

DEVELOP2GETHER 2018

02.11.2018	03.11.2018	04.11.2018	05.11.2018	06.11.2018
Arriving & starting	Ensuring quality / Creating projects	Ensuring quality / Creating projects	Ensuring quality / Creating projects	Closing & taking off
	<i>08:30 Breakfast</i>	<i>08:30 Breakfast</i>		<i>08:30 Breakfast</i>
09:00 Arrival of Lithuanian groups Welcome and getting started - Welcome & opening of D2G - Getting to know each other	09:30 – 13:00 Partnership – Idea, philosophy and practical implications Building partnerships; Finding a partner for Ukrainian - Lithuanian Youth Projects	09:30 – 13:00 Reframing classical project ideas	09:30 – 13:00 Introduction to Quality in Youth Projects (cont.) - Active Participation and involvement of young people - Non-formal learning in projects	09:30 – 13:00 Specific aspects of Council (work in national groups) D2G - Next Steps - planning next steps: future development of project ideas - Summarising learning process and outcomes, planning the transfer
<i>14:00 Lunch</i>	<i>13:00 Lunch</i>	<i>13:00 Lunch</i>	<i>13:00 Lunch</i>	<i>13:00 Lunch</i>
15:00 – 19:00 Welcome and getting started - Programme of D2G The actors – Getting to know the Ukrainian – Lithuanian youth exchange Council	15:00 – 19:00 Step-by-step (I) - Creativity and innovation of project - Creativity and innovation in Youth Projects; - Creativity techniques Step-by-step (II) - Creating Projects - Developing project ideas and creating an outline of the project (idea, context, aims, etc.)	15:00 – 19:00 Step-by-step (III) – Creating Projects. Fitting the project idea into the application of the Council Step-by-step (IV) - Introduction to Quality in Projects - Initiating and facilitating intercultural learning	15:00 – 19:00 Step-by-step (VI) - Developing a programme of the project Integrating quality criteria	15:00 – 19:00 Evaluation of the seminar Farewell and Departure
<i>19:00 Dinner</i>	<i>19:00 Dinner</i>	<i>19:00 Dinner</i>	<i>19:00 Dinner</i>	
Organisations evening (informal)	20.00 Intercultural evening (informal)	20.00 Sharing games / methods (informal)		