5

### Presentation of the organisation / project / success story:

Joves Solides was founded in 1999 in the La Coma neighbourhood in Paterna, but it traces its origin to 1995 - the same year in which the Colegio Mayor, 'La Coma', was created. Afterwards, the young students, tenants of the school, as well as those who provided support and accompaniment to people and associations of the neighbourhood, organised and formed the association. This was done to carry on the various solidarity initiatives that had been initiated. This entity is rooted in a unique context of great intercultural richness and social commitment led by young people from around the world. This game-like tool, created by Joves Solides, uses game elements to find creative and innovative solutions to social problems or challenges. Its use is wide: it can be used by NGOs, neighbourhoods or parents' associations, and of course, in the company. At the 3rd

# GOOD PRACTICES FROM SPAIN

## FACTOR 5

International Forum for Social Innovation, the game was tested for the first time with great success and demonstration of the power of the game to solve real world problems, not just those in virtual worlds. Factor 5 can be a great tool to motivate members of organisations to create initiatives that contribute to social well-being.

### A description of the good practice (Purpose, aims, target group, place, description, feedback):

An innovative social idea must meet five key criteria: be original, scalable, sustainable, communicated well, and participatory. Every key represents a level of a game in which users must achieve specific objectives in order to clear previously established challenges. As they achieve the objectives in the time limit, they will earn a certain number of points. However, not everything is as simple as that! Indeed, in a way to engage the users, the level of difficulty increases as the game goes on. Each of the levels will have a series of restrictions, some random elements that must be included, and some random elements that must be avoided at all costs. These restrictions promote creativity to avoid the easy solution and forge ideas never seen before. In addition, the game also has a strategic section, such as being able to kidnap members of other teams temporarily or add or remove restrictions. The ultimate goal is to create an entertaining and enjoyable experience that motivates you to find real and useful solutions that build a better world.

### Services offered by the organisation or the project:

Joves Solides develops initiatives and projects to benefit social inclusion. More specifically, the organisation promotes youth leadership around the world and seeks creative solutions to social problems. Joves Solides supports any organisation that wants to implement this methodology and has many other tools (online and offline) for supporting inclusion within social entities.

Website: <https://beprisma.com/factor-5-gamificacion-responsabilidad-social-las-empresas/>

### Advice for other organisation working in the same field:

Joves Solides offers support and training in order to implement this method. Organisations can contact them in order to learn, develop and adapt the method.

## INTRODUCTION TO THE GOOD PRACTICE N°3

### Name (of the project or the success story):

PeaceBag for Euromed

### Name of the Organisation or project (and logo of the project or the organisation):

Fundació Catalunya Voluntària & UNOY



### Photo of the person interviewed & description of the person (position in the organisation):

N/A

### Contacts of the responsible and/or the organisation in general:

[projectes@catalunyavoluntaria.cat](mailto:projectes@catalunyavoluntaria.cat)

### Opening hours (If they have a front-office):

N/A

# GOOD PRACTICES FROM SPAIN

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## PEACEBAG FOR EUROMED

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### Presentation of the organisation / project / success story

"Peace Bag for Euromed Youth" is a long term project coordinated by FCV with the support of the Anna Lindh Foundation and in collaboration with 17 youth organisations from 14 different countries: Algeria, Bulgaria, Egypt, Greece, Italy, Jordan, Lebanon, the Netherlands, Palestine, Poland, Romania, Tunisia and Turkey. The goal of the project is to spread awareness about peace education, intercultural dialogue and youth work.

### A description of the good practice (Purpose, aims, target group, place, description, feedback):

The "Peace Bag" is a combination of working tools, methods, case studies, key concepts, information and practical activities that young people can use and adjust to their necessities. This training guide can help young people to understand how peace and intercultural dialogue can relate to their daily work. The aim is to create active communities where young people and community leaders have the capacity to see and act upon conflicts, turn them into opportunities and act in order to find happiness in working and living together peacefully on inner, interpersonal, social and environment levels.

### Services offered by the organisation or the project:

It is a network of NGOs working in the EuroMed region that aims to empower, enhance, build, increase capacities of young people and community leaders, in transforming conflicts to non violent procedures and creating support structures that will lead to local, regional and international peace.

### Advice for other organisation working in the same field:

PeaceBag is a tool directed at young activists, peacebuilders and trainers, that actively work in conflict management, peace education and human rights. In this sense, all the work done can be adapted to have more inclusive workers in the field.

## INTRODUCTION TO THE GOOD PRACTICE N°4

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### Name (of the project or the success story):

Pictogrames al carrer (Pictograms in the street)

### Name of the Organisation or project (and logo of the project or the organisation):

Escola Àuria



### Photo of the person interviewed & description of the person (position in the organisation):

Joan Llorens and Marta Quintana

### Contacts of the responsible and/or the organisation in general:

david.sanchez@apinas.cat

### Opening hours (If they have a front-office):

N/A

# GOOD PRACTICES FROM SPAIN

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## PICTOGRAMES AL CARRER (PICTOGRAMS IN THE STREET)

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### **Presentation of the organisation / project / success story:**

The creation of the Escola Auria arose from the Association of Parents of Igualada Children and Adolescents Gifted: APINAS, in 1967. The aim was to fulfil the right of all children and teenagers in the region of Anoia, affected by any mental disabilities and other associated disorders: sensory, motor and/or personality, to receive schooling and a teaching process appropriate to their needs. Escola Auria guarantees to all those children and teenagers who need special schooling based on their abilities, offering the necessary support, treating the students as a whole and helping them to grow in their personalities. That is, by encouraging the development of their skills, taking into account their emotional balance and responding to their deficits and disorders. Children and teenagers are offered guidelines and habits that will help them to live with a maximum level of autonomy and social inclusion.

### **A description of the good practice (Purpose, aims, target group, place, description, feedback):**

The two creators wanted to create signposts in the city of Igualada to help people with disabilities find public spaces in the city. The project is currently underway at the Civic Centre. As part of the project, the students submitted the project to the municipality and met with the management of the buildings and spaces they wished to incorporate. This method facilitates the knowledge of areas for people with different disabilities, or illiterate, such as people with autism, generalised development disorder, etc.

### **Services offered by the organisation or the project:**

It is a formal school for children and teenagers with disabilities. It also offers vocational school to support the inclusion of the oldest (16-17) to transition into 'adult life'.

### **Advice for other organisation working in the same field:**

It is possible to start with smaller spaces, and agree with the teaching community or the people who work with disabilities to create a system that works for everyone. In this way, a pictogram system to include in other activities, games, and learning processes can be created. This system also supports all kinds of activities where people with disabilities might want to participate, for example in a treasure hunt, or similar games.

# GOOD PRACTICES FROM ITALY

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## H.R.Y.O.

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HRYO was created in 2009 to support local initiatives driven by individuals seeking at their own level to effect changes that will have a positive influence on society as a whole. HRYO promotes nonviolent actions in order to free people from all forms of oppression and uses education to respond to the needs of individuals and of the society. Moreover, it promotes intergenerational contact, social diversity and intercultural dialogue so as to break down the stereotypes that can dominate. Among its goals, the organization promotes a culture of peace, respect and sustainability.

## COUNTRY

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Italy

## CONTACTS

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Melania Ferrara +393279949491

## SUCCESS STORIES

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Why is it important to talk about gamification?

### GOOD PRACTICE N°1

Swing - Signs for Work Inclusion Gain.

### GOOD PRACTICE N°2

-Social Inclusion - Out of the box: Inclusion Bridges.

### GOOD PRACTICE N°3

Believe in Europe.

### GOOD PRACTICE N°4

Sound Escape.

## INTRODUCTION TO THE GOOD PRACTICE N°1

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### Name (of the project or the success story):

Swing - Signs for Work Inclusion Gain <http://www.swing.infoproject.eu/>

### Name of the Organization or project (and logo of the project or the organization):

Federsid - Federazione Italiana delle Disabilità <https://www.federsid.org/>

### Photo of the person interviewed & description of the person (position in the organization):

Melania Ferrara - Project Manager HRYO

### Contacts of the responsible and/or the organization in general:

3279949491 <https://www.federsid.org/>

### Opening hours (If they have a front-office):

/NA



# GOOD PRACTICES FROM ITALY

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## SWING - SIGNS FOR WORK INCLUSION GAIN

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### Presentation of the organization / project / success story:

The Italian Federation of Social Disability – Federsid promotes actions aimed at the defense and respect of human rights, establishing local and international networks, as well as promoting reception services, psychological and psychotherapeutic support. It originated from the collaborative work of three organisations, namely: UNIAMOCI ONLUS, H.R.Y.O. Human Rights Youth Organization, and Porte Aperte. These realities created this federation following an already strong partnership developed over time through the engagement in several projects.

### A description of the good practice (Purpose, aims, target group, place, description, feedback):

The project aims to support hearing-impaired people at the workplace by developing a Sign Language Dictionary on Technical Terms for jobs in the field of furniture, cooking and tourism. Specifically, the dictionaries were embedded in an app that has short videos for each technical term. After extensive field trials on site, the corresponding dictionaries were developed with the most common technical terms in this professional field. Its content is accessible through mobile devices for on-demand usage in the daily working environments by managers and colleagues as a communication tool with people with hearing impairment. Furthermore, it will be possible for hearing managers and colleagues to pro-actively learn the technical terms in Sign Language thanks to the gamification methodology. As a result, it is expected that these signs will be gradually incorporated into the learners' communication and the use of this tool will decrease when their objective is accomplished. In the over mentioned three sectors, the project was focused on achieving three important results:

- Directory with words, expressions, and actions that it has to be necessary for a suitable communication with people with hearing impairments.
- Video dictionary of selected words, expressions, and actions in different sign languages with videos. It was created as a platform to consult on different language combinations: 5 spoken languages: English, Italian, Spanish, German and Hungarian and 4 sign languages: Italian Sign Language (LIS), Spanish Sign Language (LSE), German Sign Language (DGS) and Hungarian Sign Language.
- Creation of a sign language training mobile application for work environments. This app can be used directly in the work environment to learn sign language and communicate with people with hearing impairments.

### Services offered by the organization or the project:

- The app for work environments
  - The video dictionary for three sector: culinary, furniture, tourism
- <https://youtu.be/4KV0AaniMwk>  
<http://www.swing.infoproject.eu/>

### Advice for other organization working in the same field:

## INTRODUCTION TO THE GOOD PRACTICE N°2

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### Name (of the project or the success story):

Social Inclusion - Out of the box: Inclusion Bridges

### Name of the Organization or project (and logo of the project or the organization):

Xena - Centro scambi e dinamiche interculturali

### Photo of the person interviewed & description of the person (position in the organization):

Emiliano Bon - Project Coordinator Italy

### Contacts of the responsible and/or the organization in general:

evs@xena.it 049 875 2322

### Opening hours (If they have a front-office):

N/A

# GOOD PRACTICES FROM ITALY

## SOCIAL INCLUSION - OUT OF THE BOX: INCLUSION BRIDGES

### Presentation of the organization / project / success story:

The idea of the project was born as a creative response to one of the biggest challenges in the world nowadays which is SOCIAL EXCLUSION. As global challenges need holistic and cooperative approaches to have them solved, a transnational partnership was created in order to look for innovative tools for promoting social inclusion. The project is co-created by Nexes, Spain, together with 10 other organizations that have previously collaborated on other initiatives such as Globa-l-inks, EuroAfrican EVS, Global Impact, Cameras of the World, Environmentally Friendly, etc. Even though partners represent diverse interests and have different focuses in daily work, what brought them together is the interest in promoting non-formal education, inclusion, citizenship and education for sustainable development. Different experiences represented within the Network, lead to complementary visions, expertise, methods and competencies feeding directly into cooperative work about social inclusion through creativity.

### A description of the good practice (Purpose, aims, target group, place, description, feedback):

The Social Inclusion - Out of the box aimed:

- to facilitate the exchange of innovative educational practices related to social inclusion in the field of youth;
- to develop new competencies related to social inclusion through creativity, in order to contribute to greater youth active participation in social, cultural and political dimensions of their lives;
- to promote peer learning based on creativity, active participation and intercultural learning;
- to create innovative tools related to inclusion.

'Social Inclusion Out of the Box' was developed by a network of organizations from three different continents, all targeting young people with fewer opportunities and youth in need of inclusion. In a world of the Internet, a truly intercultural and innovative experience was developed by shaping a Toolkit collecting methods and non-formal education activities on social inclusion through creativity.

As part of the SIOB project, four viral videos were created in order to visualize the phenomenon of social exclusion. By putting together eye-catching and mind-boggling videos, the main idea was to stimulate the reflection on the different forms of exclusion present in various environments. This, in turn, not only led to triggering some debates in social networks and beyond but also gave birth to new teaching and learning tools. The videos are now available on the project website or through the links provided below. They can be used as part of the individual or group learning process where the themes of social inclusion/exclusion, community actions, active citizenship, etc. are discussed. The Inclusion Bridges game came into life as one of the outcomes of the SIOB project and is a result of months of collaboration of all partner promoters involved. The main aim of the creation process was to learn about social exclusion and to think about the possible creative inclusion actions that can be implemented across the different countries and in the different realities. The game is now available as a phone app and can be used both with individuals as well as groups engaged in the joint learning process. This tool is a great way to combine education with entertainment, and at the same time raising awareness and contributing to social inclusion.

### Services offered by the organization or the project:

The project offered:

- The toolkit
- The App game - Inclusion Bridges
- The viral videos

The international network of organization working on innovative methodologies promoting social inclusion.

### Advice for other organization working in the same field:

In whichever way our international project might have caught your attention, we would like to invite you to go a step further and ... act! With every small action, we get a step closer to social inclusion. Be part of the change. Share elements, transform ideas and combine processes to create the much-needed impact. We know what the image of an inclusive society can be. Let's make it real!

# GOOD PRACTICES FROM ITALY

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## INTRODUCTION TO THE GOOD PRACTICE N°3

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**Name (of the project or the success story):**

Sound Escape

**Name of the Organization or project (and logo of the project or the organization):**



**Contacts of the responsible and/or the organization in general:**

HRYO - Melania Ferrara - melania.ferrara@hryo.org

**Opening hours (If they have a front-office):**

10:00-17:00

## SOUND ESCAPE

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**Presentation of the organization / project / success story:**

This is an example of good practice that involves a technical-practical laboratory aiming to discover spaces through the registration of "different" sounds and vibrations than the ones the project's beneficiaries are used to. The final output of the laboratory was the production of am-type music tracks ambient sound, with a frequency of 432 Hz. The ambient sound, as well as the production audio with 432 Hz tunings, are strongly relaxing audio structures, able to lower the human vibrational frequencies by connecting with emotional states of peace and internal relaxation.

**A description of the good practice (Purpose, aims, target group, place, description, feedback)**

**Purpose:** experiment relaxation techniques in nature; promote active listening; stimulate collaborative practices.

**Target group:** adults and young people (take in consideration there should be groups of more than 8 people)

Step by step:

1. Background and preparation. During this first step the facilitator will explain the concept of the soundscape and the structure of the laboratory. It is useful in this phase to help the participants brainstorm about the place that will be recorded and to set up the sessions dedicated to the recording and the sounds.

2. Outdoor session in nature. The most important part of this laboratory. Before getting into the location identified for the laboratory, the facilitator will implement a small activity for relaxation, in order to create the adequate environment for the activity. Participants will be encouraged to find and explore different places in which they register the sounds in nature. After the registration is done, the facilitator will gather all the tracks done by the participants, there is no limit of tracks although they are according to the goals of the activity, the sessions outdoors normally last between 2 and 4 hours depending on the facilitator and the hours available to implement the activity.

3. Indoor session to select and edit audio. Once the registration has been made, the participants with the collaboration of the facilitators will select the recordings more useful for the production of the tracks. Once the skimming work is done, the trainers will proceed with a session to share possible ideas on pieces to be made, based on the interests and tastes of the individual participants. At the end of the realization of the track complete, transposed to 432hz, a collective listening session is recommended.

## SOUND ESCAPE

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**Services offered by the organization or the project:**

Toolkit, and support in case is necessary

# GOOD PRACTICES FROM ITALY

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## SOUND ESCAPE

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### Advice for other organization working in the same field:

Help the participants to find an excellent location for the recording phase. Do not make groups of more than 8 people. Some special materials are needed such as microphones, computers and other programs for the editing of the tracks and registration.

## INTRODUCTION TO THE GOOD PRACTICE N°4

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### Name (of the project or the success story):

Believe in Europe Escape Room

### Name of the Organization or project (and logo of the project or the organization):



### Contacts of the responsible and/or the organization in general:

<https://believeineurope.eu/index.php/escape-room> Abril Marcozzi - [abril.marcozzi@hryo.org](mailto:abril.marcozzi@hryo.org)

### Opening hours (If they have a front-office):

N/A

## BELIEVE IN EUROPE ESCAPE ROOM

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### Presentation of the organization / project / success story:

Believe in Europe aims to:

- bring closer the EU and their institutions to the young citizens
- to develop European citizenship and civic competencies
- to promote the European values and the sense of belonging to the EU
- to provide information regarding European programmes and opportunities.

Believe in Europe is a project organized by Biderbost, Boscan & Rochin (BB&R), in collaboration with HRYO and Rosto Solidario, and funded with support from the Erasmus+ Programme of the European Commission.

### A description of the good practice (Purpose, aims, target group, place, description, feedback):

**Purpose:** Bring closer the EU and their institutions to the young citizens

**Target group:** young citizens

**Aims:** Bring closer the EU and their institutions to the young citizen, promote European values and the sense of belonging to the EU, learn using gamification methodologies.

The activity is part of an exchange in which participants were able to develop their European citizenship through the following civic competencies: political knowledge, political attention, political participation, political efficacy, and political tolerance.

Furthermore, the participants learnt about the following EU institutions: European Commission, European Parliament, Court of Justice of the EU, European Ombudsman, European Central Bank and the Economic and Social Committee, and the following programmes: Youth Guarantee, European Voluntary Service, European Voluntary Corps, Erasmus+, Creative Europe and EURES.

**Step by step:**

1. Facilitators will introduce the game and will make sure participants have available all the material need it for the activity (any kind of device and internet connection)

2. The facilitator will do an initial assessment of the knowledge participants have regarding the European Union institutions.

# GOOD PRACTICES FROM ITALY

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## BELIEVE IN EUROPE ESCAPE ROOM

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3.Participants will be divided into groups composed of 3 to 5 people. After that, they select a group name, and they are ready to start the escape room

4.Once the escape room is finished the facilitator will reflect among the participants on the game, the institutions will provide more information if necessary and will also contribute to reflecting on the learning outcomes of the activity.

### Services offered by the organization or the project:

The organizations part of this project are experts in non-formal education and have strong knowledge regarding the EU institutions. Both organizations are experts in non-formal education activities precisely in the field of youth. The link offers the possibility to implement the game.

### Advice for other organization working in the same field:

The game is engaging although support for guaranteeing active participation is needed, as well as the reflection on the learning process by the facilitator.

# GOOD PRACTICES FROM SLOVENIA

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## MCC CELJE YOUTH CENTER

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**celjski mladinski center**  
prostor svobodnih idej in druženja

Celjski Mladinski Center – Celje Youth Center is a public non-profit organization, a place of ideas, socializing and acquiring knowledge. With their infrastructure and a wide variety of activities, they enable different target groups to gain non-formal competencies with an impact on all eight key competencies. MCC has a research unit within the structure for developing new non-formal approaches, researching youth participation and developing legislation drafts for the national and local levels.

## COUNTRY

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Slovenia

## CONTACTS

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SONJA MAJCEN - sonja.majcen@mc-celje.si - + 38640756009  
KATJA KOLENC – katja.kolenc@mc-celje.si - + 38631852505  
SAMANTA HADŽIĆ ŽAVSKI – samanta.hadziczavski@mc-celje.si

## SUCCESS STORIES

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MCC has prepared 4 different success stories:

### **GOOD PRACTICE N°1**

BLEND-IN project: an ERASMUS + project in which MCC participated with 4 other partners. The project aimed to create a platform where a simulation game about intercultural communication and dialogue could be played

### **GOOD PRACTICE N°2**

THE INTERNATIONAL FESTIVAL YEAR PLAY WITH ME: the purpose of the festival is to enable active inclusion and thus social interaction in the central social event. The main aim is active participation amongst children and youngsters with special needs and their peers with typical development.

### **GOOD PRACTICE N°3**

YOUTH TRANSITION: it is a project intended to provide professional assistance to young people with special needs in facilitating the transition to further education or the labour market.

### **GOOD PRACTICE N°4**

The mobile application ZNAKOVNIK (Dictionary of Deaf Gestures) is a response to the desire to overcome communication barriers between deaf members of the mother tongue and the desire for easy communication.

## INTRODUCTION TO THE GOOD PRACTICE N°1

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# GOOD PRACTICES FROM SLOVENIA

## INTRODUCTION TO THE GOOD PRACTICE N°1

**Name (of the project or the success story):**

Blend-IN: Intercultural Management and Communication for Youth Organisations

**Name of the Organization or project (and logo of the project or the organization):**



Katja KOLENC; she worked on Blend-IN project at the time; she is Head of Programs, International Coordination and Projects in MCC – Celje Youth Center.

**Contacts of the responsible and/or the organization in general:**

UNIVERSITY OF PELOPONNESE  
STAVROU 28 KAI KARYOTAKI 28  
22100 TRIPOLIS  
GREECE

**Opening hours (If they have a front-office):**

There is no front-office.

## BLEND-IN: INTERCULTURAL MANAGEMENT AND COMMUNICATION FOR YOUTH ORGANISATIONS

**BLEND-IN is an Erasmus + project: strategic partnerships project, in which MCC participated with four other partners:**

- University of the Peloponnese (Greece)
- priME Academy AG (Germany)
- Law and Internet Foundation (Bulgaria)
- AKADEMIA LEONA KOZMINSKIEGO (Poland)

Blend-IN was an ambitious 18-month project set to tackle the existing mistrust and non-tolerance among the different communities that live in Europe through educating youth workers.

**A description of the good practice (Purpose, aims, target group, place, description, feedback):**

**Purpose:** the purpose of the project was to establish a platform on which it will be possible to play a simulation game on the topic of intercultural dialogue and communication.

**Aims:** design and development of online multilingual simulation platform; elaboration of training methodology for implementation of the simulation game in both online and offline environment – Blend-IN Handbook; organisation and conduction of a 4-day Joint Staff Training to prepare 12 youth workers for piloting the Blend-IN Simulation platform; organisation and conduction of blended mobility for 24 youth workers; promotion of intercultural management and communication across youth and youth workers' communities across Europe (via Blend-IN Info Day: Presentation of Blend-IN Simulation platform in Bulgaria, Blend-IN Info Day: Presentation of Blend-IN Methodology Handbook in Germany, and Blend-IN International Conference in Greece).

**Target Group:** Youth workers, minorities and refugees and youth leaders.

**Place:** Celje Youth Center

**Description:** the project was designed in the complex context of a Europe, which is not as united as it was, a field for rising Eurosceptics and growing tensions. Still, young people all over the continent have similar interests and problems and present the driving force for enacting positive change. Taking into account these

# GOOD PRACTICES FROM SLOVENIA

## BLEND-IN: INTERCULTURAL MANAGEMENT AND COMMUNICATION FOR YOUTH ORGANISATIONS

dynamics, the Blend-IN partnership was driven to contribute to the pan-European efforts to promote the value brought by tolerance and diversity.

As part of the project, a platform was set up so that it could be played with any simulation game on the topic of intercultural dialogue and communication. In addition, a handbook has been prepared for youth workshops for the purposes of training and education in the field of intercultural dialogue and communication.

The project was co-financed by the European Union's Erasmus+ program.

Feedback: several applications and interest in the project even among minorities.

### Services offered by the organization or the project:

As part of the project, a platform was established on which it is possible to play a simulation game on the topic of intercultural dialogue and communication. The simulation game is on the topic of intercultural dialogue and different scenarios are played out. As a player, you can decide for yourself how you will carry out or solve certain problems or situations. In addition, a handbook has been prepared for youth workers for training and education purposes in the field of intercultural dialogue & communication.

### Advice for other organizations working in the same field:

It is important to be aware of the importance of involving young people. It is a very important topic that can also be achieved through play and this is the reason for the relevance of the project.

## INTRODUCTION TO THE GOOD PRACTICE N°2

### Name (of the project or the success story):

Play with Me Festival

### Name of the Organization or project (and logo of the project or the organization):



### Photo of the person interviewed & description of the person (position in the organization):

Boštjan Kotnik - Head of the project activities department

### Contacts of the responsible and/or the organization in general:

(01) 241 81 00

### Opening hours (If they have a front-office)

N/A

## PLAY WITH ME FESTIVAL

### Photo of the person interviewed & description of the person (position in the organization):

Boštjan Kotnik - Head of the project activities department

### Contacts of the responsible and/or the organization in general:

(01) 241 81 00

### Opening hours (If they have a front-office):

N/A



# GOOD PRACTICES FROM SLOVENIA

## PLAY WITH ME FESTIVAL

### Presentation of the organization / project / success story:

THE INTERNATIONAL FESTIVAL YEAR "Play with me" takes place within the Janez Levec Center Ljubljana and the Society for the Culture of Inclusion. The activities include a large number of participating schools, institutions, non-governmental organizations and individuals, as well as all other people who find themselves in connection with an individual event by chance. The crowd is large because the events take place in prestigious and very "frequent" places, such as Kongresni trg in Ljubljana, Cankarjev dom or Tivoli Park.

### A description of the good practice (Purpose, aims, target group, place, description, feedback):

Connecting through play is also one of the guiding principles of the events of the INTERNATIONAL FESTIVAL YEAR "Play with me", which with their activities promotes social integration or inclusion among children, adolescents, adults with special needs and the majority population of all generations. Most people isolate people with special needs and thus prevent them from social interactions. The purpose of the festival year "Play with me" is to ENABLE ACTIVE INCLUSION and thus SOCIAL INTERACTION IN THE CENTRAL SOCIAL EVENT. The main aim is active participation amongst children and youngsters with special needs and their peers with typical development. The events are mainly dedicated to children and youngsters, especially those with special needs. <http://en.igrajsezmano.eu/>

### Services offered by the organization or the project:

Due to not knowing the population our society is still full of prejudices which believe that people with special needs are incompetent and different instead of getting to know their qualities and the similarities between us. The project offers awareness to fight against this prejudice and create an inclusive society.

### Advice for other organization working in the same field

N/A

## INTRODUCTION TO THE GOOD PRACTICE N°3

### Name (of the project or the success story):

YOUTH TRANSITION

### Name of the Organization or project (and logo of the project or the organization):



Project coordinator:

Association of Vocational Rehabilitation Providers of the Republic of Slovenia

### Photo of the person interviewed & description of the person (position in the organization):

Project Coordinator: Maja Zovko Stele

### Contacts of the responsible and/or the organization in general:

Linhartova 51, 1000 Ljubljana

Phone: 01 280 34 53

e-mail: [zizrs@siol.net](mailto:zizrs@siol.net)

### Opening hours (If they have a front-office)

N/A

# GOOD PRACTICES FROM SLOVENIA

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## YOUTH TRANSITION

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### Presentation of the organization / project / success story:

The project was created as a result of the difficult situation of young people with special needs in the labour market, which has long been perceived by the providers of the employment rehabilitation program. The data show that a very small number of young people with special needs are employed immediately after finishing school. Some young people register with the Employment Service of Slovenia after finishing school, while most of them stay at home for at least some time after finishing school. These young people are also often characterized by long-term unemployment. During unemployment, the pre-existing problems that cause them to have the status of children or adolescents with special needs are accompanied by additional problems, such as loss of acquired knowledge, loss of work potential and work habits, problems in the field of self-esteem and mental health. As a result, they become even harder to employ. Therefore, it is essential to offer help and support to these young people already in the school system and to help them in the transition to the labour market. To this end, the MDDZS has issued a call for tenders for the "Development and implementation of the transition of young people with special needs to the labour market" within which their services are being piloted.

### A description of the good practice (Purpose, aims, target group, place, description, feedback):

In the analysis carried out before the start of the project, it was established that for the successful transition of young people with special needs to the labour market, there is a lack of a connecting system that would connect the education system with the employment system. The main purpose and philosophy of the project is precisely the connecting role between these two systems. They also believe that people with special needs, with the right support, can be just as effective and good workers as others. They can also offer a lot of work to employers and the wider society.

### Services offered by the organization or the project:

The services in the project consist of various activities that systematically provide young people with special needs with the most equal opportunities for integration into the labour market and thus social inclusion. The project enables the coordination and participation of young people with special needs, their families and all participating professionals from schools to employers and other support institutions. Within the project, young people are involved in various activities and content. Based on the individual plan and the goals defined in it, they work on motivating, empowering and monitoring young people in the active transition. At all times, professionals on the project work with professionals of professional teams for vocational rehabilitation as well as with counselors and professionals and colleagues at schools or other organizations attended by young people with special needs. In the case of youngsters, parents or guardians are also included in the project, as their participation is of key importance. The content of their work is also very important, as well as cooperation with employers with the aim of a work test, performing school or study practice, training and developing employment opportunities for young people. There is also the application ZMOREMO (We can), which is intended for the people with disabilities and helps them to enter the labour market (finds and connects them with organisations that employ people with disabilities, there is general information about employing people with disabilities, etc...). [https://play.google.com/store/apps/details?id=com.tovarnaidej.zmoremoapp&hl=en\\_IE](https://play.google.com/store/apps/details?id=com.tovarnaidej.zmoremoapp&hl=en_IE)

## YOUTH TRANSITION

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### Advice for other organizations working in the same field :

When working with young people, it is especially important to trust their abilities, encourage them and help them achieve their desired goals. When working on a project, it is important to believe in its mission and insist on achieving its goals.

# GOOD PRACTICES FROM SLOVENIA

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## INTRODUCTION TO THE GOOD PRACTICE N°4

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**Name (of the project or the success story):**

Heroes drive in pajamas

**Name of the Organization or project (and logo of the project or the organization):**

Zavod VOZIM



**Photo of the person interviewed & description of the person (position in the organization):**

Tjaša Turnšek

**Contacts of the responsible and/or the organization in general:**

Telephone: +386 (0)70 222 261

Email: [info@vozim.si](mailto:info@vozim.si)

**Opening hours (If they have a front-office)**

N/A

## HEROES DRIVE IN PAJAMAS

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**Presentation of the organization / project / success story:**

The VOZIM Institute has been dealing with the field of traffic safety for more than 10 years - especially prevention. Over the years, it has been transforming and upgrading programs, which are, of course, also linked to current trends and statistics. Alcohol-related traffic accidents, related deaths and serious injuries are unfortunately constant when it comes to traffic safety. Thus, in 2017, when the institution launched the Heroes in Pajamas campaign, they found that every third fatal traffic accident occurs due to driving under the influence of alcohol and that every third of these is caused by adolescents. In the next phase, the institution then considered who, in addition to young people, is the key actor who can help reduce the number of trips under the influence of alcohol, and they came to the next target group - parents. Parents are the ones who can get involved in the safe transportation of young people, so the communication in the first season of "heroes" went in this direction.

**A description of the good practice (Purpose, aims, target group, place, description, feedback):**

In addition to the aforementioned message about who the hero is, the philosophy of the project is, above all, that we are all co-responsible for the situation and for the possibilities for changes in the field of traffic safety. Youth, parents, youth centers, event organizers, caterers, the local decision-making community, national institutions and the legislature. It is essential, however, that local communities at the micro level become aware of the problem and try to achieve change in their environment first. From this point of view, most of the activities within the initiative take place in local environments, in rural areas, where the possibility of a traffic accident under the influence of alcohol is twice as high. The institute brings together all the aforementioned stakeholders, who are empowered for changes at the local level - we conduct a structured dialogue with young people and local decision-makers, where young people themselves propose proposals to municipalities that would help reduce driving and drinking alcohol among young people.

# GOOD PRACTICES FROM SLOVENIA

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## YOUTH TRANSITION

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### Services offered by the organization or the project:

In addition to the annual national campaign, which raises awareness among the general public about the dangers of driving under the influence of alcohol, to date they have included 10 municipalities where they have carried out preventive activities:

- focus groups with young people,
- a consultation of young people and local decision-makers (structured dialogue)
- preventive traffic workshops for young people
- preventive traffic workshops for parents,
- safe and free rides

All of the above represents a preventive model that the institute is spreading in local environments throughout Slovenia.

### Advice for other organization working in the same field:

Above all, they would advise dialogue and inclusion. The main target groups addressed by the VOZIM Institute are young people and the disabled, injured in traffic accidents. They try to listen to them, to define their needs together, to involve them in the design of prevention programs themselves as well as in their implementation. Only in this way can we therefore design effective prevention programs that have their own purpose and meaning.

# GOOD PRACTICES FROM GREECE

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## ADDART

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AddArt is a nonprofit multi-arts organization with a core mission to add art to everyday life in order to promote and support the growth of the creative industries and economies, as a laboratory of ideas and a springboard for artistic expression. AddArt specializes in the visual arts, including but not limited to: 2D animation, illustration, comics, graphic design, game design & filming.

## CONTACTS

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GIANNIS KANLIS – giannis.kanlis@addart.gr - + 306998229420  
STAVROS SAVVAIDIS – hi@addart.gr + 306945333682

## SUCCESS STORIES

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AddArt has prepared 4 different success stories:

### GOOD PRACTICE N°1

BEYOND BORDERS: The project aims to the inclusion of people with disabilities on a 15 days summer camp programme, by providing participants with creative & fun activities accommodated to their needs.

### GOOD PRACTICE N°2

EN DYNAMEI ENSEMBLE: This theatric ensemble achieves the integration of people with disabilities through arts, by putting up plays that include performers with various forms of disability.

### GOOD PRACTICE N°3

COLOURFUL MELODY: Colourful melody aims to equip youth workers with the relevant skills that will help them include people with disabilities using music and video.

### GOOD PRACTICE N°4

LEGO TEAM: Lego Team tells the story of how people with both mental and physical disabilities formed a robot Lego team and participated in the national competition.

## INTRODUCTION TO THE GOOD PRACTICE N°1

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Name (of the project or the success story):

Beyond Borders

Name of the Organization or project (and logo of the project or the organization):



Tsaf Tsouf Summer Camp

# GOOD PRACTICES FROM GREECE

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## ADDART

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### Photo of the person interviewed & description of the person (position in the organization):

Ioannis Kanlis

animateur and coordinator of T.E.A.M (Team for Entertainment and Activities Management)

### Contacts of the responsible and/or the organization in general:

info@tsaftsouf.gr

<https://www.facebook.com/tsaftsouf.gr>

<https://www.tsaftsouf.gr>

### Opening hours (If they have a front-office):

N/A

## BEYOND BORDERS

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### Photo of the person interviewed & description of the person (position in the organization):

Ioannis Kanlis

animateur and coordinator of T.E.A.M (Team for Entertainment and Activities Management)

### Presentation of the organization / project / success story:

Tsaf Tsouf is a kids' summer camp situated by the beach, in the region of Kavala. It offers uniquely themed accommodation, in specially configured train coaches, able to host close to 1100 children. Since 1991, experienced educators, art teachers, psychologists, physical trainers and animateurs constitute the camp's roster. Throughout the years, it became evident that most of the staff had previous academic training or experience in the field of disability, plus the lay of the land provided easy access to people with disabilities. Thus the summer programme for people with disabilities "Beyond Borders" was born in 2000.

### A description of the good practice (Purpose, aims, target group, place, description, feedback):

Purpose: the inclusion of people with disabilities in a summer camp programme

Aims: to provide participants with creative & fun activities and to create powerful memories & connections, develop physical and social skills, coexist harmoniously, explore and communicate with nature

Target Group: any person with mental/physical/sensory disabilities above the age of 6

Place: any place that can provide accommodation and spacious room for activities, ideally a camp

Description: the programme is 15 days long and consists of both repetitive and one-time activities. Usually, each day starts focusing on water-oriented activities, by the beach or the pool. Creative activities and sports take place late in the afternoon, while the evenings are reserved for entertainment purposes. The T.E.A.M (Team for Entertainment and Activities Management), usually numbering 10 people, is responsible for the design and execution of the activities scheduled on a daily basis. The programme can safely host around 200 participants, including many from caretaking institutions.

Feedback: for most of the participants, these 2 weeks are their only holidays all year long. The Beyond Borders programme has been lauded on a national level for its professionalism and quality of care towards people with disabilities.

# GOOD PRACTICES FROM GREECE

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## BEYOND BORDERS

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### Services offered by the organization or the project:

In terms of accommodation and nutrition, they emphasize safety, comfort, and division of needs. Respect towards disability and inclusion are the main pillars of the activities schedule, which includes: swimming and sports, canoe & kayak, climbing, horse riding, ATV rides, archery, painting, clay sculpting, dancing, theatre play, cooking, film making, talent shows, disco & beach parties, live concerts and many more. Professional caretakers are the most important aspect of this project since without them nothing would be possible. Their selection is always in coordination with the parents or the institution responsible for every participant and the summer camp.

### Advice for other organization working in the same field:

With 20 years of experience in hosting the Beyond Borders project for people with disabilities and with the motto "All equal – All different", Tsaf Tsouf urges professionals with access to and/or ownership of summer camps to proceed with the implementation of their own vision of holidays, inclusion and acceptance of disability. Many of the obstacles during the early stages of the programme seemed insurmountable, but with daring and persistence, they kept on going, being able to host the project successfully even during the COVID-19 pandemic. Do not expect to make it on the first try, but remember: every step you take towards inclusion brings everyone closer. "Life is all about struggle, not chance". (Beyond Borders has also been implemented as KA1 Youth Exchange mobility by partner NGO Kids in Action in 2017, simultaneously with the summer camp programme)

## INTRODUCTION TO THE GOOD PRACTICE N°2

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### Name (of the project or the success story):

En Dymamei Ensemble

### Name of the Organization or project (and logo of the project or the organization):



En Dymamei Ensemble

### Photo of the person interviewed & description of the person (position in the organization):

Chrisa Gkouma

Volunteer, Actress

### Contacts of the responsible and/or the organization in general:

<https://www.facebook.com/endymameiensemble/>

### Opening hours (If they have a front-office):

N/A

# GOOD PRACTICES FROM GREECE

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## EN DYNAMEI ENSEMBLE

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### Presentation of the organization / project / success story:

In 2008 En Dymamei Ensemble was formed as a theatre group by Helen Dimopoulou and Maria Ioannidou, both parents of kids with mental disabilities. The two mothers had enough of the repetitive and unimaginative daily routine followed by special schools and childcare centres, so they took it upon themselves to propose a new way for children with disabilities to make progress towards social integration and practical skill development. 12 years later, En Dymamei Ensemble operates as an NGO in the city of Thessaloniki, constituted of a mixed and fluid group of around 50 artists, both able bodied and with disabilities.

### A description of the good practice (Purpose, aims, target group, place, description, feedback):

Purpose: integration of people with disabilities through arts

Aims: body strengthening, speech improvement/articulation, cultivation of team spirit, trust, empathy, communication skills/eye contact, discipline

Target Group: started as a teen group, now directed mainly towards adults

Place: versatile, room with proper flooring required for rehearsals

Description: the theatre ensemble consists of two teams with interchangeable members throughout the years. 'Reds' are usually amateur or professional actors and participate on a voluntary basis, while 'Greens' are people with disabilities, with or without previous experience in theatre. Throughout the activities, all members of the ensemble must form pairs with a person of the opposite colour, essentially facilitating the integration process. En Dymamei mainly focuses on creating & staging original plays and participating in local & international theatre festivals.

Feedback: The ensemble has made a number of breakthroughs through the years, mainly in the field of independence and self-sufficiency for its members. The Red/Green ratio used to be 1:1, but many Green veterans have made significant progress so as not to warrant a Red pair, and taking it even further, they can now pair up with other Green members to provide assistance and guidance through the activities.

### Services offered by the organization or the project:

To this day, En Dymamei Ensemble has created a trilogy of original plays with themes like family & disability, the current condition of institutions for disabled people and the universal right to love. Travelling around Greece and abroad for performances is a fundamental part of the group's operation, offering the greatest chances for bonding experiences between team members and social integration. The ensemble has also implemented other projects such as art exhibitions, guided tours and voluntary cooking at elderly homes.

### Advice for other organization working in the same field:

Avoid treating people with disabilities as "special", because this kind of approach usually results in manipulative behaviours from both parties. Instead, approach them as equals, especially when working in teams. When accompanying people with disabilities it is not uncommon to be afraid or prejudiced, but these feelings and thoughts can be worked on. Never think of yourself as a nurse or a caretaker though, unless you have the appropriate training! Specialists and consultants should always be within hand's reach when undertaking big projects involving disability. There are going to be times that you won't be able to be of help and many more times that you will make mistakes. Acceptance is a big step forward for any individual's view toward disability. Always try to bring good spirits and be ready to make new friends!



# GOOD PRACTICES FROM GREECE

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## INTRODUCTION TO THE GOOD PRACTICE N°3

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**Name (of the project or the success story):**

S FACTOR - Into Eurovision – Colourful Melody video clip

**Name of the Organization or project (and logo of the project or the organization):**

Kids In Action (In a project organized by Momentum UK)



**Photo of the person interviewed & description of the person (position in the organization):**

Olga Kyriakidou

Board Member/ Project Manager/ NFL Trainer in the youth field/Youth Consultant and Volunteer mentor

**Contacts of the responsible and/or the organization in general:**

olga@kidsinaction.gr

**Opening hours (If they have a front-office):**

N/A

## COLOURFUL MELODY

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**Presentation of the organization / project / success story:**

«Kids in action» is a non-governmental, non-profit organisation created in Thessaloniki in 2003. Kids in Action are trying to get in touch, inspire and encourage young people to take action and participate through a number of different activities such as festivals, street theatre, circus and theatre performances, youth exchanges, training courses, seminars and volunteering activities. The project "S FACTOR -Into Eurovision" was a KA1-Mobility for youth workers in which partner organizations should involve young people with disabilities and create together a music video clip.

**A description of the good practice (Purpose, aims, target group, place, description, feedback):**

**Purpose:** inclusion and empowerment of young people and children with disabilities through the use of music and video.

**Aims:** to equip youth workers with new creative digital and artistic tools to work with their youth groups and to empower young people through their participation in a music video.

**Target Group:** youth, social workers and caregivers for people with disabilities working in Amymoni Disability Centre in Thessaloniki as well as young people and children with disability hosted there.

**Place:** Thessaloniki, Greece

**Description:** "S FACTOR -Into Eurovision" was a long-term KA1 mobility for youth workers and was implemented in 2015 in the UK. The overall project consists of 1 Training Course for youth workers, a phase of

# GOOD PRACTICES FROM GREECE

## COLOURFUL MELODY

implementation and production of the video, a 1-day activity/event (online and offline) where the contest and the online voting took place and one Evaluation Meeting for youth workers.

Feedback: the phase of producing the video clip was a very creative process that supported the young people with disabilities as well as their accompanying persons to connect and communicate in a creative way.

### Services offered by the organization or the project:

Kids in Action facilitated the whole process. Prepared the 2 youth workers from Amymoni that participated in the Training Course, monitored the process of preparation for the production of the video clip, organised all communication with the partner organisations, and coordinated all practical and logistical issues (communication with the band that gave the rights of the song, contact with the filmmaker, arrange all travel details, communication for the translation of the song in English and international sign language. Also, KiA coordinated the final event and disseminated the results.

### Advice for other organization working in the same field:

Being creative and using art as a pedagogical tool was and still is the main way that Kids In Action is working. Creating music videos, theatrical plays etc. with young people and children with disabilities is a unique way to connect them with their supporters, and caregivers, raise empathy, work in a more joyful way and promote solidarity, inclusion and volunteering. You can see all above by watching the video clip that won the 1st place in the European competition: [https://www.youtube.com/watch?v=OwkXV\\_fYS1Y](https://www.youtube.com/watch?v=OwkXV_fYS1Y)

Be creative and enjoy the process as much as you can!

## INTRODUCTION TO THE GOOD PRACTICE N°4

### Name (of the project or the success story):

FIRST® LEGO® LEAGUE – TEAM «ΑΣΤΕΡΕΕΕΕΚ»

### Name of the Organization or project (and logo of the project or the organization):



### Photo of the person interviewed & description of the person (position in the organization):

Psallida Antonia,  
Senior Manager

### Contacts of the responsible and/or the organization in general:

<https://eduact.org/>  
<https://www.facebook.com/eduact>  
<https://www.instagram.com>  
<https://www.eduact.org>

### Opening hours (If they have a front-office):

09.00 -17.00

# GOOD PRACTICES FROM GREECE

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## FIRST® LEGO® LEAGUE - TEAM «ΑΣΤΕΠΕΕΕΕΚ»

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### Presentation of the organization / project / success story:

The Not-for-Profit Educational Association Eduact goes beyond the narrow confines of formal education of the present and introduces new educational programs to all the children of the future. Over the last seven years, Eduact has been working in the field of non-formal education with particular emphasis placed on new technologies, coding and educational robotics. Eduact leads the way in the field of modern education by implementing practices aimed at introducing innovation into the educational process and by emphasizing the importance of equality of opportunity, access, and participation of social groups regardless of their background in programs which shape young people and endow them with leadership characteristics and social sensitivity.

### A description of the good practice (Purpose, aims, target group, place, description, feedback):

Purpose: integration of people with disabilities through robotics, steam and science

Aims: cultivation of team spirit, discipline, leadership, initiative, trust, empathy, communication and presentation skills, eye-hand coordination

Target Group: teen group, ages 10-16

Place: School training, Competition venue

Description: «ΑΣΤΕΠΕΕΕΕΚ» is the name of the team. They are based in Orestiada, Greece and are members of a «special education laboratory». Teachers took the initiative and started building a team, learning how to build robots and teach coding. The effort becomes an experience and then knowledge and celebration. Twelve teenagers start to communicate and exchange ideas, learning through play and becoming a team. Mathematical thinking is one of the most important skills of this team, while building activities are their favourite topic during training. When it comes to presentation and research, they are implemented through song or theatre play.

Feedback: a whole new topic about science and technology became a favourite activity.

### Services offered by the organization or the project:

FIRST® LEGO® League guides youth through STEM learning and exploration at an early age. From Discover, to Explore, and then to Challenge, students will understand the basics of STEM and apply their skills in an exciting competition while building habits of learning, confidence, and teamwork skills along the way. A chance to shine! Learn to research different topics, find solutions, innovate and then present it. Research, robot design, teamwork and robotics are the spirit of this celebration.

### Advice for other organization working in the same field:

During the training, all teams who participate in the event should have constant communication with the association through a group of experts always at the ready, who can answer questions and guide the teams to find solutions for any problems that may arise. The inclusion of team «ΑΣΤΕΠΕΕΕΕΚ» and the interaction with them was a unique chance to gain knowledge on how to better include children with disabilities in the workshops and events. The team's participation was financially covered by LEGO Foundation. The organization was amazed by all the resources, support and encouragement they received throughout the project, so always remember to reach out to local communities and international foundations alike when seeking to implement something innovative and challenging.