



***Eur'Active* Workshop Report 28th of July 2015, Ivry-sur-Seine**

Brief Description

The low turnout of the last European elections made us think about the importance of informing and involve European youngsters in the democratic process since a very early stage. It is during the younger age that the mind is more flexible and keener to learn new notions and skills. Thus, the *Eur'Active* workshop - 28th of July 2015, Paris - specifically targeted this kind of public, which represents the future voters of Europe.

The workshop aimed to inform about the participation in the democratic process European Union and to foster a sense of belonging to Europe among kids aged between 11 and 16 years old.

E-Juniors carried out this workshop in partnership with *Centre Sportif et Socio-culturel Pierre et Marie Curie*, a cultural and sport centre based in the Parisian outskirts, which usually hosts activities relating to issues of civil and active participation of youngsters in the social life. 10 kids from this centre participated to the interactive workshop about the European Union. Furthermore, the workshop aimed to multiply its positive effects: we provided information material and games that can be easily shared by kids at school or in their communities.

The objectives of the workshop are:

- to inform young people about the European Union and European diversity
- to spread information about the IDEA-C project
- to raise awareness about active participation in Europe

Target group of the workshop:

- kids aged between 11 and 16 years old
- male and female
- living in Ivry-sur-Seine (Parisian outskirts)

Participants and tutors

The participants were recruited thanks to the *Centre Sportif et Socio-culturel Pierre et Marie Curie*, these kids regularly participate in the activities of the centre. Also other kids from the same town were invited to participate. We contacted specific tutors, such as school teachers and social workers who are experiences in working with kids and are expert in teaching to this kind of audience issues concerning active citizenship and European Union.



WORKSHOP

Methodology

The workshop was designed by the expert who runs the workshop according to the specific learning needs of the participants. The tutor used an interactive method based on play-like activities, online and role games, brainstorming and quizzes. Interactive games refreshed notions and motivated kids to learn more about the EU.

Beginning of the workshop

The tutor presented the IDEA-C project and its main concepts, objectives and partner countries. Then he presented European Union's beginnings and the progressive integration of the Member States.

Activity 1

The first activity was an educational game where each participant must replace all European countries on a map thanks to a website named "Toporopa" (www.toporopa.eu/fr/). It was a gentle reminder of the geographical position of European countries.

Activity 2

After the tutor explained them quickly the main European institutions, the history of the flag and the anthem, he run the second activity about the Euro. The kids played an interactive game named "De quel pays vient la pièce?" to find the origin of each coin proposed in the game. (www.nouveaux-billets-euro.eu/Supports-p%C3%A9dagogiques-et-publications/De-quel-pays-vient-la-pi%C3%A8ce)

Activity 3

The third activity consisted in a brainstorming about the cultural differences across Europe. The objective was to raise awareness about the complexity and richness of the European countries. The tutor asked the kids about the differences between countries. The discussion concerned European languages, the economic situation and general culture (cooking, monuments, history, names, etc.). Finally, the workshop ended with a "Time's Up" game where all participants were divided in two groups of 5 people. Each person had to help his/her team to guess the most words said in one minute. The first round was about a phrase, the second was about a word and the last one was about a mime game.





