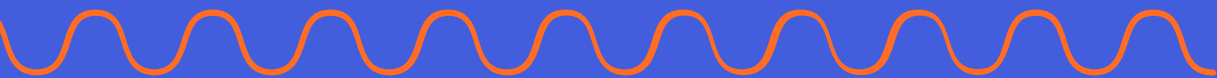


INFOPACK

PLAY WITHOUT BARRIERS



Berlin 19.04.-27.04.2022 Youth Exchange

Erasmus+
Enriching lives, opening minds.



Co-funded by
the European Union

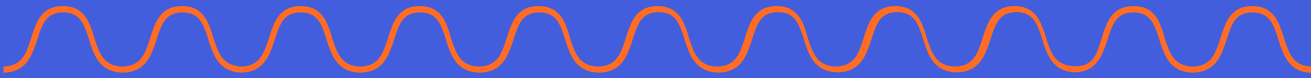


Erasmus+

CHANCE
International

CHANCE International

APPLICATION DETAILS



APPLICATION

Link to application form:
in the end of the infopack



LANGUAGE

Working language:
English
(with possibility to work in native language in smaller groups)



FOLLOW-UP

There might be a follow-up Youth exchange with one of the partners

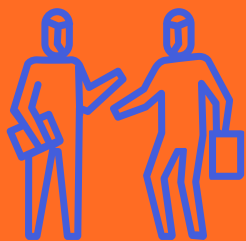


LIVE TO PLAY OR PLAY TO LIVE?

If you think about games as a way to transform reality in our own perception to achieve certain goals - be it getting happy from win or interaction or new experience in friendly environment, then most of the society is a set of very long cross-generational games

Centuries ago, we've agreed that stamped papers have value. We've agreed, that attacking stealing, torturing is not fair, and that ones who do it, can be legitimately penalized. Words exist on paper in constitutions, federal laws, etc.

But they find their application in our minds, and thus, actions.
Rules of our games can be changed, if enough agree upon that.



Play to learn



If approached consciously, games can serve as **media between the individual and the reality** of the surrounding environment. They make millions of people ride an emotional rollercoaster when watching 22 people with a ball on TV. They turn us into kings and gods, when building empires in our sandboxes and later in our devices. And they help us learn.

When we decide to **play**, we **temporarily override the rules** of "constant" games. We buy plastic houses on imaginary streets for fake money in "Monopoly". But when we **play** it more, **experience turns into skill**, applicable in real life.

Robert Kiyosaki, a serial entrepreneur, shared once, that his uncle, also an entrepreneur, shaped Robert's financial mindset by playing "Monopoly" with him for a couple of years.



GAME=CHANGER?

With games, we can **adapt reality perception** to make it more enjoyable. Joy is universal for all people, thus it ignores barriers in human interaction.

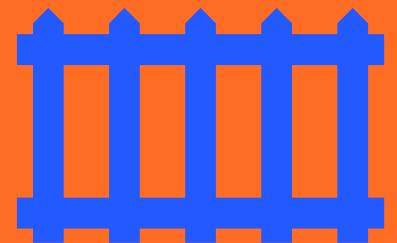
So if we practice games, that blur the differences, and highlight our commons and equality, we can **manifest inclusion** into our lives, and in the society.

The **goal** of this project is to find/make up, practice and collect **games**, that could become an **attitude changing tool** for players and observers.

Barriers to deal with

- **Disabilities**
- **Health problems:**
- **Barriers linked to education and training systems:**
- **Cultural differences**
- **Social barriers**
- **Economic barriers**
- **Barriers linked to discrimination**
- **Geographical barriers**

*For detailed description check [Erasmus+ program guide](#),
=>Priorities=>Inclusion and Diversity section



**PLAY IS A FUNDAMENTAL
QUALITY OF HUMAN NATURE.**

**IT IS A UNIVERSAL TOOL FOR
SHARING AND ADOPTING IDEAS
AND VIEWPOINTS.**



GOALS



- develop problem solving attitude, when addressing specific issues with tailored gaming solutions
- with games develop self-esteem, creativity, positive attitude, leadership, team working, cooperation
- practice organising games for different audiences, which could be used in future in social work, organising events, shows
- create an online collection of games, that can be used in peer-to-peer education when working with the topics of various borders. They are to be posted in social networks with detailed descriptions under hashtag #playwithoutborders

LOCATION: SEMINARHAUS WEISSENSEE



Address:

Indira-Gandhi-Straße 13,
13088 Berlin.

In the context of non-formal education,
we feel it is useful to promote
community-based living,
so please
be prepared to keep your
room clean and comfortable
(no room service is provided).

You will be accommodated in
2-4 bedded rooms with
participants of the same sex.

Bed linen and towels are
provided.

You will receive 3 meals daily:
Breakfast, lunch and dinner
with vegetarian and vegan
needs catered for.



IMPORTANT

Please, note:
we **do not welcome**
alcoholic beverages
during the project.



TRAVEL COSTS



You are expected to participate in all activities unless you are ill. Unfortunately, travel expenses will not be reimbursed if you have attended less than **90% of the programme**.

Before you book a flight, we kindly ask you to consult with the coordinating organisation. We ask you to keep all original invoices and boarding passes and to present them when settling your account!

There is a possibility to arrive and depart 2 days before and after the project if you can prove that the flights were cheap on these days (a screenshot is required).

- **Czech Republic Germany - 180 Euro**
- **Estonia- 275 Euro**
- **Romania and Spain- 360 Euro**

Travel costs can be higher, in case if you choose green travel with low-emissions means of transport for the main part of the travel, such as bus, train or car-pooling.

- **Czech Republic and Germany - 210 Euro**
- **Estonia- 320 Euro**
- **Romania and Spain - 410 Euro**

WE'RE LOOKING FOR



5 participants per country + 1 group leader
who are:

- playful
- creative
- initiative
- responsible
- collaborative

Our ideal participants are interested to approach and explore "serious" topics with games, collaborate on creating project's agenda.

Age: 18-30

Countries: Czech Republic, Estonia, Germany, Romania

COVID-19



Regulations

The entry regulations to Germany vary from country to country and are constantly changing.

So inform yourself about the regulations [here](#) before you buy your ticket and also from the start of your journey.

Our training will be conducted according to **German Covid rules**.
You need to be vaccinated, recovered or tested to take part in the project.

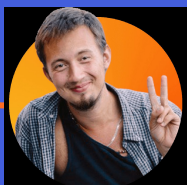
During the project, masks and disinfectants will be available to all participants if needed.



**TO APPLY FILL IN THE
FORM BELOW**

**[HTTPS://CHANCE-
BERLIN.ORG/PLAY-
WITHOUT-BARRIERS](https://chance-berlin.org/play-without-barriers)**

CONTACTS:



PROGRAMME

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The project is carried out by:

CHANCE
International

The project is sponsored by:

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