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| GamifYEU session | | |
| Youth Workers: | | Ivar and Dime |
| Date:  Day: | | 24.05.2019 |
| Session No:  Time: | | Session number 2 on the gamify project.  1h - 1,5h |
| Session objectives: | | 1. Remind the group about Portugal and GamifYEU 2. Introduce what we did in Brussels 3. Introducing general information about EU and the elections 4. Enforce discussion about EU and Brexit 5. Introducing and playing the gamifyeu.org game 6. Reflection and evaluation |
| Session description (step-by-step) | | |
| Time: | Activity Description: | |
| 5 min | Short discussion about Portugal and what they remember | |
| 20 min | Presentation about Brussels, what we did there and general info about EU | |
| 20 min | Creating a discussion about EU and Brexit (? this might be difficult because they might not have that much knowledge about it) through a debate | |
| 20 min | Playing the gamifyeu.org game with them (this time on a lot more devices. Last time we only had 1 computer and 1 phone). Having the workers help them. | |
| 5 min | Reflection and evaluation through Mentimeter and/or Kahoot | |
| Preparations for the session: | | I will prepare a presentation on Brussels and what we did there and info about the EU. I will prepare the debate part by coming up with questions they might lead with when coming up with points to debate on. I will discuss the entire session with all the other workers to ensure they know what to do and how to help throughout the entire session including when we are playing the game. I will prepare questions and answers for Mentimeter and/or Kahoot. |
| List of materials: | | Just need some papers and pens for them to make notes during the debate. |