



## GROUP 1 – Active and Self-Directed Participation

### Your Task

You will explore the principle **Active and Self-directed participation in the learning process**.

#### A. Explore the principle

- > Discuss what active and self-directed participation means in non-formal learning.
- > Identify **practical ways** a trainer can design a youth work training programme that:
  - gives participants a choice
  - encourages ownership of learning
  - responds to individual needs and interests
  - uses open-ended methods

#### B. Create a media product

Prepare a short media product that explains your insights. Choose any format:

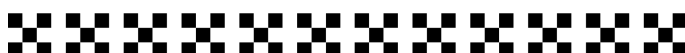
- > short performance/role-play/ infographic/ short video/ or any other creative media or performance format

Your product should help others understand *how to integrate this principle into training design*.

#### C. Present in max. 4 minutes

Your presentation should include:

- > a short explanation of the principle
- > your key practical recommendations
- > your media product
- > one final message the audience should remember





## GROUP 2 – Experiential Learning

### Your Task

You will explore the principle of **Experiential learning**.

#### A. Explore the principle

- > Discuss what experiential learning means and why it matters.
- > Identify **practical ways** a trainer can design programmes that include:
  - gaining authentic and genuine experience
  - having space and time to reflect on the experience
  - generalisation: opportunities to draw conclusions and recommendations
  - application: space to try conclusions in practice OR plan how to do it on-the-job

#### B. Create a media product

Prepare a short media product that explains your insights. Choose any format:

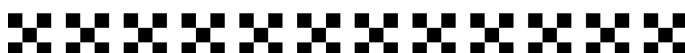
- > short performance/role-play/ infographic/ short video/ or any other creative media or performance format

Your product should help others understand *how to integrate this principle into training design*.

#### C. Present in max. 4 minutes

Include:

- > short explanation of experiential learning
- > your practical integration ideas
- > your media product
- > one final message the audience should remember





## GROUP 3 – Holistic Learning

### Your Task

You will explore the principle **Holistic learning**.

#### A. Explore the principle

-> Discuss how youth work training can include learning through:

- mind (cognitive dimension)
- hands (doing, skills development)
- heart (feelings, intuition, attitudes)

-> Identify **practical strategies** to design training that touches all three dimensions.

#### B. Create a media product

Prepare a short media product that explains your insights. Choose any format:

-> short performance/role-play/ infographic/ short video/ or any other creative media or performance format

Your product should help others understand *how to integrate this principle into training design*.

#### C. Present in max. 4 minutes

Include:

- > explanation of holistic learning
- > concrete examples for integrating mind–hands–heart
- > your media product
- > one final message the audience should remember



## GROUP 4 – Value-Based Learning

### Your Task

You will explore the principle of **Value-based learning**.

#### A. Explore the principle

-> Discuss which values underpin non-formal learning and youth work training (e.g., independence, critical thinking, openness, solidarity, social justice).

-> Identify **practical ways** trainers can:

- embed these values in training programme design
- create learning experiences that develop personal and social values
- support ethical decision-making

#### B. Create a media product

Prepare a short media product that explains your insights. Choose any format:

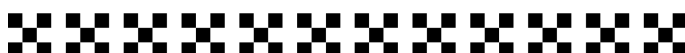
-> short performance/role-play/ infographic/ short video/ or any other creative media or performance format

Your product should help others understand *how to integrate this principle into training design*.

#### C. Present in max. 4 minutes

Include:

- > explanation of value-based learning
- > practical ways trainers can apply it.
- > your media product
- > one final message the audience should remember





## GROUP 5 – Educational Relationship Based on Trust and Empathy

### Your Task

You will explore the principle of **Educational relationship based on trust and empathy**.

### A. Explore the principle

-> Discuss what trust and empathy mean in a trainer-learner relationship.

-> Identify **practical methods** trainers can use to:

- create psychological safety
- show empathy and active listening
- meet where the learners are
- support learners individually
- demonstrate respectful and encouraging communication

### B. Create a media product

Prepare a short media product that explains your insights. Choose any format:

-> short performance/role-play/ infographic/ short video/ or any other creative media or performance format

Your product should help others understand *how to integrate this principle into training design*.

### C. Present in max. 4 minutes

Include:

- > explanation of the principle
- > key practices for building trust and empathy
- > your media product
- > one final message the audience should remember

