

# National Society: Implementation Plan

## Florence Call for Action



### Activities of the Portuguese Red Cross in the field of Social Aspects

#### Activity: Play4Change

- a. **Description:** Play4Change project is being developed by the Portuguese Red Cross Youth, with the partnership of Haus Der OffenTur from Germany and Studio Progetto from Italy. This project, funded by KA2 of Erasmus + Youth in Action Programme, started on September 2015, ending on January 2017.  
Play4Change's main goal is to develop basic and transversal skills on all the people involved in it. To achieve that, an innovative tool, focused on non-formal education and skill development of organizations, youth workers and young people with fewer opportunities, is being created. This innovative tool – a strategy game – also allows raising awareness within young people to youth policies in Europe since it was developed based on the EU Youth Strategy and its 8 priorities of action (Education; Employment; Creativity and Entrepreneurship; Health and Sport; Participation; Social Inclusion; Volunteering; Youth and the World).
- b. **Target group:** This project targets mainly young people with fewer opportunities, facing social exclusion problems, discrimination, etc. In the specific case of Portugal, the main beneficiaries of the project will be young boys and girls (aged between 12 and 18) in Youth Detention Centres. In Italy and Germany, the tool is going to be a resource for young people facing social problems.
- c. **Tools:** In order to achieve the goals of the project, we designed a cooperative strategy board game. The main goal of the game is to save Europe from an alien invasion, but the players do so accomplishing several missions, each of which is related to one of the priorities of action of the EU Youth Strategy. At the end of each mission, the players have a debriefing to talk about what they learned and how that Youth priority can be found or integrated in their lives. Besides the missions, the basic rules of the game were designed to develop player's vocational skills i.e; democratic thinking, cooperation, resource management, team work, coordination and planning strategically as part of a team member as well as individually.

- d. **New** / scaling up / intensity efforts: This project is new and innovative in several ways. First of all, a new tool is being developed to work with youth with fewer opportunities. But beyond that, Play4Change is going to be the first non-formal education project to be implemented with the help of volunteers on Portuguese youth education centres. These volunteers had specific formation to work with this tool, and they are going to help young people in Youth Detention Centres to develop personal and social skills by playing towards change.

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