EUSPR Post-conference workshop

EU-Dap Faculty Wednesday 18 September AM 9-12:30

Objectives, agenda, community building

- Sticker name game
- Ball game with significant training moments
- Introduction of training workbook
- Objectives, contributions and work plan
- Gift from a friend

Group work

- Equal division of responsibilities
- Timeline exercise
- Experience exchange in four categories
- Report in a creative format

Unplugged issues around the world

- Adaptation to special needs students
- New study results useful in training
- E-Prevence for older pupils
- Line Up Live Up lifeskills in sports
- Refresher training, training guide and advanced TOT

Conclusions and steps ahead

games and working methods are different from the basic Unplugged training and can be used for follow up or refresher courses.
Objectives, agenda, community building

- Community circle game
- Symbols and icons introduction
- Expectations in categories and agenda

Group work

- Common content and method elements from prevention science perspective
- Exchange of experience, strong and challenging issues in training
  - Delivery ankle
  - Organization ankle
  - Participant ankle
  - Myself ankle
- Points of improvement

Training issues

Introduction: the group as a resource in interactive delivery

Activity and processing examples from each program

- EUPC
- GBG
- ASAP
- Unplugged

Participant expert contributions

- Using energizers for different target audiences
- Differentiation in techniques for group division and reporting
- Quality assessment, testing and certification
- Monitoring and assessing post training implementation

Group discussion

Conclusions and steps ahead for further networking