



DEFINE YOUR IMPACT PROJECT!

Context

The main topic of this workshop is transforming an idea or a need into an action.

Participants in the workshop are young people between 15 to 30 years old. They will be divided into groups according to their age rank so that they can identify with the same type of needs.

There should be facilitators to frame the activity and move from group to group to follow participants' progress and dynamize or help them if needed.

As this workshop only tackles creating an action plan to concretize a project idea, you can choose to realise a first workshop ahead of time to make them analyse a need and create an idea project and use this one as a second step. However, you can also use this workshop alone if participants already have their project ideas or even provide them with examples of project ideas if you only want to work on the methodology.


It can be adapted to any other context than an impact project as soon as there is one need at the beginning and youngsters need to take action.


Objectives

This workshop scenario aims to allow youngsters to transform a project idea into an action plan.

This workshop will develop teamwork and cooperation by teaching them how to make decisions, divide the work equally and reach a consensus.

This workshop scenario is related to the programme priority "Promoting active citizenship, young people's sense of initiative and youth entrepreneurship, including social entrepreneurship" by developing participants' ideas into projects. It will teach them a methodology and tools to use and adapt to any issue or idea they may have.





It empowers young generations to understand their present primary socio-economic, cultural and environmental contexts through the analysis of needs and issues at different levels (local, regional, national, and European...). The fact that they have to work in groups, share their ideas, and discuss with each other is increasing a more equal, inclusive, coherent and tolerant vision of the future and identifying the problems that hinder the creation of utopias or ideal visions. It can also inspire further projects, ideas and local/global changes.

Tools, resources and facilities

Online/Offline

This workshop can be done online, but it will be way more effective offline to increase exchanges between youngsters and engage them more. If you do it online, you can use the meeting breakout rooms on online meeting software. For instance, you can find [here a tutorial](#) on dividing participants into groups on Zoom.


Equipment and materials

During this workshop, the participants will have to create an action plan based on a project idea. If they have no idea, you can plan to organise a first workshop on this very topic. To do this, you can use our workshop scenario to analyse a need. Otherwise, you can prepare some project ideas on paper so they can pick up one randomly and base their activity on it. However, it would be best for participants to work with their own ideas as they will be more motivated and engaged.

You can organise this workshop in an indoor space, but also outdoors if the weather is good. You will need:

- ✦ tables and chairs for each group,
- ✦ pens and papers
- ✦ One [empty action plan](#) for each group
- ✦ One [action plan template](#) for each group
- ✦ The [cards for facilitating a discussion](#), one for each group. You can find this tool in our collection of tools and activities on our project website (disclaimer: the cards are only available in English, Swedish and Finnish. You can translate them into your own language ahead of time).





Non-formal tools/methods that could be useful are [mural or padlet](#) to let participants continue their work at home or on their own when they are not together. It allows them to work together online even if they cannot see each other, and to work at their own pace.

Description of workshop activities

The workshop is divided into three sessions. The goal is not to have a final and perfectly structured project but to learn the process between the idea and the action, create a discussion, and improve teamwork.

- ✦ Session 1: Introduction (10 to 15 minutes)
- ✦ Session 2: The action plan (between 1h to 2h, according to the group dynamic)
- ✦ Session 3: Debriefing (20 minutes)

Session 1: Introduction


Step 1: Present the workshop. You can explain the workshop's goals and objectives and the learning outcomes.

Step 2: Icebreaker. The icebreaker supposes that each group of participants already has their project idea. It can be a great help for participants to frame their project idea and have it clear. You will ask participants a few questions, about 3 or 4, so it doesn't take too long. For each question, you will propose 4 answers, each represented by one facilitator who is split up in the room. Each participant who wants to choose one answer must join the facilitator representing the answer. Once all participants had chosen an answer, one or two persons per group were chosen to explain/develop their answers.

Type of questions to ask:

- ✦ What is the domain of your project?
 - Nature, environment and biodiversity
 - Economy
 - Citizenship



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- Culture
 - Other
 - ✦ At what level do you want your project to be?
 - Local
 - National
 - European
 - International
 - ✦ What is your situation?
 - Student
 - Employed
 - Unemployed
 - Other

Session 2: The action plan

Step 1: Divide participants into groups according to their project idea and age rank.

Step 2: Distribute an Action plan template and an Action plan to each group. You can explain the action plan creation in 5 minutes as an introduction and answer participants' questions if there are any.

Step 3: Distribute the cards for facilitating a discussion, one deck to each group. Take time to explain their use and how they can use it during their discussion to fill in the action plan. If they face any issue, they can choose a card related to it and try to solve it together. If they cannot solve their issue, a facilitator can mediate the discussion.

Step 4: Each group must complete their action plan by the end of the session. You can limit time to 1 to 2 hours with some breaks.

If participants need more time even after the session, they can also finish it online with tools such as Padlet or Mural, which you can find in our [collection of activities and tools](#) on our project website.





Session 3: The debriefing

At the end of the time limit, each group needs to discuss with each other what they liked, disliked, and why during their teamwork. To do this, use the "[Think-Pair-Share](#)" activity in our collection of activities and tools on the project website.

Step 1: Ask every participant to note one thing they liked and disliked during the teamwork. You can take time to frame this feedback session, explaining that it should not be mean or judgmental if necessary.

Step 2: Once participants note their feedback, they can discuss it by duo (or trio if needed).

Step 3: Then, they discuss it per group and find axes of improvement to solve the issues they could find.

Step 4: You can also ask all participants their feelings about the workshop so that they share with each other.

Learning Outcomes

- ✦ Participants will learn how to work as a team and explain their ideas and opinions to others.
- ✦ Participants will be able to take concrete action by creating an action plan.
- ✦ Participants will be able to present a project or an idea clearly to the public.
- ✦ Participants will be able to reflect on the feasibility of different projects.
- ✦ Participants will be able to participate in debates and discussions over specific topics.

After the workshop, gather feedback to assess whether the outcomes were achieved and if any adjustments are needed for future workshops.





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