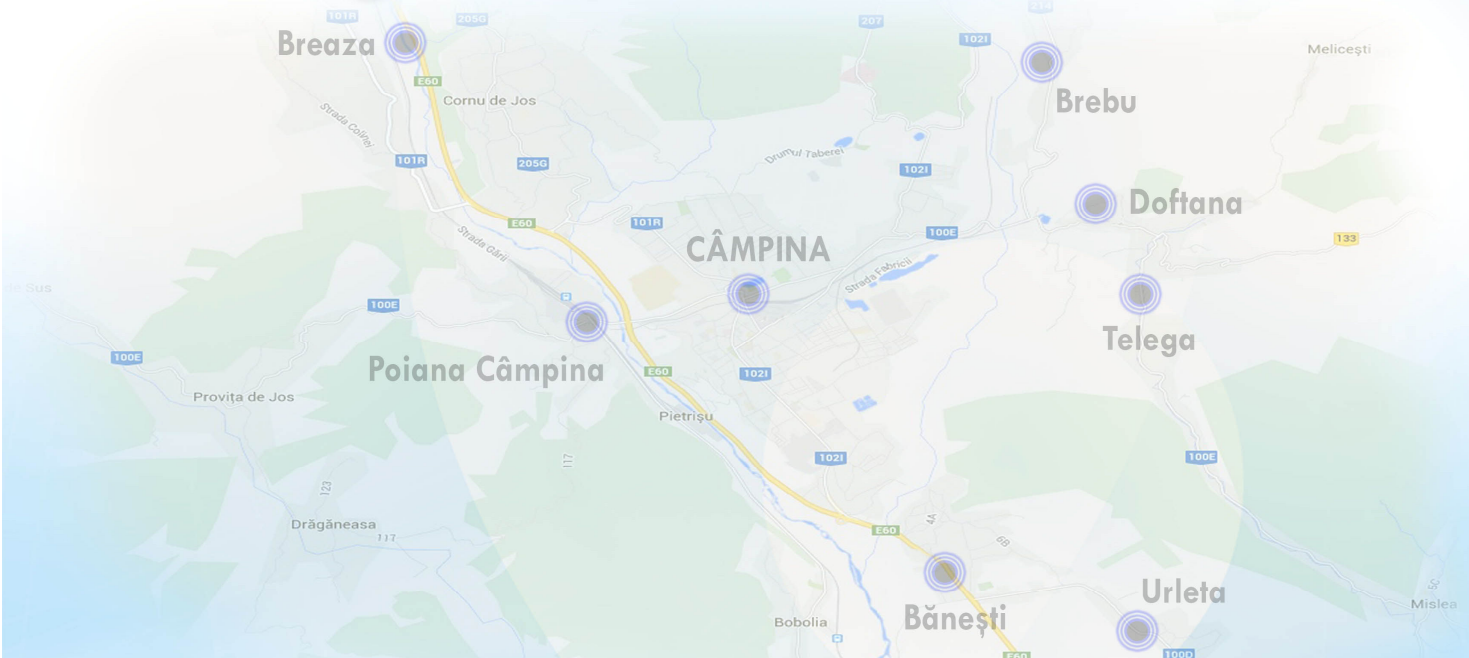


Together Romania Association



YOUTH WITH EMPLOYABILITY SOFT SKILLS

- Info session module -



Youth with Employability Soft Skills

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This project has been funded with support from the European Youth Foundation

Table of content

Preface

Introduction.....2

Day 1

Getting to know each other, ice breaking and name games.....3

General presentation. Youngsters with fewer opportunities – who are they?.....4

Labour market in our communities/ Youth unemployment – Presentation.....5

Encouraging strategies/Less opportunities youth involvement.....6

Development of the communication, motivation and involvement skills.....6

Development of decision making and negotiation skills.....7

Development of the capacity of planning, organizing and prioritizing the work.....7

Development of team work, self esteem and conflict management competences.....8

Day 2


CV & Interview for a job.....9

What is European /national Citizenship for me and how youngsters can be active at local level?.....10

Evaluation.....11

Future plans.....12

This booklet is realized in order to support the youth workers, trainers and facilitators who want to work with youngsters with less opportunities in labor market.



The project envisages socio-economic transformation of the (rural) youth, women and men from a status of inactive, unemployment and vulnerability to a product of employability. It aims to create vocational opportunities to the disadvantaged community in the 12 villages of Campina area by developing flexible skills, training and placement services in consonance with the markets' needs and demands and prepare them to face the new economic challenges.

This project was supported by the European Youth Foundation

Day 1

Getting to know each other, ice breaking and name games

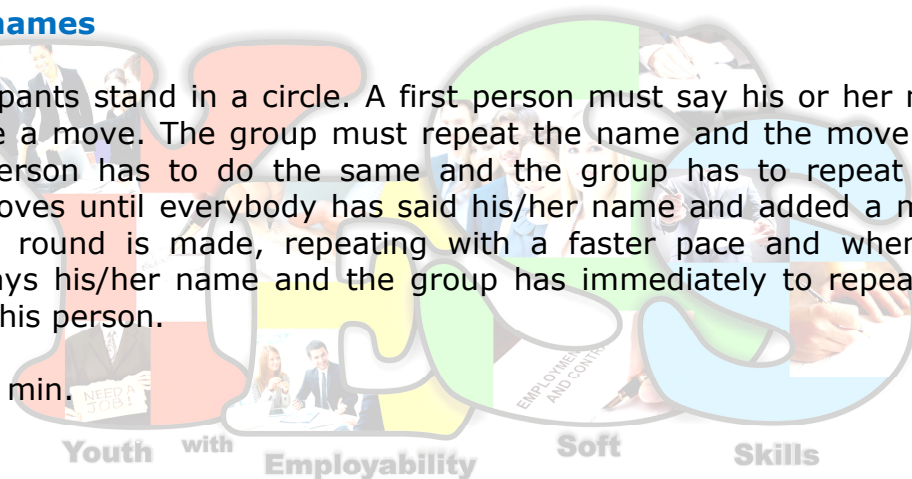
Icebreakers are mostly used at the beginning of the activity, when people don't know each other well and feel shy. Energizers are to be used whenever you feel the group is getting tired or to start a session, helping participants to activate and focus. The games described here can be used for both purposes. Up to you to choose which better adequate to your group needs.



Moving names

All participants stand in a circle. A first person must say his or her name and make a move. The group must repeat the name and the move. The second person has to do the same and the group has to repeat both names/moves until everybody has said his/her name and added a move. A second round is made, repeating with a faster pace and when the person says his/her name and the group has immediately to repeat the move of this person.

Time: 15 min.



The curtain is falling

The participants are divided in two groups. Two facilitators hang a curtain/cloth/sheet that separates both groups. Each group decides who should stand in front of the curtain from their side. When one person from each group stands in each side (they shouldn't be able to see each other), the facilitators let the curtain fall and the first of the two saying the other person's name wins. The winner is the faster one.



Normally the groups get really creative after a couple of rounds, like standing with the back to the curtain or sending more than one person at the same time. Just let them have fun!

Time: 10 min.

Throw a thing

All participants stand in a circle. One of them has a ball/toy. The participants are asked to throw it to another person while saying his/her name. Participants should pay attention from who they receive the ball and to whom they throw it because there will be a repetition of the exercise and the 1st round order must be respected. Participants cannot repeat a person who had already the ball. After everyone has said their name the ball comes back to the first person who threw it. A new round starts, in a faster pace and respecting the order of the 1st round.

More challenging: use more than one ball/toy at the same time. A new ball could follow the inverse order, for example, another one, no order at all and there should be always the first ball which follows the first round's order.

Time: 10 min.

General presentation. Youngsters with fewer opportunities / who are they?

Aims: to understand who are the youngsters with fewer opportunities

Number of participants: more than 10

Length: 60 minutes

Materials needed: colored paper and pens

Description: The trainer proposed the participants a brain writing in order to find out a definition of who are these youngsters with few opportunities. The participants got colored papers. They had 15 minutes to think and to write on the paper their ideas. This method is more efficient than the brainstorming because give the possibility to everybody to fill better and more self-esteem in expressing their ideas.

The participants stick their papers on the flip chart. The trainer asked for help to read all the participants' inputs. Then together they wrote the final definition.



Labor market in our communities/Youth unemployment presentation

Presentation

Aims: to get information about labour market and youth unemployment

Number of participants: more than 10

Length: 30 minutes

Materials needed: flipchart, markers, video projector, laptop and screen



Description: The trainer will present the situation of labour market and unemployment, especially among youth, at local, regional, national and international level.

Self-reflection

Aims: to raise awareness of the influence of economic field in their life.

Number of participants: more than 10

Length: 15 minutes

Materials needed: colored paper and pens

Description: After the presentation, the trainer will give the participants A4 papers and ball pens and ask them to write down how this situation in labor market affected their life and their families.

Encouraging strategies/Less opportunities youth involvement

Presentation

Aims: to gain information on European funds for Youth sector

Number of participants: more than 10

Length: 45 minutes

Materials needed: laptop, video projector, screen

Description: The trainer will split the group in subgroups of 4 people and invite them to prepare a presentation about how European funds for Youth support them to be active citizens using the three types of education: formal, non-formal and informal. Each group will have a PC or laptop. Then each group will present their PPT;

Development of the communication, motivation and involvement skills

Presentation

Aims: to develop communication, motivation and involvement skills

Number of participants: more than 10

Length: 25 minutes

Materials needed: laptop, video projector, screen

Description: The trainer will present the elements of an efficient communication: I type messages, paraphrasing and positive feedback.

Exercise

Aims: to gain information on European funds for Youth sector

Number of participants: more than 10

Length: 20 minutes

Materials needed: laptop, video projector, screen

Description: Communication in pairs; the group will be splitted in pairs of two.



They will be sited back to back in two rows. One row will be the sender and another one the receiver. Each member of sender group will get a paper with a geometrical drawing on it. They have to describe their pair the drawing.

After the exercise a debriefing of it will be made in order to support participants to find how communication works.

Development of decision making and negotiation skills

Teambuilding game. The Tower.

Aims: to develop team building competences

Number of participants: more than 10

Length: 20 minutes

Materials needed: papers, TESA film

Description: The group will be spited in 4 participants groups. They'll get 7 DIN A4 papers and 1 m of TESA film. The aim is to build the highest tower with the given materials.

After the game the trainer will facilitate a debriefing of the exercise.

Development of the capacity of planning, organizing and prioritizing the work

Aims: to develop competences in project management

Number of participants: more than 10

Length: 60 minutes

Materials needed: papers

Description: The trainer will give to the participants, pieces of papers with statements specific to project management written on them project stages, aim, objectives, activities, results, impact and follow up.

The task of the participants who will work in the same subgroups is to find the correct order of all these pieces of papers.

Development of team work, self-esteem and conflict management competences

Tangram Game

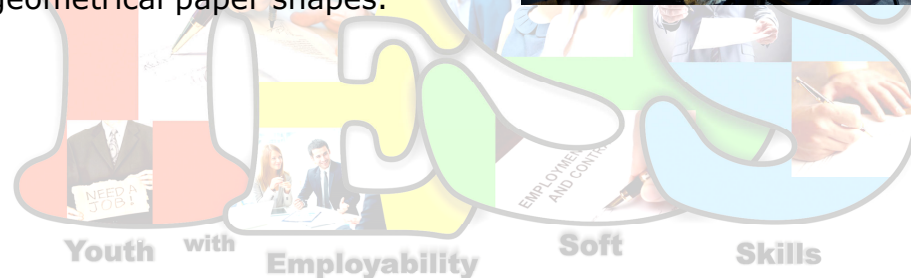
Aims: to develop team work, self-esteem and conflict management competences

Number of participants: more than 10

Length: 30 minutes

Materials needed: laptop, video projector, screen

Description: Tangram "seven boards of skill" is an ancient Chinese puzzle game. The objective of the tangram game is to form a specific shape using all 7 tans. Constructions with overlapping tans should be avoided. The participants were spited in groups of four youngsters. Each participant got an envelope with seven different geometrical paper shapes.



CV & Interview for a job

Writing a CV

Aims: to develop competences in writing a CV

Number of participants: more than 10

Length: 30 minutes

Materials needed: papers, pens



Description: The trainer will give each participant an empty Europass CV form. Then he started to work together with the participants and explained them what is needed to be written in each section of the form. After they finish, they will have a big group discussions about tips and tricks in writing a CV.

Interview for a job

Aims: to develop competences in attending a job interview

Number of participants: more than 10

Length: 45 minutes

Materials needed: papers, pens

Description: The trainer presented the participants several important things that they have to do during an interview. For each one he gave comprehensive examples. After the presentation the group will be split in small groups of 5 participants; each team will present in front of the others, using simulation game, a job interview.



What is European/national Citizenship for me and how youngsters can be active at local level?

Aims: to raise awareness of European/national Citizenship

Number of participants: more than 10

Length: 30 minutes

Materials needed: flip chart, markers



Description: The trainer will use the Snow ball method for this session. He will split the group in 4 smaller groups. Each group will get a flip chart with a topic connected with the aim of the session. The participants will write their ideas on the flipchart. After 5 minutes the flipcharts will be changed from a group to another. This will happen for four times. Then the groups will read each flipchart paper.

Aims: to foster competences in active participation

Number of participants: more than 10

Length: 30 minutes

Materials needed: papers, markers

Description: The trainer proposed to participants a brain writing in order to find out methods of youth involvement in their local communities. The participants got colored papers. They had 15 minutes to think and to write on the paper their ideas. This method is more efficient than the brainstorming because give the possibility for everybody to fill better and more self-esteem in expressing their ideas.

The participants stick their papers on the flip chart. The trainer asked for help to read all the participants' inputs. Then together they structured the proposed activities in five fields: education, social, culture, sport and environment.

Evaluation

Pizza slices

Aims: to evaluate the course

Number of participants: more than 10

Length: 10 minutes

Materials needed: flip chart, markers

Description: The trainer drew a big pizza in four slices in order to evaluate the course, the trainer, the participants and the location. The participants were invited to make the evaluation.

Interviews

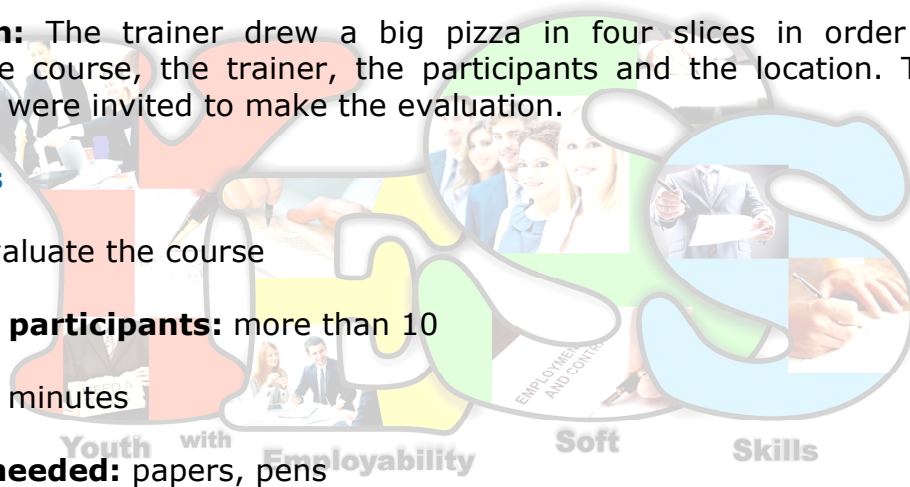
Aims: to evaluate the course

Number of participants: more than 10

Length: 15 minutes

Materials needed: papers, pens

Description: The trainer asked the participants to split in subgroups of two people. Then he asked them to make an interview on the four evaluations topics. The results will be shared into the big group.



Future plans

Future plans

Aims: to develop future projects

Number of participants: more than 10

Length: 60 minutes

Materials needed: papers, markers

Description: The trainer invited all participants to write down on colored papers their ideas for future activities and projects for youth connected with the topic.

The trainer invited the participants to stick all the papers on the flip chart. Then he asked for help of a volunteer for matching all the inputs in several main fields: education, social, culture, sport and environment.

Then, according to their wish, the working groups will be made on the above mentioned topics. The new groups worked on the theme and developed a draft of a project with title, aim, target group, objectives and main activities.

