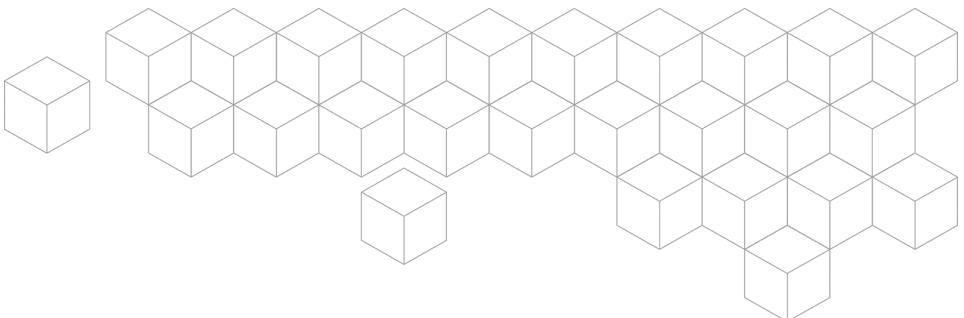




**STAND
BY ME**
BOARD GAME

GUIDELINES



Stand by Me is an open source board game
under a Creative Commons License

(Attribution-ShareAlike 3.0 Unported – [CC BY-SA 3.0](#)).

The **Stand by Me Board Game** is downloadable
for free on <http://bit.ly/standbymegame>.
It's editable and might be modified by users
in order to adapt contents to specific needs
(language, gender-balance, type of story).

Enjoy!

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Short introduction

The SBM Game is thought to help people to think about **autonomy**. It is designed for people who are experiencing a process of transition – young people and adults leaving the care system and in need to acquire independence - and for the social workers and professionals that support them. So, players could be: youngsters and adults who are going to leave care, care-leavers ageing out of 18, professionals committed in the educational and care system and more in general youngsters approaching adulthood.

The game is set in a parallel universe where 16 years old boys and girls are compelled to leave their own families and explore the world, facing the challenges of life: to cultivate personal relationships with other people, to stay healthy, to study and train, to find a job and a house, to cultivate their own interests, to manage their own resources.

Depending on the type of players involved, the SBM Game can be used as:

- ▶ an ice-breaking tool at the beginning of a deeper discussion on autonomy
- ▶ an educational tool (if played with care-leavers, youngsters and adults in transition)
- ▶ a training tool (if played with professionals) on how to approach the discussion on autonomy with youngsters

Therefore, the game is divided into 2 different sessions:

- ▶ A playing session
- ▶ A debriefing session

These two sessions can last and be managed differently, depending on participants, on the context and on the specific educational and training needs.

The person who leads the game is the Game Master.

The SBM Game was designed drawing on the results of a consultation process that involved young care-leavers, former care-leavers and several professionals involved in the care system in 4 different countries, within the European funded project *Stand by Me – Social-Ecological approaches for care-leavers inclusion through participatory policymaking*.

Characters, challenges and emotions mentioned, stories and events experienced in the Game are inspired by care-leavers' stories, ideas and suggestions.

Disclaimer: This game is based on fiction and any reference to people, places, and events are purely coincidental. All contents and characters of the SBM Game have been created in respect of cultural differences, gender balance and language differences.

The Stand By Me Board Game Outlines

Duration:

playing session >1h

+ debriefing session >1h

Or cubes



Target group:

youngsters and adults who are going to leave care, care-leavers ageing out of 18, professionals committed in the educational and care system and more in general youngsters approaching adulthood.

Group size:

from 2 to 6 players per group + a Game Master who act as the facilitator and storyteller of the group. Number of groups: from 1 to multiple (more than one group might play at the same time).

4 tokens for each player to track resources: Cubes (diameter max 1 cm) - find them easily on ecommerce website



Location:

a place with table and chairs or even on the floor – indoor or outdoor.

or either



Materials needed:

a table with as many chairs as players, a pen for each player, at least 1 die .

6 tokens to identify each player:

Small cork stoppers



The SBM Board Game KIT includes:

- ▶ 39 hexagonal cards (6 PLAYER cards, 6 CHALLENGE cards, 24 GAME cards and 3 JOKERS)
- ▶ 6 Player Charts
- ▶ The booklet of Cards&Stories
- ▶ The Guidelines of the Game

Desired learning outcomes:

To approach and discuss adulthood as a path towards autonomy.
To raise awareness on the challenges and opportunities of becoming autonomous
To promote the development of life skills related autonomy.

by users in order to adapt contents to specific needs (language, gender-balance, type of story).

Low cost ⇒ designed also in b/w version, some components are easy to get from ordinary objects.

The Stand by Me Board Game is:

Downloadable ⇒ on

<http://bit.ly/standbymegame>

Free ⇒ no fee required

Printable ⇒ accessible and common formats (A4, A3)

Editable ⇒ the booklet of Cards&Stories (.doc) is editable and might be modified

Created by:

project Stand by Me

REC-RCH-PROF-AG-2017-785708

In collaboration with: wemake.cc
(featuring smarketing°)

Illustrations: strambetty.com

For more info on:

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Overview On The Stand by Me Board Game Components

The Board Game



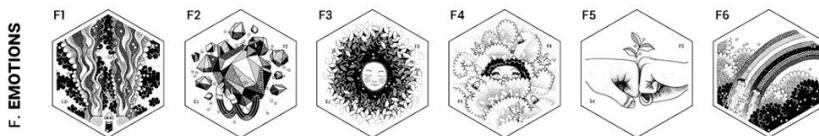
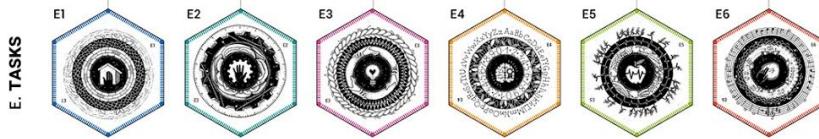
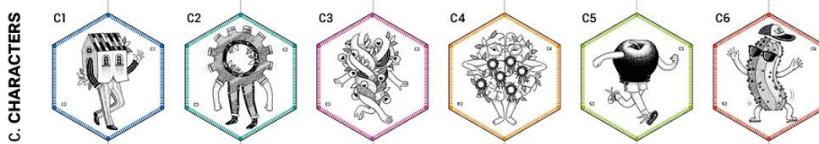
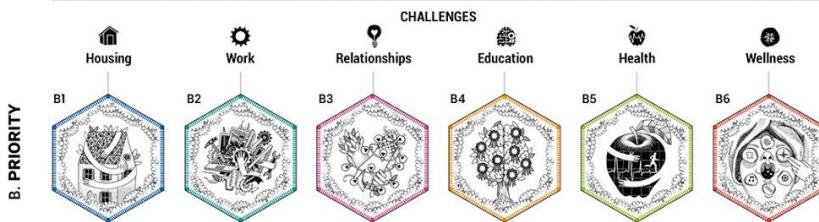
The Cards

There are totally 39 hexagonal cards:

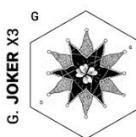
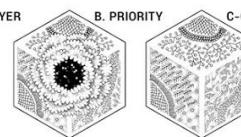
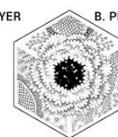
- ▶ **6 PLAYER** cards identify each player with a character
- ▶ **6 CHALLENGE** cards appoint each player with a main mission
- ▶ **24 GAME** cards and **3 JOKERS** are played in the game.

Each game card introduces one or more experiences/stories related to the 6 main CHALLENGES faced in a path to autonomy. The story or experience related to the card will be narrated by the Game Master to players.

Each Game Card displays a colour and a symbol, to easily identify the corresponding CHALLENGE.



STAND BY ME
CARDS

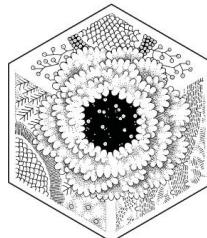


In details:

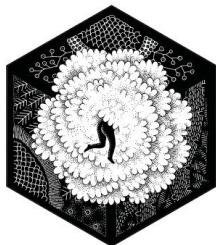
A. PLAYER cards

On the front, every player card has a different character that matches a corresponding Player Chart. Each character has a special feature and a superpower, which are described on its Player Chart.

back



back



front



HOUSING

To get a roof over your head but, primarily, to have a place where a person can feel good and safe is a priority for everyone. Finding a place is a tough challenge, especially for young people!

front



A4



A5



A6

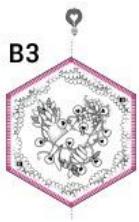


WORK

To get a job is essential to cope not just with our basic needs! Nowadays, to get a job is not easy, a job where our rights are respected, a job that gives us certainty for the future.

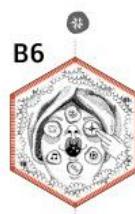
B.PRIORITY CHALLENGE cards

These cards define the main CHALLENGE that each character will face during the game; they are turned face up at the beginning of the game by each player.



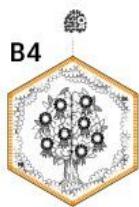
RELATIONSHIPS

Friendship, love, family relationships ... these are bonds that can make us feel good but can also make us suffer. The aim is to take care of the positive relationships and to loose the complicated ones.



WELLNESS

To take care of ourselves, do what we like, to reach an internal equilibrium ... easy to say, hard to do! Well-being is the starting point to deal with everyday activities and cope with life challenges.



EDUCATION

To broaden our cultural horizon, knowing, learning and training allow us to have more chances and to get what we aim in life.



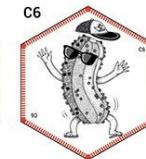
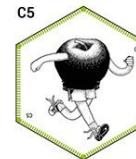
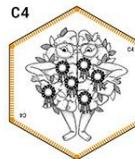
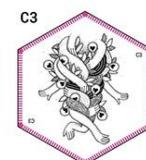
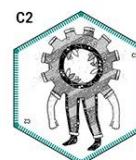
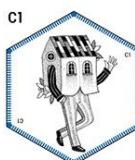
HEALTH

Health first! To feel good physically and psychologically is important for everyone, even if sometimes we forget about it, involved as we are in daily life events and challenges.

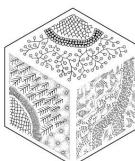
C. SECONDARY CHARACTER cards

These cards refer to stories and experiences in which the player meet different characters and interact with them in different ways (= see related experience on the booklet of Cards&Stories).

front



back



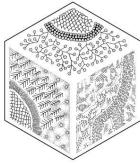
D. SURPRISE cards

These cards refer to unexpected events related to the 6 CHALLENGES that occur to the player when lands on them (= see related experience on the booklet of Cards&Stories).

front



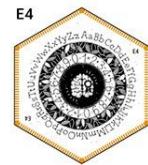
back



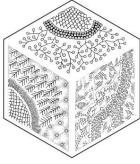
E. TASK cards

These cards refer to stories and experiences in which the player has to carry out different tasks related to the 6 CHALLENGES (= see related experience on the booklet of Cards&Stories).

front



back

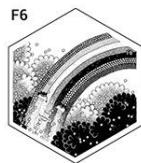
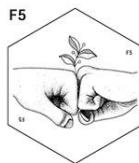
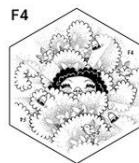
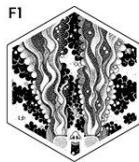


F. EMOTION cards

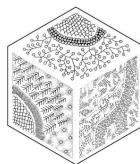
EMOTION cards, unlike the previous ones, are not related to a single CHALLENGE. Emotions are intended as a common link between challenges. Therefore, the specific CHALLENGE of the card is described by the story or the experience revealed on the booklet of Cards&Stories, and depends on the score of the die.

The emotions are: Respect, Hope, Happiness, Anxiety, Anger, Loneliness.

front

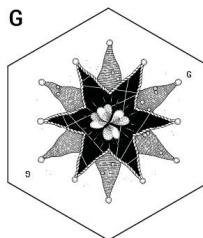


back



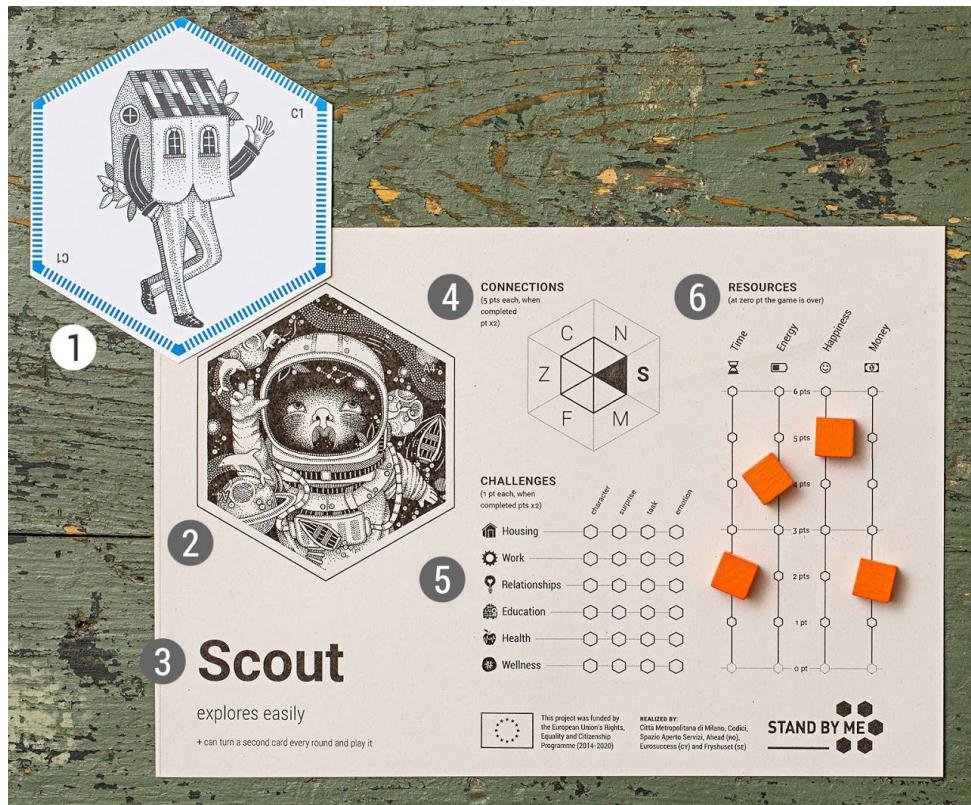
G. JOKER cards

These cards will give the player a surprise (= see related experience on the booklet of Cards&Stories).



The Player Chart

Each player is provided by a Player Chart, corresponding to the Character he/she selected. The Player Chart look like this:



1. PRIORITY



2. PLAYER



3.

Name

superpower

4. CONNECTIONS

Hexagon to track connections with the other players (by filling in the initialled triangles)

5. CHALLENGES

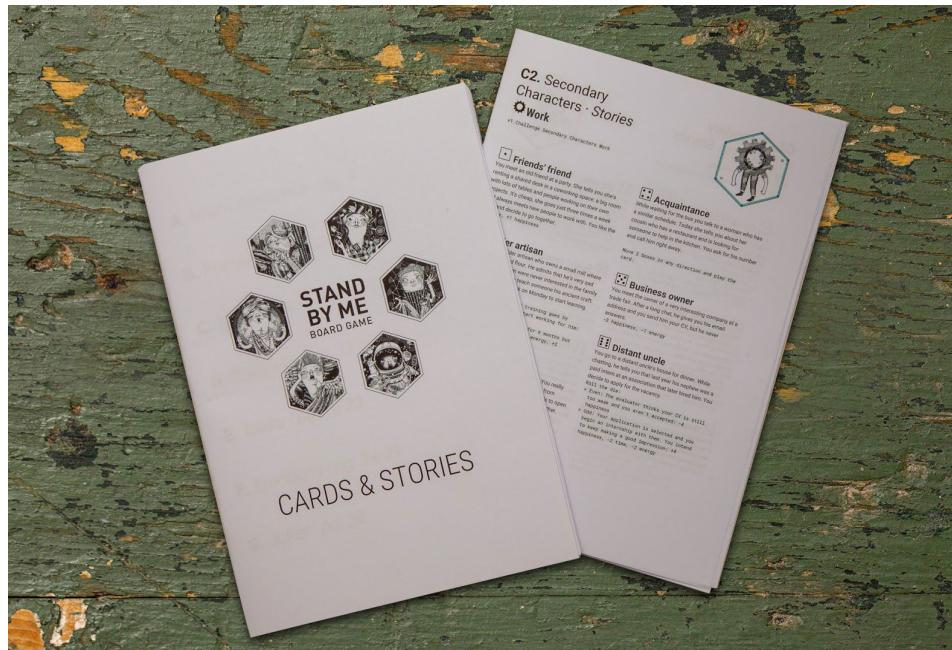
graph to track the fulfilment of the challenges experienced (filling the corresponding hexagon with a pencil).

6. RESOURCES

"thermometer" to monitor the levels of the resources (**time, energy, happiness, money**) gained and lost in the game (using the resource-tracking tokens).

The Cards&Stories booklet

Each combination of number of die rolled and type of card where the player lands on is associated to a brief event or experience. All experiences are related to the different challenges that the players are facing and each story ends with a consequence or action to be done. The booklet has 1 page per each type of card:



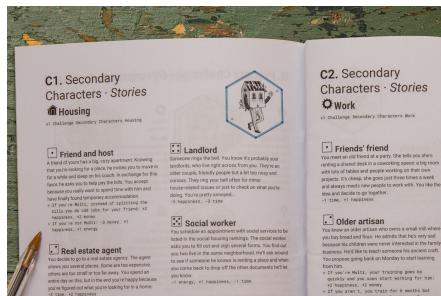
Pg.4 – Main Character contains the description of all 6 main character.

Pg.5 – Priority Challenge contains the description of all 6 challenges that players are facing.

Pg.6 – Secondary Character, D-Surprise, E-Task and F-Emotions contain the stories associated.

Task of the Master is to read aloud the corresponding story to players.

Example: the player landed on a Secondary Character card linked to the challenge Housing by rolling the die n°1. The story associated to be read is entitled 'Friend and host' (see image below).



The booklet is a .doc file, downloadable and editable, so that stories might be **translated in other languages**, but also **changed completely or modified** according to training needs, target group of players or national cultural differences.

Read me first – for Game Masters

The Game Master should carefully study the game rules before playing, in order to guide and help the participants. A well prepared Game Master is able to make the participants play even though they play for the first time or they do not know all the details of the game, but only the main dynamics. This allows the game to be accessible and fluid even if it is played in a single session.

As a Game Master you will serve as the game's facilitator and storyteller.

Notably you will

Introduce the game, explaining with the proper emphasis the context and the framework where the players are; Describe the characters and their superpowers when they are assigned to the players;

Illustrate the different challenges of life when they are dealt to the players.

Read the stories and experiences from the STORIES sheet every time a card is turned face up or is played;

Monitor the use of superpowers;
Remind the players every turn that it is

Remind the players every turn that

possible to trade the resources between connected players.

How to Play – step by step guide for Game Masters

Step 1 – Game set up (30')

Download the SBM Board Game KIT.

Print the KIT as follows:

Cards:

on A3, preferably on white paper 200 gr

Player Charts:

on A4, 100 gr/200gr white paper

Players icons for tokens:

on A4, 100 gr/200gr white paper

Cut around forms, as shown:



Shuffle the cards and randomly places them face down in the middle of the table, composing the Board Game using the 39 hexagons.



Place nearby:

- ▶ the 6 Player Charts
- ▶ the die (dice)
- ▶ the booklet of Cards&Stories

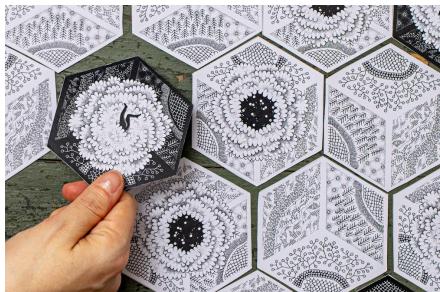
Make sure everyone is sitting around the table and pay attention.

Step 2 – Introducing the game to players (15')

1. Welcome everyone and thank them for participating and introduce yourself as the Master.

2. Tell players for how long the game and the following debriefing will last
Invite the players to choose a Character Card: at the beginning of the game all 6 Character cards are hidden face down.

You can recognize them from the back:



3. To set the turn order, each player roll one die: the player with the lowest roll goes first, and is followed by the other players in clockwise order, until each player has chosen one character card. The Character Card he/she will choose will be the Character he/she impersonates during the game.

! If there are less than 6 players, some character cards will remain unassigned.

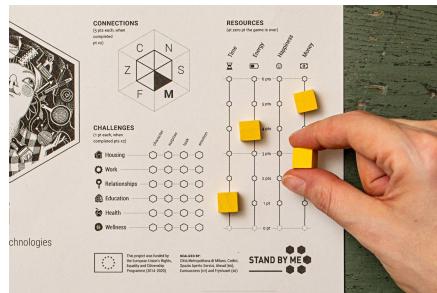
4. Give each player the Player Chart corresponding to his/her Character. On the corresponding Player Chart, the character's features are described (superpower).

5. Once the round is done and everyone has his/her own character, describe them to the participants or ask players to read aloud their Character features. They have to get to know each other!

6. Make the player notice that in the Player Charts they can track their own resources levels (time, energy, happiness, money) by using the resource-tracking tokens, the collected experiences of the CHALLENGES and

the connections established with other players.

7. Then, ask the players to place the 4 tokens on the Player Chart for tracking the starting point of their resources, according to colored circles, as shown:



Beware that each player starts with different level of resources!

8. Introduce the game scenario:

The game is set in a parallel universe where boys and girls, after reached 16 years of age, have to leave their own families and explore the world, facing the challenges of life: to cultivate personal relationships with other people, to stay healthy, to study and train, to find a job and a house, to cultivate their own interests, to manage their own resources (time, energy, happiness, money).

You need to do all this while balancing your resources and taking care of your own community, which is made up of all the participating players.

The community constitutes a single team, where everybody wins or loses together and has to work for a common score.

During the game, each player impersonates one of the 6 existing characters and moves on the Board Game by rolling the die and revealing the card where he/she lands. Each card describes an everyday life situation, which is read aloud by the Game Master.

9. Explain the game goal:

The object of the game is to maximise the group score of the community, and at the same time preserving the player's resources, which should never fall below the critical threshold: the players must therefore keep their 4 resources levels (time, energy, happiness, money) above the level 0.

There are six different kinds of them in the game and they are named

CHALLENGES:

HOUSING

To get a roof over your head but, primarily, to have a place where a person can feel good and safe is a priority for everyone. Finding a place is a tough challenge, especially for young people!

WORK

To get a job is essential to cope not just with our basic needs! Nowadays, to get a job is not easy, a job where our rights are respected, a job that gives us certainty for the future.

RELATIONSHIPS

Friendship, love, family relationships ... these are bonds that can make us feel good but can also make us suffer. The aim is to take care of the positive relationships and to loose the complicated ones.

EDUCATION

To broaden our cultural horizon, knowing, learning and training allow us to have more chances and to get what we aim in life.

HEALTH

Health first! To feel good physically and psychologically is important for everyone, even if sometimes we forget about it, involved as we are in daily life events and challenges.

WELLNESS

To take care of ourselves, do what we like, to reach an internal equilibrium ... easy to say, hard to do! Well-being is the starting point to deal with everyday activities and cope with life challenges.

10. Explain the game strategy:

There are three different ways to score:

A. Collect as many experiences as possible for every CHALLENGE, corresponding to 4 different kinds of cards the players will encounter on their path. For each CHALLENGE (Housing, Work, Relationship, Education, Health, Wellness):

- ▶ Some tasks have to be accomplished (TASK cards),
- ▶ Some adversities and opportunities have to be faced (SURPRISE cards),
- ▶ The players have to meet some secondary characters that may help them (CHARACTER cards)
- ▶ The players have to manage different kinds of emotions (EMOTION cards)

The achievement of each step can be tracked on a graph in the Player Charts,

filling the hexagons located between the line of the corresponding CHALLENGE and the column of the Game card where the player has landed.

B. Manage their own resources without exhausting them. Every experience the players will face will impact on their resources, boosting or decreasing them. There are 4 different kinds of resources:

- ▶ **TIME**
- ▶ **ENERGY**
- ▶ **HAPPINESS**
- ▶ **MONEY**

It is very important to pay attention to the resource levels!

When a player's resource reaches level zero and it is not restored within his/her next turn, the entire game is over.

How can the players restore their resources? Through connections between characters.

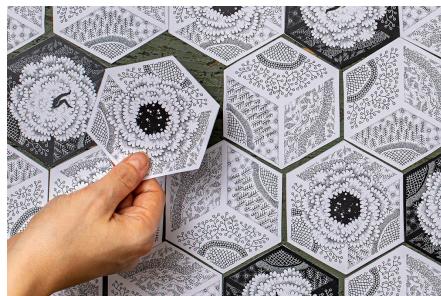
C. Create connection with other players. During the game, you can establish connections between other players. The connection is established when a player lands on a card already occupied by another player.

The connections with the players can be tracked on the hexagon on the Player Charts, filling with a pencil the triangle that matches the other character's name.

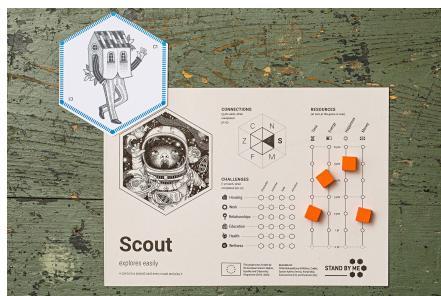
The connections are fundamental to help the players to manage their resources: the connected players can, in their turn before rolling the die, exchange a resource, one unit at a time, according to their needs.

Step 3 - STARTING THE GAME (20')

- ▶ Let player choose blindfold their own Priority Challenge: all 6 Challenge cards are hidden face down, at the beginning of the game. You can recognize them from the back:



- ▶ Ask the first player to choose a Priority Challenge Card, reveal it and remove it from the Board Game, placing it in the corresponding area of his/her Player Chart, as shown:



- ▶ Remind players that the Priority Challenge is the main challenge of the player, the one where he/she can obtain the best results, his/her own specialty.
- ▶ Remind players also that the score obtained by the priority challenge

shall be multiplied by 2 at the end of the game. In order to maximise their scores, the players should try to land on the cards related to their priority challenge, paying attention to the symbol and the colour displayed on them.

- ▶ The remaining players proceed then clockwise to discover their Priority Challenge Card; every time a new Priority Challenge Card is revealed, the Game Master will introduce the new topic.

! If there are less than 6 players, some Priority Challenge Cards will remain unassigned; the Game Master will turn them facing up and describe them to the participants. These cards will be removed from the game and placed next to the Game Master; they represent some important themes still present in the game, even though they cannot multiply the players scores.

Step 4 - TURN AND MOVEMENT (between 30' and 45')

Now the game goes on and get to its core.

- ▶ Ask the next player to roll the die.
- ▶ Invite the player to move his/her token across the Board Game the amount shown on the die in their roll.
- ! It is allowed to freely move in any directions, on cards that has already been revealed and backwards.
- ▶ When the player lands on a card that has not yet been revealed, invite him/her to turn it facing up.



- ▶ Then take the booklet of Cards&Stories and read aloud the story/experience that matches the card, selected through the alphanumeric code on the card and the rolled score. Each story will provide player with an instruction on score or further action to do.

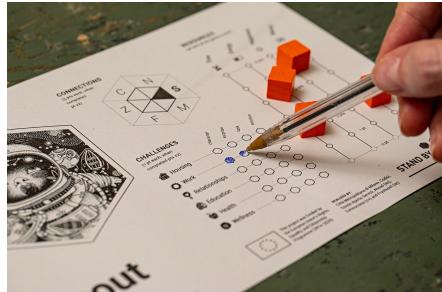


Example: I roll the die and get 4, then I move across the Board Game (4 movements) and land on card C2. The Game Master will read C2 (corresponding to WORK SECONDARY CHARACTERS page) and proceed to read the story with:

 Acquaintance

While you are waiting for the bus you talk to a lady having a similar routine. Today she is telling you about her cousin that has a restaurant and that is looking for someone to help in the kitchen. You ask her his number and call him straight away.
+1 happiness, +1 energy"

- According to the end of the story, invite the player to follow instructions red and put in action (following the example, player will raise 1 point on the resource track of Happiness and same for Energy).



! Whenever players land on a card, he/she have also to colour with a pen the box on the Player Chart corresponding to the combination between Challenge occurred and type of experience (Secondary Character, Surprise, Task, Emotion).

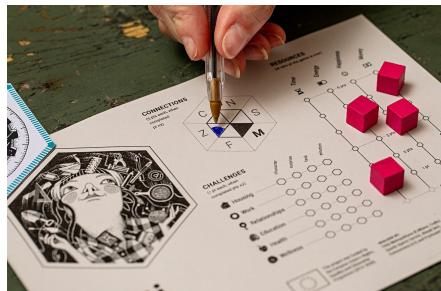
- Then it's the turn of the next player.

If the players can land on an already revealed card; the Game Master will read the story as shown in the above-mentioned example (since the stories depend on the number scored in the roll and every card illustrates 6 different stories, the risk of repetition is reduced).



If the player lands on a card already occupied, a connection between the players on the same card is created (both of them fill the corresponding triangle with a pencil in the hexagon on their Player Charts).

The connected players can, from now, in their turn before rolling the die, exchange a resource, one unit at a time, according to their needs.



If a player's resource, despite the exchange system, reaches level zero, the community has one round to help him/her restoring it. The player can be helped by using the exchange system, however, only two connected players can trade their own resources. If nobody is able to help the him/her, **the game is over for everyone.**

It is then necessary for the participants to pay attention to every player's level of resources, not only their own one.

Step 5 – SCORE CALCULATION

The game lasts for a specific amount of time established by the Game Master at the beginning of the game (60 minutes at least).

The game ends when:

- ▶ A player's resource falls to zero and he/she is not saved by the other players or
- ▶ Time runs out

At the end of the game, each player calculates his/her own score; the individual scores are then added together to determine the group score. It is also possible to compete against other communities (group of players) which are playing concurrently, comparing the groups scores at the end of the game.

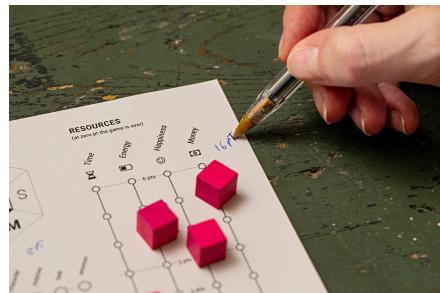
So, once you've decided to stop the game:

1. Ask each player to score the following points INDIVIDUALLY:

- ▶ For every CHALLENGES steps: +1 point; the score is multiplied for 2 if the CHALLENGE is the PRIORITY CHALLENGE (every story/experience/event score 2)
- ▶ For every completed CHALLENGE (the entire line is completed): +8 points; +16 if the CHALLENGE is the PRIORITY CHALLENGE
- ▶ For every resource level: the total score of resources is the sum of their level tracked by the token at the end of the game
- ▶ For every connection established with other characters: +5 for each connection; the score is multiplied for 2 if the hexagon has been completed (50 points instead of 25)

The players can track the points they have earned on the Player Chart, filling

the corresponding spaces with a pencil, as shown:



2. Now invite players to calculate the GROUP SCORE: sum up all player's scores to obtain a group score. The score can be interpreted and communicated to the group as follows:

- ▶ score <...>: "you still have to work hard to face the challenges of life, there is a long way to go!"
 - ▶ <score>: "excellent score, but there are things to improve!"
 - ▶ c. score ... "you seem to be ready to face the challenges of life, good trip!"
- ! If two or more groups are playing together, the two groups will be competing at the same time and you will see who makes the highest score.

Debriefing

Debriefing is an element used in non-formal education and experiential learning which should happen after the game. Debriefing is a crucial part of the activity as it allows the participants to take a step back from the activity and focus on **learning points** that can be extracted from the experience.

Ideally, the participants should be sitting in a circle and the Master/facilitator is leading the process, most commonly through asking questions.

The Debriefing process might have 3 stages:

1. **Reflection:** talking about feelings and facts – generally about what happened during the game;
2. **Conceptualization:** connecting the experience with real world situations;
3. **Application:** thinking about future and how can the experience change the person and his/her situation.

Pay attention on:

- ▶ It's up to the Master to decide which step to stress, how much time to spend on each step and with what type of questions.
- ▶ Type of participants to the game is one of the main criteria to take into consideration in order to set up the debriefing process. So choose the questions according to your audience.
- ▶ Writing down answers and feedbacks on a board or a big paper sheet might help to handle the debriefing.

Here are some suggestions on questions that might be asked to start the process of debriefing.

Keep in mind that these questions are very vague and they can be modified to address the specific learning outcome that is planned for the participants.

With all type of participants:

Start reflection

- ▶ Which character did you like the most? Why? Do you know anyone who has these characteristics?
- ▶ As [name of the character] how did you feel?
- ▶ As [name of the character] how did you behave?
- ▶ How did others behave according to their movements?
- ▶ Choose the card you liked best and tell why.

Point out thoughts and concepts

- ▶ In which of the stories/experience/characters did you recognize yourself?
- ▶ Have you ever experienced similar situations?
- ▶ Can you relate stories/experience/characters to previous experience? Which ones?
- ▶ Which of the challenges experienced seems most important to you considering the path towards autonomy? Why?
- ▶ Which story/experience sounded less relevant to you, to reach autonomy? Why?

Apply to ordinary life

- ▶ How will I react the next time something similar happens? What would I do differently next time?
- ▶ How can this be applied in other situations/in daily life/in professional life?
- ▶ According to my situation, which steps should I start to make in order to achieve different challenges of life towards autonomy?

In case players are professionals or youth workers or educators, some additional questions might be:

- ▶ Thinking about your professional activity, which theme / situation among those that emerged seems to you the most significant?
- ▶ About the main challenges (home, work, relationships, health and well-being) which are the tools that exist to face them and which ones do you feel as lacking and urgent?
- ▶ Relationships, caring for others, attention to resources in a community sense, how do these themes cross your professional experience?
- ▶ What connections do you see between your personal growth story, your job role and the issues covered by this game?

About Stand by Me

The project idea

Stand by Me is a transnational project, co-funded by the European Union, implemented in 4 European countries: Italy, Romania, Cyprus and Sweden. The project intends to shape and enable pathways for boys and girls, involved in different types of judicial proceedings, and leave the protection and reception systems (care-leavers). Through the participatory design of tools and working methods, the project intends to improve the effectiveness and efficiency of the procedures to accompany young people towards autonomy, involving them in the process of designing and implementing the mechanisms to be adopted.

What will it achieve?

- ▶ Consultation groups in each country, composed of young care-leavers, professionals and policy makers who will meet their peers to identify difficulties and critical junctures regarding rights and autonomy;
- ▶ Training tools and guidelines, built on the basis of the material emerging from the consultation process, which will guide the capacity building paths;
- ▶ Training of professionals aimed at recognizing and addressing the needs and the demands connected to the path of young people ageing out of alternative care towards autonomy;
- ▶ Four online and offline awareness campaigns built on the basis of the consultation process;
- ▶ Capacity building for policymakers dedicated to the joint co-construction of an Operational Protocol that will outline common lines of work to improve the system of accompaniment of boys and girls towards autonomy;
- ▶ A final public event in Milan for 400 professionals, stakeholders and policymakers in the sector of the countries involved, aimed at sharing and formalizing a Transnational City Alliance, starting from the Operational Protocol.

The organisations involved



Metropolitan City of Milan

Italy (coordinator)

Formed by 134 municipalities for a total of 3.176.180 inhabitants, in the area of economic and social development Città Metropolitana plays a fundamental role in the promotion of equal opportunities, in contrast to any form of discrimination and therefore in the promotion of positive inclusion actions, placing at the center the rights of persons, especially of the young generations. With a long term experience in the area of continuing education and research, thanks to its international networks, the collaboration with the Court of Appeal of Milan and the Juvenile Courts, with the corporate of professionals and the most representative forensic associations, and nevertheless with the NGOs and the local authorities, Città Metropolitana develops a constant project activity, as core tasks of its Strategic Plan, both on community and national funds, as strategic actions in order to promote a child friendly culture in the metropolitan area.



Codici | Research and intervention

Italy

An independent organization that promotes research and transformation in the social area, providing support to organizations, institutions and networks in understanding and accompanying the current social changes.



Spazio Aperto Servizi ONLUS

Italy (MI)

Active in Milan since 1993, it provides educational services, social assistance and specialized services for people with disabilities, children and families in need. The cooperative designs and offers answers

to social needs identified by promoting social and community welfare through shared and participatory paths aimed at generating a supportive, active and responsible community.



Asociatia AHEAD

Romania

Founded in the year 2013 as a result of the need to provide educational alternatives for integration and social participation of children and young people belonging to disadvantaged groups. Ahead develops abilities and skills that help children and young people to integrate into society.



G.G. Eurosuccess Consulting

Cyprus

Through its participation in various European development and education projects, manages to exchange good practices and know-how, covering different target groups and sectors. Therefore, the primary concern of the Organization is to support and provide opportunities for education, creation, development and development towards the various groups and organizations of the society.



Stiftelsen Fryshuset

Sweden

Dynamic independent and multifaceted movement for young people's development, promoting empowerment and social inclusion of youth with a special focus on those who are at risk or already face exclusion. Fryshuset provides opportunities for young people to develop their innate abilities and discover their passion in order to help them realize their full potential and find their way into society within the fields of work, youth culture, social projects, schools, labour market and entrepreneurship.

Project realized by:

Metropolitan City of Milan (IT),
Codici | Research and intervention (IT),
Spazio Aperto Servizi (IT), Ahead (RO),
Eurosucces (CY) and Fryshuset (SE)

Board game created by:

Project Stand by Me
REC-RCH-PROF-AG-2017-785708

In collaboration with:

wemake.cc featuring smarketing°

Illustrations:

strambetty.com



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contained therein. REC-RCH-PROF-AG-2017-785708



SOCIAL-ECOLOGICAL APPROACHES
FOR CARE-LEAVERS INCLUSION
THROUGH PARTICIPATORY POLICY MAKING



This project was funded by
the European Union's Rights,
Equality and Citizenship
Programme (2014-2020)