

Methods for Animation (playground) (1) MADE BY PAX SYMPOSIUM

Timing in the programme	Tuesday 18/04/2017, 14h30 – 16h
Background/rationale	We will use the background in youth work from the trainers and the participants about animation and playgrounds.
Aim(s) and objectives of the session	<ul style="list-style-type: none"> • Exploring different formats of summer playgrounds, • Exploring specific methods for structured activity programmes on summer playgrounds, • Exploring specific methods for ‘free play’ summer playground, • Train animation skills of the participants, • The youth leader learns to be critical & experiences tips and tricks in a positive way.
Description session (Methodology, methods, timing)	<p>1. <u>Team Paco (90’)</u> <i>Team Paco is an acronym that youth leaders can help to develop and workout a game.</i></p> <p>1.1. <u>Explain and play a game totally wrong (10’)</u> <i>Make mistakes against every rule of Team Paco.</i> The group is waiting to start a game. The trainer will start with saying “Oke people, let’s play huntingball. Does anyone has a ball? Oke, let’s use that scarf/ sweater”. (the trainers can interrupt each other during the explanation). The game just starts without any signal, the trainers just start to tag. There is no animation and everyone can go wherever they want to go. Try to make the game complicated by adding game impulses (ex. Using a had to free people,...).</p> <p>1.2. <u>Brainstorming (20’)</u> Now it’s time to reflect. The trainer asks the youth leaders what went wrong. The youth leaders can give their answers and we’ll try to find the words of TEAM PACO in their answers. Every time you hear something similar to one of the words of TEAM PACO, the word of the acronym will be written on a flipchart. The trainer explains the acronym shortly by giving extra attention to the words, so they can learn everything.</p> <p>TERRITORY: make it always clear where children can play and where they are not allowed to play. Also important is the size of your territory, it has its impact at the level of difficulty during the playing. Choose an adequate territory according to the sort of games you’re going to play (fields of grass, stones, inside, outside...)</p> <p>END: clear end and start-signal. Make sure that everyone knows what the begin & end signal will be during the game. Arrange before starting when the game will start and when it ends. Make a clear difference between the example and the real game.</p> <p>ANIMATION: make sure that the game/play is animated so that it is always as attractive as it can be. You can play twice the same game, but by giving it another animation, story, you can still make it amusing to play. Also during the game, it is important that there is a youth leader who encourages the children and who gives children</p>

	<p>compliments when they are doing a good thing.</p> <p>MATERIALS: take care of all needed materials in advance, so you can start playing immediately. Check also in advance if everything is there and that you have enough materials for everyone. After playing, make sure that you take all materials back to where you got them from and clean up the space where you've played with the children. If necessary, you can also make arrangements with the children that they cannot touch the materials unless you say so.</p> <p>PLAY FAIR: Take care of the fair play during your game. Make honest rules, and make sure that all rules are respected. This is especially important during all sorts of competitions. It is also nice to play games without winning or losing. It doesn't always have to be competition.</p> <p>ADJUSTED ON THE AGE: take the ages of your children into account. They all have their own interests and may differ from toddler to teenager. A game cannot be too easy, because then it becomes boring, but also not too difficult because this creates frustration. Check what the children like or not!</p> <p>CLEAR EXPLANATION: explain the games always as simple as possible and give clear explanations. Make sure that you explained all goals of the game/play. When the explanation of a game is rather long, don't ask the kids to imitate the explanation, but rather ask questions to check if they understood everything.</p> <p>ONE LEADER: during a game, it is for the best that there is only one leader who explains the game and makes the rules. The rules from the leader count & do not say something else as the leader. It is also the leader of the game who gives the start & end signal.</p> <p style="text-align: center;">1.3. <u>Let's put it in action!</u></p> <p>Preparation (20') The participants will be divided in pairs. Each pair get the task to take a random game from the DBYN games-app. At the same time they also get a form (appendix 1.1.) with the different aspects of 'TEAM PACO'. The participants are asked to adapt the game and to make the game more attractive by using TEAM PACO and the format. The trainer checks every small group and gives help where needed.</p> <p>Practice (40') The bigger group will be divided in two groups. Every smaller group has to explain a game in this smaller group. This game will be played for a couple of minutes. In every group there is a trainer for support. There will be a short reflection after every game. (trainer: take in mind the Team Paco rules). Group 1: 16 participants: 8 games explained Group 2: 14 participants: 7 games explained</p>
Outcomes	The youth leader is now able to explain and create a game by using the different aspects of TEAM PACO. At the same time knows the

	<p>youth leader the specific techniques of game leading and game preparation. The youth leaders played the different games with each other and gave feedback on the games, adapted to the age. Every participant put themselves in an age-group, asked by the game leaders. The trainer put some extra challenges in the game when the game was visible clear and well build. The following challenges where put into practice: a smoking teenager, a teenager disturbing the game by using his phone and bullying.</p> <p>All the games were written on the format in appendix.</p>
Evaluation	<p>After every game played, the participants were asked to give each other feedback on the games. Also the trainer gave some additional feedback to the participants.</p>
List of materials & space required	<ul style="list-style-type: none"> • Appendices for every group of 2-3 participants • Flipcharts (3x) • Markers (2x)
Further reading	
Appendices	<ul style="list-style-type: none"> • APPENDIX1.: Team Paco • APPENDIX1.1.: Game format

