democracyrally.eu

IDEAS WORKSHOP

Objectives

- inciting a reflection on ideas and projects for the future
- showing ways to get there

Democracy skills addressed

- project planning
- goal setting
- situation analysis
- monitoring
- team work
- empowerment

Possible time formats

- 45 minutes to 3 hours

Age group

- 14+

Necessary materials/software

- „Road-Poster" + visualisation elements (1 per team),
- moderation cards
- markers/pens,
- glue
- scissors

IDEAS WORKSHOP

Description

1. The facilitator asks participants to name problems that are bothering them in their school/their home town/their club/association*. Every problem is written on a piece of paper and put on the floor. Afterwards, participants are asked to choose one problem they would like to address and to stand beside the respective paper. If possible, there should not be more than 5 people per team.

2. In a second step, participants sit together in their teams and discuss how they would like to address and solve the problem (or part of it). The envisaged goal should be as concrete as possible. Participants write their objective/wish down on the poster next to the flag at the finishing line.

3. Next, participants reflect on how they can reach their goal. What do they need? Which different steps are necessary and in which order? What persons can support them on their way? What difficulties and barriers do they expect? How can they deal with them? Participants write down all those aspects on the road poster. The different images/graphics might help to visualise the process.

4. In the end, participants present their results/posters to the other teams. In view of vivid and active presentations involving a majority of participants, presentations should be done in small groups: 1-2 people from a team stay at their table to present their ideas to the other groups, while the rest of the team goes to listen to the other teams' presentations. The „guests" at a table give feedback and then move on to the next table/presentation. The persons presenting should swap after 1-2 turns, so that everyone gets an idea of what the other teams have been working on.

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IDEAS WORKSHOP

REMARKS

This activity can be adapted to different levels/structures (school/home town/EU). The smaller and closer the chosen level is to the participants' everyday life, the more concretely they can plan and the more they will have the feeling of being able to achieve positive change themselves.

In general, participants should try to define their goal and different realisation steps as concretely as possible!

As an alternative, provided the activity can last for at least 3 hours, it can be carried out as a so-called "future workshop", involving a "critique phase", a "utopia phase", and a "reality phase":
- https://www.sea.aau.dk/digitalAssets/980/980489_future-workshop.pdf
- http://www.imm.dtu.dk/~rvvv/CPPS/6Chapter6Thefutureworkshop.pdf
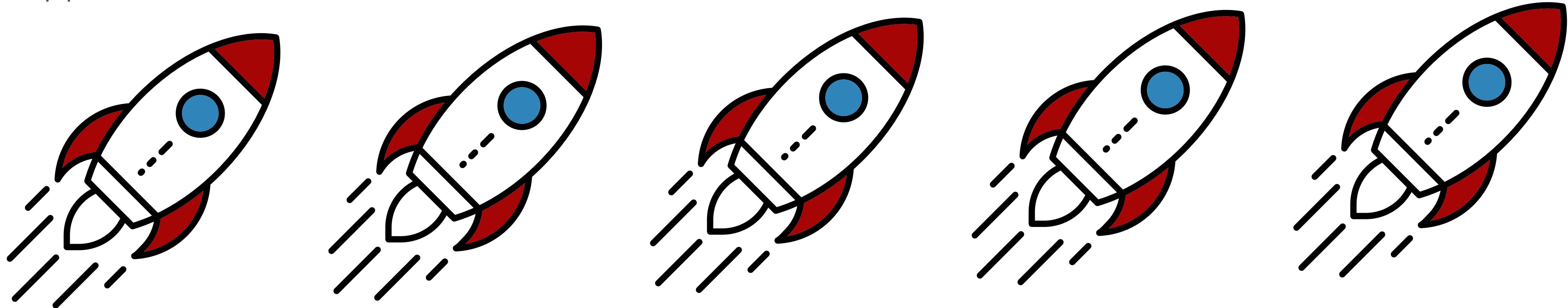
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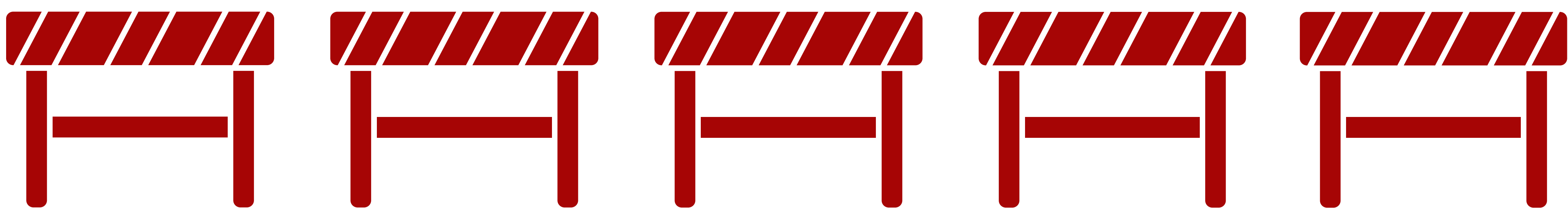la@polyspektiv.eu

VISUALISATION ELEMENTS

What I can do myself
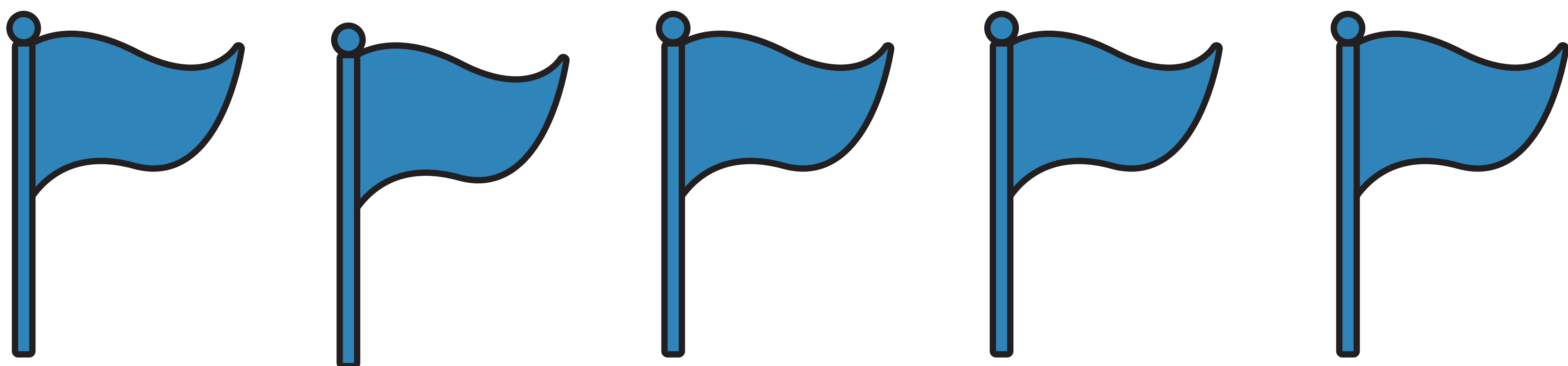
support/incentive

obstacles

communication/ contact persons

special attention

Intermediate goals

ROAD POSTER

GOAL: