

**COS
OF
YOU**



**FRICHE
LA BELLE
DE MAI**



*Cultura in
movimento*

Co-funded by the
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AGENZIA
NAZIONALE
PER I GIOVANI

COSOFYOU - COMMUNITY SIDE OF YOUTH

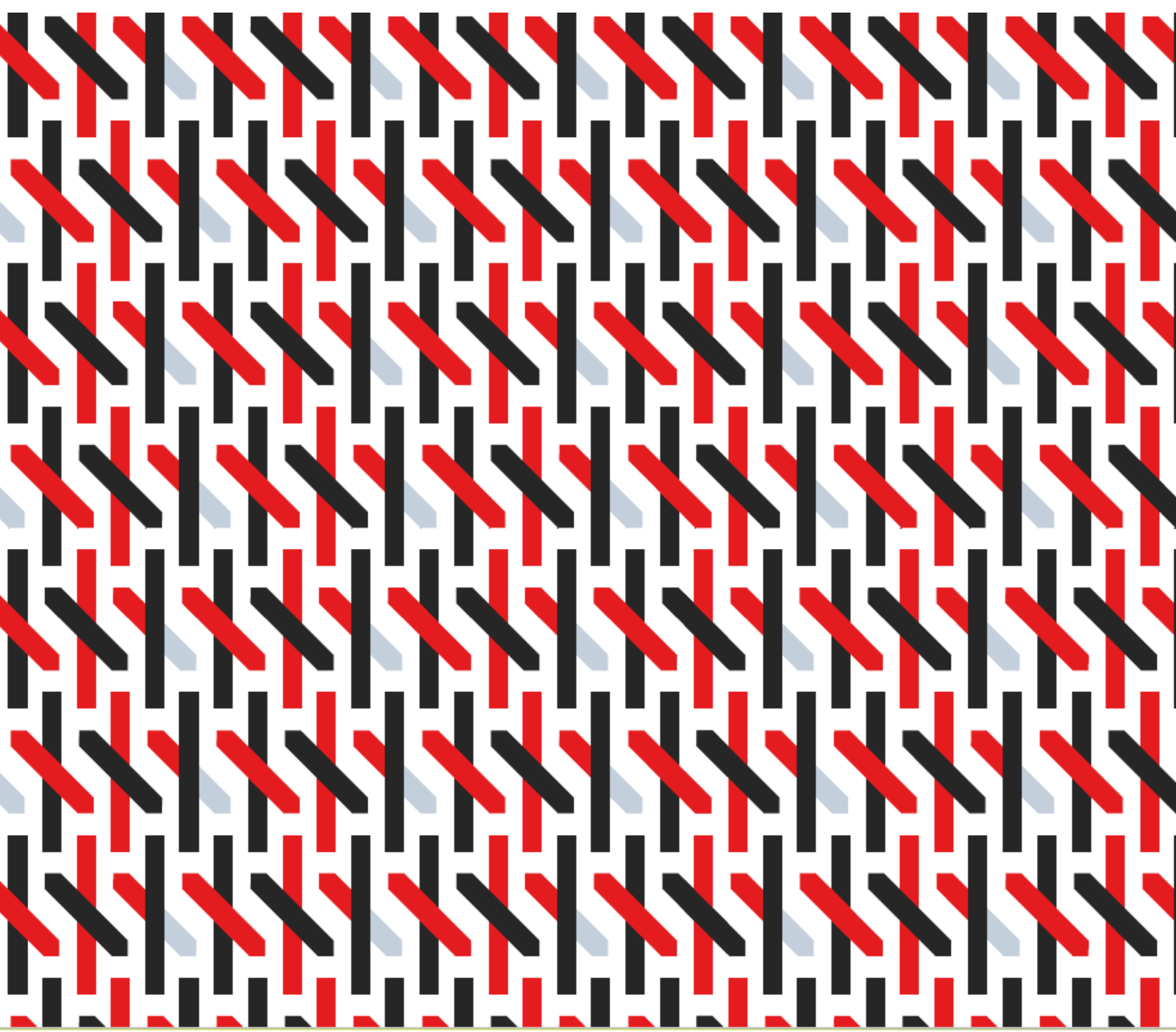


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INTRODUCTION

COSofYOU is an Erasmus+ funded project aiming at enhancing the participation of young people in democratic and civic life in Europe, providing them with tools to be community builders, at answering to their need of aggregation and social interactions after the isolation times imposed by the pandemic, at developing the work and approach of partner organizations (also at the transnational level) through the creation of an innovative educational methodology and at promoting the concept of sustainable development. The activities aim at developing an Educational Methodology and at empowering young people, by providing them with the tools to be community builders. Participants will be gaining tools to actively approach democratic and civic life, from their local communities to the EU level. This will be obtained with the use of an innovative methodology, which has the potential to be replicated by other EU organizations. Through this project, young participants have the chance to access to safe aggregations spaces, also increasing their awareness on sustainable development as a practice applicable to all aspects of life.

This document takes the role of project handbook, with the purpose of telling the process undergone by project partners in the creation of the Common Educational Methodology (CEM), and presenting this methodology for its replication across Europe. All the presented material has been created by Circolo ARCI Cinema Vekkio and Friche La Belle de Mai and it is intended for free use and for educational purposes, with the aim of promoting active participation and democratic values among young people.

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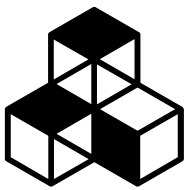
PROJECT PARTNERS

Cinema Vekkio Aps (CVK) was founded in 1998 as a response to the need of young people from two small Italian cities in Piemonte region, to set up a youth gathering space where they could meet and develop their ideas. The history of this space consists of 25 years of educational and cultural activities made of social and extracurricular projects (after-school activities, street education, summer activities, Culture in Motion project, etc). The educational activities are implemented through a constant work on the territory with the various groups of minors and young people, while cultural activities include the organization of concerts, promotion of cinematographic and audiovisual culture through projections and debates, conferences, trainings, publications, and public initiatives particularly addressing the world of young people and educational institutions. CVK is the first Youth Aggregation Center in the rural area of Roero. It is managed through a team-working method based on co-responsibility, with an educational offer focused on youth protagonism. Each activity is conceived and organized by the young people themselves (they are managers and users of the structure) with the accompaniment of professional educators, guiding them in the organization of their free time and in the interaction with their peers and the local community. Thanks to the excellent results achieved so far, in 2012 CVK was included among the 7 ARCI excellences in the field of childhood/adolescence. In 2017 the Culture in Motion project was born, aiming at circulating cultural contents for young people in rural and peripheral contexts through audiovisual installations, events and workshops. The goal is to launch innovative paths of audience engagement and cultural mediation, aimed at preventing territorial exclusion of youth and developing peer-to-peer involvement.

A prototype born in 1992 of what are now called "Third Places" as new cultural and urban models, **Friche La Belle De Mai (Friche)** brings together in a unique and reinvented place, urban transformation, artistic permanence, links to the territory and active cooperation in the general interest. Friche la Belle de Mai today is both a working space for its 70 resident structures (350 artists, producers and employees) and a place of dissemination (600 public artistic proposals per year, from workshops for young audiences, exhibitions, to the biggest festivals). Friche, which has taken the name of its Belle de Mai neighborhood, is also asserting its desire to connect with its immediate area in a variety of ways, from the most formal to the most informal: cultural activities with schools and social centers in Belle de Mai, a playground and sports area, a neighborhood cinema, a farmers' market and a community garden. Every year a program of cultural activities is developed for school and extracurricular activities, with a main focus on experimentation and on the questioning of creative processes. In 2017 the Plateforme was inaugurated, dedicated to youth activity in collaboration with several residents and partners focused on children and adolescents. The daily presence of 4 mediators helps to accompany the public to the numerous actions constructed with the cultural operators of Friche. The 'Future DiverCities' project (funded in 2022 by the CREA programme) seeks to re-imagine the regeneration of urban empty spaces through culture, from an ecological perspective. The 13 partners will create local coalitions through participative actions with citizens, urbanists, artists and social stakeholders to experiment new sustainable uses after having developed with researchers a shared grass-rooted analysis and mapping of needs for inclusive and fair urban regeneration.

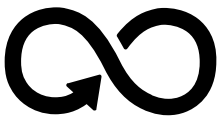
COMMON EDUCATIONAL METHODOLOGY

The CEM creation process has been divided in two phases:



No. 01 – Direct exchange of practices and sharing of knowledge

4 online meetings for exchange, mutual training and common methodological approach



No. 02 – Practical implementation

Development of a Manifesto/Game that represented the Guiding Lines of the Common Educational Methodology

The activities for the creation of a Common Educational Methodology brought together and implemented the knowledge, skills, know-how and development ideas of the two project partners. In particular, the focus of this action and of the project was to deepen and improve the work with young people, to stimulate their civic participation and promote their ideas and social skills in a "bottom-up" democratic perspective. This was done by theoretically working on a mix of specific pedagogical and cultural characteristics that the two partners respectively brought as dowries (in addition, of course, to the different social contexts of reference). The crux from the beginning was to make our methodology real and credible in operating both in Marseille and in Corneliano with local young people.

4 online meetings, in the form of trainings, have been held by project partners, as follows:

1

Presentation of COSofYou and of CVK as lead partner, theoretical and operational thematic excursus of the Culture in Motion project and method, possible developments and applications "on the field" in Marseille, presentation of the "playful inquiry" method. Space for questions, open discussion and dialogue between project partners.

2

Presentation of the spaces, the project and the various associations that make up the Friche galaxy, presentation of the various workshops, activities and groups that Friche hosts. Possible inquiry questions have been elaborated, directed to young people and groups, to develop the practice of playful inquiry in Marseille. One of the main themes was to entice more some of the youngsters, to make them perceive the Friche not only as the space where they can play and meet, but also where a very wide and diverse range of initiatives happens. A first draft of the workshops for youngsters was created, together with the bone-structure of the inquiry, which of course has the contours of a pedagogical and participatory laboratory (not a sociological one).

3

Graphical and operational presentation of the "quadrant scheme" and thus the style and content of the playful inquiry carried out later in Marseilles. The addressed themes included: strengths and possible difficulties of this approach, logistics of the spaces where the activity would take place, contexts of reference, sharing with the other facilitators who will use our methodology, establishment of an operational agenda. This is the moment when theoretical skills and know-how enter into a dynamic of practical application and operational innovation, with respect to the involved context of La Friche and the city of Marseille.

4

Review and feedback of the approach, method and actions implemented in Marseille. The activities and workshops are evaluated as meaningful and impactful. The response from the participants was encouraging and of great involvement: "Young people want to be heard" they said. After this part the Friche team presented an outline of activities and workshops that could be implemented for the exchange moment in Italy. Of particular importance was working with art and salvaged materials, starting from aspects that combine environmental and social sustainability to imagine possible futures of participation in the Cinema Vekio center and in the territory at the local level.

The second phase of this activity was the creation of the Manifesto Game.

It fully represents the project and the shared pedagogical method in a creative, innovative and forward-looking form. The idea is to start by sharing concepts, (key) words and images that characterized the journey together.

How can these be the subject of further actions for youth workers and young people? How can other youth centers benefit and grow from this methodology?

The Manifesto Game is not a pure theoretical declamation of concepts, but rather a creative and playful reworking of the shared educational method, the Guidelines as a pedagogical-cultural practice. The idea is to create further connections and possible "hooks" with other young people and other European entities through a small but significant practical approach. It is basically a Dixit game mixing constituent elements that emerged from our methodologies and activities, the voices of girls and boys participating in the activities and also images from partners' contexts, which could help to realize further democratic and participatory practices in other European contexts.

11 keywords and concepts emerged and were chosen in this process:

Art, Territory, Experimentation, Care, Relationship to Spaces, Public, Movement, Laboratory, Europe, Democracy and Community



Why a game?

The Manifesto Game is a true "learning by gaming" tool, because it approaches the key concepts of the Manifesto in an interactive and deeply conscious way. It becomes a tool that activates critical reasoning, avoiding to be a passive experience to which one is subjected through simply reading words. To achieve these goals, it was important to construct a method of playability (and re-playability) that would allow:

- to become acquainted with the founding words, born out of the CosOfYou project
- to make those words one's own, going deeper into their meaning and trying to decline them in one's own context, project, territory, personal life and experiences.

How to make this process of interacting with words possible?

First and foremost this process is facilitated by offering players the words in their simplicity, divorced from explicit contexts and descriptions: the game is, in fact, composed of a first deck of "word-cards" where the 11 words meet.

Then it proceeds by enriching and giving "body" to the words through representative and contextual images: both La Friche and CVK chose for each word a picture of their center representing their roots and active engagement. Thus, the second deck of cards was born: each of the picture-card is paired with one of the 11 words. The relationship between word-card and picture-card is made explicit by the same color found at back of each couple of cards.

How to play?

Three ways of gaming are possible:

1. Choose a picture-card and start a discussion starting with the question "What word do these images evoke for you?" The solution will be revealed by then going to turn over the relevant word-card.
2. Once both picture-cards and word-cards have been revealed, the game proceeds in pairing words and pictures. The correctness of the pairings will be revealed by checking whether the backs of the two cards are the same color.
3. Starting with a word-card, participants are invited to take a picture or select an image of their own territory/neighborhood/youth center that best represents that word.

The Manifesto Game is meant to grow: new words and images can be added and transformed. For this reason a graphic outline to create new cards is available here: https://www.canva.com/design/DAFlnuX5pgE/POVLdplQz18HXPFx2KE_FA/editutm_content=DAFlnuX5pgE&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton



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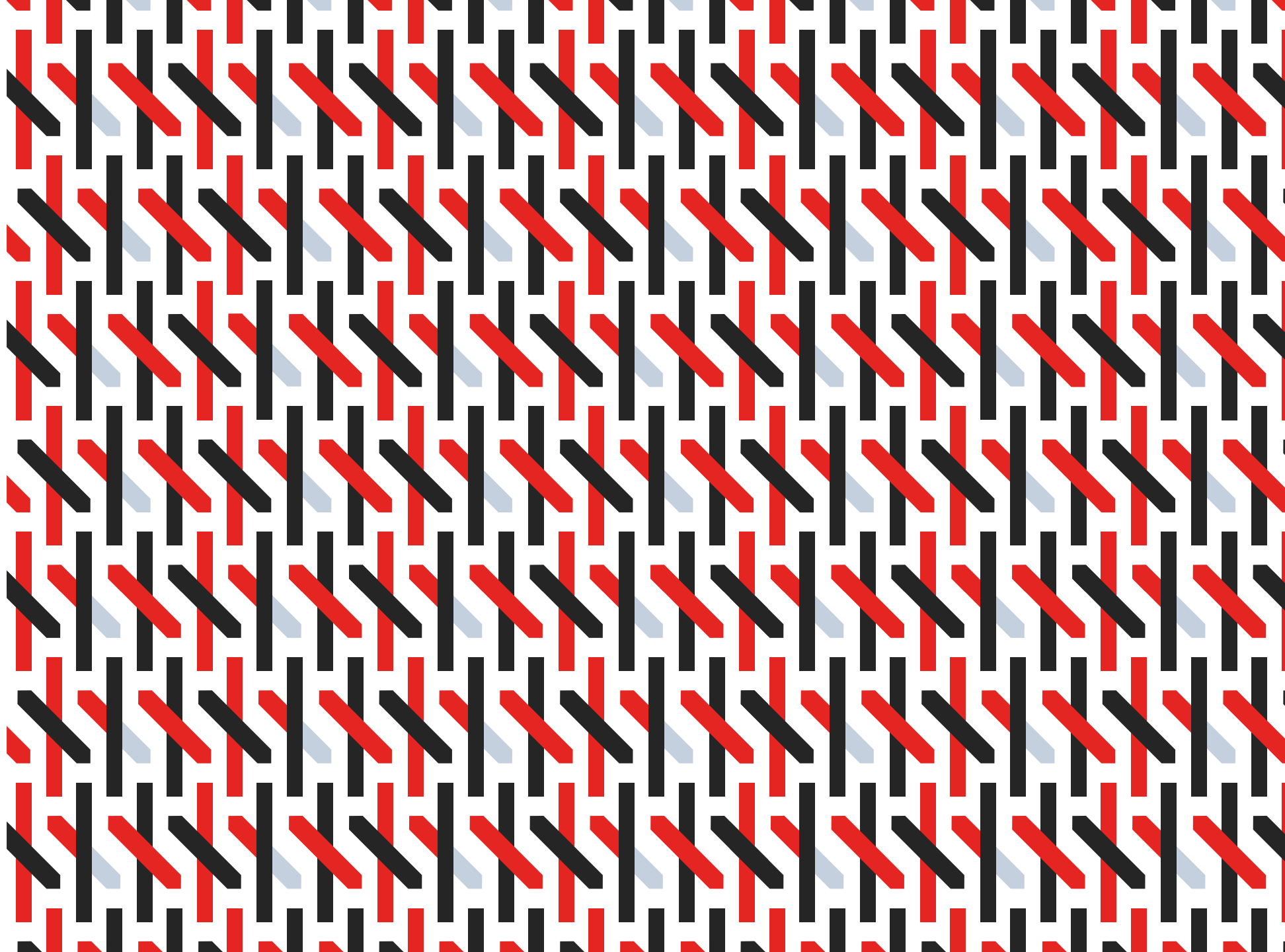
MANIFESTO GAME

— Rules for playing
and re-play



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MANIFESTO GAME

– Rules for playing
and re-play

COSofYou is an Erasmus + project that aims to capitalize and exchange skills and knowledge of professionals in the field of cultural mediation and education.

The peer-to-peer exchange involves the Cinema Vekchio association and the Friche la Belle de Mai, both organizations anchored in their territories but very different. During the 9-month project, the partners will organize peer-to-peer trainings, as well as workshops in Marseille and Corneliano d'Alba in Italy, with the participation of local partners and volunteer audiences.

COSofYou is in line with the European Union's youth strategy and youth sector priorities: promoting active citizenship. Through creative learning, young people will be encouraged to become drivers of change themselves and engage their peers, family members and institutions in more effective activities that benefit youth and local communities at large. Activities will be inclusive and sensitive to diversity, applying a gender-balanced approach and ensuring that youth with fewer opportunities and/or from minority groups have equal access to the project. This proposal is also a proactive attempt to develop and promote rural and urban disadvantaged areas, in light of the needs expressed by local youth and the European Commission.



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Project duration: October 2022 to June 2023



MANIFESTO GAME

– Rules for playing
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After holding 4 online meetings to get to know, share and exchange our respective cultural and educational methodologies, our idea was to build a kind of Manifesto/Game that could represent the guidelines of our practice in common.

Not a mere summation of ideas and words, but a real actual method/play that becomes a MANIFEST!

All built by both the teams of Culture in Motion and La Friche to allow young beneficiaries, but also and especially other professionals, cultural mediators and social educators from other realities at the European level to get to know the Cos of You project.

Moreover, our great and additional goal is to stimulate and disseminate with this simple tool new activities and projects in line with the priorities of the youth sector, to strengthen the links between young people and between them and the various cultural and educational centers in the EU area.



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GAME TOOLS - DECK 1

You have two decks of cards that allow you to play in 3 different ways!

No. 11 word-cards: represent the words that make up the manifesto

MANIFESTO GAME

Rules for playing
and re-play



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GAME TOOLS - DECK 2

You have two decks of cards that allow you to play in 3 different ways!

No. 11 picture cards: each contain a pair of photos representative of a word in the poster.

Below you see them in disorder (and without matching backs) so as not to reveal the matches already!
The back of each picture-card is the color of the corresponding word-card.

MANIFESTO GAME

Rules for playing
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MANIFESTO GAME

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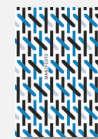
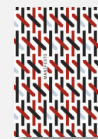
YOU CAN PLAY IN 3 DIFFERENT WAYS:

1ST WAY:
Find
the word
right

1. A word-card is drawn and revealed on the game board. (The color of the back lets you know which word-card it is paired with.)
2. Each person (or each team) tries to find a word that best describes the pictures represented.
3. The chosen words are presented to all/and discussed.
4. When everyone has spoken, the matching "word-card" is uncovered to find out who got it right or who came closest.

2ND WAY:
Pair
pairs!

3RD WAY:
Find
your
images!



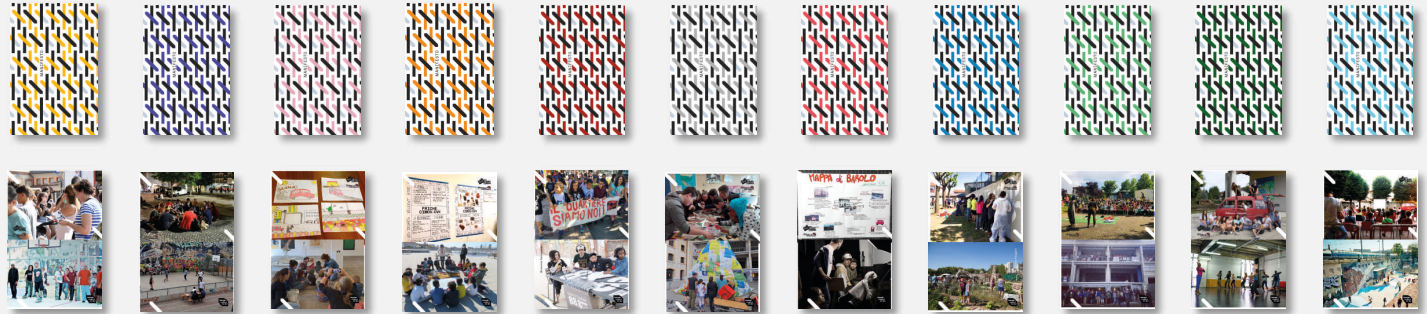
MANIFESTO GAME

Rules for playing
and re-play

YOU CAN PLAY IN 3 DIFFERENT WAYS:

1ST WAY:
Find
the word
right

1. All picture cards and word cards are uncovered.
2. The cards are dealt in random order on the table.



2ND WAY:
Pair
pairs!

3. Players (together or in teams) discuss the words and pictures, trying to create the correct pairings between pictures and related word.
4. Finally, the picture cards are turned over to verify the correct match (thanks to the colors).

3RD WAY:
Find
your
images!



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COS E YOU

MANIFESTO GAME

Rules for playing
and re-play



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YOU CAN PLAY IN 3 DIFFERENT WAYS:

1ST WAY:
Find
the word
right

Only word-cards are used (together or one at a time): participants can play at matching an image/photo of their own reality by creating their own image-cards, using CANVA:

https://www.canva.com/design/DAFlnuX5pgE/P0VLdplQz18HXPfX2KE_FA/edit?utm_content=DAFlnuX5pgE&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton



2ND WAY:
Pair
pairs!

Once completed, it will be possible to print them!



3RD WAY:
Find
your
images!

**COS
OF
YOU**

MANIFESTO GAME

Rules for playing
and re-play

**HAVE A
GOOD TIME!**



CONCLUSION

A self-evaluation analysis has been carried out by project partners in relation to the CEM creation process and the subsequent development of the Manifesto Game.

The results achieved by the partnership are considered to be very positive and satisfactory. This acknowledgement mostly comes from the great challenge that COSofYou represented, as it was able to unite two languages (not only the spoken languages, but also the pedagogical to the cultural one) and two different contexts. The challenge was precisely that of experimenting in actual terms, through a cooperation that resulted in a raised quality of work of the involved youth workers and a strong cross-sectoral and transnational collaboration.

Partners proudly recognize that some difficulties appeared in the beginning, as it was hard to actually understand what both entities were accomplishing in their own contexts, which are so close in terms of young people's presence, but with two very different magnitudes of scale and peculiarities. These difficulties have been overcome, as partners recognized the importance of sharing not only intellectual references, insights and horizons, but also cooperating side by side for the creation of the various workshops and working tools, also living and feeding the relationships with young people in both youth centers.

Of considerable significance is the adaptation of project partners to the different times, spaces and modes, scanned by young people in both centers: partners did not enforce their role of "experts", but continually stepped into the actual life dynamics of young people participating in the actions. Another extremely positive aspect that should be enhanced is the process and elaboration that led to the creation of the Manifesto Game. A tool that could give further life to this partnership and to the COSofYou project. It represents an element of dissemination albeit simple but of great impact and usability, firstly directed to young participants, but also for all those entities active within partners' networks, or organizations now unknown. The Manifesto Game itself is designed to reach other European spaces, groups and young people with whom to start democratic practices of social change.

CONTACTS

The COSofYou project is financed by the Erasmus+ Programme of the European Union, through the Agenzia Italiana per la Gioventù.

Project reference number 2022-1-IT03-KA210-YOU-000084408

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