

Name of activity	Best practices and brilliant failures
<b>Category</b>	Development of Language skills: Development of Communication skills: <b>Development of Entrepreneurial skills: x</b> Ice-breaker activity/ Warm up: Evaluation activity:
<b>Objectives</b>	<ul style="list-style-type: none"> <li>- To develop useful stories which can be used to provoke stories in the youth workshops</li> <li>- To learn from other stories</li> <li>- To extract useful elements out of a best practice story and learning how to use them to start a conversation and provoke a story of the listener</li> </ul>
<b>When is best to use this activity ?</b>	At the beginning of the workshop: <b>In the middle: x</b> At the end: Other:
<b>Duration</b>	From 180 to 360 minutes
<b>Material needed</b>	<ul style="list-style-type: none"> <li>- Flip chart</li> <li>- Paper/Penn</li> </ul>
<b>Preparation needed</b>	The trainer has to be able to explain the basics of creating a story, and the basics of narrative structures, which can be found in the foundation bricks.
<b>Step-by-step activity</b>	<ul style="list-style-type: none"> <li>- First, the trainer explains the purpose of this exercise and highlights the power of storytelling.</li> <li>- Then, he explains the structure of stories and the use of narrative structures to the participants using the</li> </ul>

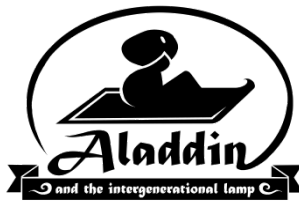
	<p>journey of a hero and if possible explaining it by using a well-known folk tale (or a personal story, could be a holiday story).</p> <ul style="list-style-type: none"> <li>- Invite participants to create their own story (about an entrepreneurial success or failure) based on the following parts:             <ol style="list-style-type: none"> <li>1) description of the surroundings/starting point</li> <li>2) one day...</li> <li>3) conclusion/reflection</li> </ol>             (this structure follows logically out of the introduction of narrative structures). A word web can be used as a tool.           </li> <li>- Invite the group to present the draft of the stories to each other, giving feedback based on which the participants can improve their stories.</li> <li>- Include the feedback, and share the final stories with the group.</li> </ul>
<p><b>Closing up the session</b></p>	<p>Explanation of how telling these stories (or elements of these stories) can be used in the workshops with youth</p>
<p><b>Helpful tips for the trainer</b></p>	<p>Be aware that you really know what you're talking about concerning narrative structures. If you're insecure don't hesitate to ask a professional storyteller/coach to deliver this part.</p>
<p><b>Notes</b></p>	



<b>Name of activity</b>	<b>Beware... Landmines</b>
<b>Category</b>	<p>Development of Language skills:</p> <p>Development of Communication skills:</p> <p><b>Development of Entrepreneurial skills: x</b></p> <p>Ice-breaker activity/ Warm up:</p> <p>Evaluation activity:</p>
<b>Objectives</b>	<ul style="list-style-type: none"> <li>- To build a team</li> <li>- To encourage collaboration</li> <li>- To encourage a strategic thinking</li> <li>- To encourage leadership skills and listening to each other</li> </ul>
<b>When is best to use this activity ?</b>	<p><b>At the beginning of the workshop: x</b></p> <p>In the middle:</p> <p>At the end:</p> <p>Other:</p>
<b>Duration</b>	20 minutes
<b>Material needed</b>	Tape (to make a grid on the floor)

<p><b>Preparation needed</b></p>	<ul style="list-style-type: none"> <li>- Make the grid on the floor (36 squares in a grid.) See the example below of how you should tape the grid on the floor)</li> <li>- Ask the coach/game leader to design a path through the grid and decide where the landmines are. As group leader you draw the grid on a piece of paper and point out the landmines. A path from the topside to the bottom side, where you can make 1 step at each time. See the example below which path you can make</li> <li>- Groups size can vary from 6-16 persons</li> </ul> <p>Example image of the grid:</p> <table border="1" data-bbox="544 674 804 909"> <tr><td>X</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>x</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td>x</td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td>x</td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td>x</td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td>x</td><td></td><td></td></tr> </table>	X						x							x							x						x							x		
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<p><b>Step-by-step activity</b></p>	<ul style="list-style-type: none"> <li>- Tell participants they have three minutes to make a plan together. After that no speaking is allowed Goal is to pass the grid without stepping on a landmine (the landmines are not visible for the participants)</li> <li>- Invite participants, one after the other, to do a step forward (but you function as a group so one has to start and the whole group follows); options are: you can only move forward, the square in front of you, the square front left, or front right</li> <li>- If someone steps on a square with a landmine, he has to go back to the beginning, the first time he/she loses one leg, and can only hop. The second time this happens you lose both legs and you have to be carried by the others</li> <li>- When you start, ask the group to decide the order of people who goes first</li> <li>- When someone steps on a square with a landmine the game leader says BOOM. If you don't step on a landmine the game leader says nothing and the next one can continue.</li> </ul> <p>You are finished when the entire group is at the other side of the grid.</p>																																				
<p><b>Closing up the session</b></p>	<p>Analyzing how it went:</p> <ul style="list-style-type: none"> <li>- Who was the leader</li> </ul>																																				

	<ul style="list-style-type: none"><li>- How did the collaboration go</li><li>- Were people ready to collaborate or more caring about their own interest</li><li>- What went good, what went wrong</li></ul>
<b>Helpful tips for the trainer</b>	<ul style="list-style-type: none"><li>- If you think one route is too simple think of creating one or two dead-end fake routes as well.</li><li>- You might add the rule, that someone who speaks also loses one leg</li><li>- Game leader/trainer can explain afterwards what this exercise has to do with entrepreneurship (collaboration/leadership skills)</li><li>- Entrepreneurship is about listening to your customers; in this exercise you learn to listen to each other, beside that you have to collaborate in a very short time, also an aspect that you need within entrepreneurship.</li></ul> <p>It's very useful but also a fun game to do. The aim of this exercise is to stimulate the group dynamics, only with a good group dynamics its possible to start a good storytelling workshop</p>
<b>Notes</b>	



<b>Name of activity</b>	<b>Listening exercise</b>
<b>Category</b>	<p>Development of Language skills:</p> <p>Development of Communication skills:</p> <p><b>Development of Entrepreneurial skills: x</b></p> <p>Ice-breaker activity/ Warm up:</p> <p>Evaluation activity:</p>
<b>Objectives</b>	<ul style="list-style-type: none"> <li>- To active listening / learn to listen (because it is important to customers)</li> <li>- To learn how to act upon the needs of other</li> <li>- To learn how to get the essence out of a story, and transfer it</li> </ul>
<b>When is best to use this activity ?</b>	<p>At the beginning of the workshop:</p> <p>In the middle:</p> <p><b>At the end: x</b></p> <p>Other:</p>
<b>Duration</b>	20-30 minutes
<b>Material needed</b>	None
<b>Preparation needed</b>	None
<b>Step-by-step activity</b>	<ul style="list-style-type: none"> <li>- Ask participants to make pairs, with a 'A' and a 'B'</li> <li>- Ask both participants to think of a 'challenging situation' they once experienced (can be anything), and ask them to write down the essence of their story, preferably in one sentence (with the essence we mean</li> </ul>

	<p>the aim of the story)</p> <ul style="list-style-type: none"> <li>- Ask 'A' to tell the story to 'B', 'B' has to listen carefully</li> <li>- Then ask 'B' to tell his/her story to 'A'.</li> <li>- Ask them both to summarize each other's story</li> <li>- After sharing the summaries, show each other the essence (with essence we mean putting down on the piece of paper and discussing if it came back in the summary).</li> <li>- Come back to the group and share some of the good and bad practices.</li> </ul>
<p><b>Closing up the session</b></p>	<ul style="list-style-type: none"> <li>- The trainer can give feedback about elements of active listening. (see page 7 in the Guide for Seniors, here you can read about the importance of listening)</li> <li>- Emphasize some of the good techniques to get the essence out of a story (see page 7 in the Guide for Seniors, here you can read about the importance of listening)</li> </ul>
<p><b>Helpful tips for the trainer</b></p>	<p>Prepare a few examples of active listening to use in your feedback.</p> <p>For example: have empathy towards others, recognize their feelings, their needs and concerns, understand their situation better; being able to take their perspective.</p> <p>Emphasize that active listening is very useful especially when dealing with customers in order to fulfill their needs.</p>
<p><b>Notes</b></p>	



<b>Name of activity</b>	<b>Making a story together</b>
<b>Category</b>	<p>Development of Language skills:</p> <p>Development of Communication skills:</p> <p><b>Development of Entrepreneurial skills: x</b></p> <p>Ice-breaker activity/ Warm up:</p> <p>Evaluation activity:</p>
<b>Objectives</b>	<ul style="list-style-type: none"> <li>- To collaborate</li> <li>- To listen and to get logical skills</li> <li>- To take initiative</li> </ul>
<b>When is best to use this activity ?</b>	<p><b>At the beginning of the workshop: x</b></p> <p><b>In the middle: x</b></p> <p>At the end:</p> <p>Other:</p>
<b>Duration</b>	10 minutes
<b>Material needed</b>	None
<b>Preparation needed</b>	None
<b>Step-by-step activity</b>	<p>Minimum of 10 participants, maximum of 20 participants</p> <ul style="list-style-type: none"> <li>- Ask participants to create a story together, one creates the first line (that's the beginning of the story) . He/she will stand in line at the beginning (left side). The second one will create the final line of the story, he's going to stand at the end of the line (on the right)</li> <li>- Invite the other participants, one by one, to create a</li> </ul>



	<p>line as a part of the story, and to stand between the first and the second participant, in the place where they think the line belongs</p> <ul style="list-style-type: none"><li>- Every time a participant joins the line, everybody who stands there already repeats the line, so the story is really created</li><li>- In the end you have a complete story</li></ul> <p>The added value of this exercise is that the participants first have to listen to each other very carefully, but also have to think very logical about placing themselves in the line of the story.</p>
<b>Closing up the session</b>	Ask the participants to tell the whole story and be careful to don't have parts of the story that are still missing
<b>Helpful tips for the trainer</b>	<ul style="list-style-type: none"><li>- Don't say too much, just let the participants do it and discover</li><li>- You can use this workshop at the start of the workshop but you can also use it half way the training to activate the group</li><li>- You can also combine this exercises with an exercise in which participants reduce their stories to one line. These lines serve as the base to create a new story together. This alternative can be used with advanced groups.</li></ul>
<b>Notes</b>	



<b>Name of activity</b>	<b>Ownership</b>
<b>Category</b>	<p>Development of Language skills:</p> <p>Development of Communication skills:</p> <p><b>Development of Entrepreneurial skills: x</b></p> <p>Ice-breaker activity/ Warm up:</p> <p>Evaluation activity:</p>
<b>Objectives</b>	<ul style="list-style-type: none"> <li>- To provide the opportunity to the seniors to use their own entrepreneurial experience in creating a vast and well thought through program</li> <li>- To create support for the program, better said: ownership</li> </ul>
<b>When is best to use this activity ?</b>	<p>At the beginning of the workshop:</p> <p><b>In the middle: x</b></p> <p>At the end:</p> <p>Other:</p>
<b>Duration</b>	120 minutes
<b>Material needed</b>	Flip over
<b>Preparation needed</b>	<ul style="list-style-type: none"> <li>- Make a good time schedule of how much time you will spend at the brainstorm, getting to the actual program and the evaluation.</li> <li>- Be aware that you have a structure in your mind to give the participants a certain direction.</li> </ul>
<b>Step-by-step activity</b>	<ul style="list-style-type: none"> <li>- Introduce the assignment: explain that you want to use the experience present in the room in creating a strong</li> </ul>

	<p>program, which is supported by the senior participants</p> <ul style="list-style-type: none"> <li>- Start a brainstorm together, collect ideas and write them down on a flipchart. Subject of the brainstorm: what are the priorities in the entrepreneurial workshops (so what skills do you think are important to transfer)/ do they know exercises in training entrepreneurial skills (preferably using stories) In the end the trainer tries to summarize the outcomes of this brainstorm. This brainstorm takes 45 minutes.</li> <li>- Structure the program. In groups of 4 people the participants create their own 'perfect' program. The outcomes are compared in the end, and altogether they create 1 program at the different outcomes (45 minutes)</li> <li>- Evaluate the final program and the process (15 minutes)</li> </ul>
<b>Closing up the session</b>	Thank everyone for his/her contribution
<b>Helpful tips for the trainer</b>	<ul style="list-style-type: none"> <li>- Try not to impose your own ideas (at least not in the brainstorm)</li> <li>- In the part 'structure the program', be sure that the elements of the brainstorm are used again in structure the program.</li> </ul>
<b>Notes</b>	



<b>Name of activity</b>	<b>The boring day</b>
<b>Category</b>	<p>Development of Language skills:</p> <p>Development of Communication skills:</p> <p><b>Development of Entrepreneurial skills: x</b></p> <p>Ice-breaker activity/ Warm up:</p> <p>Evaluation activity:</p>
<b>Objectives</b>	<ul style="list-style-type: none"> <li>- To learn to use images in telling a story</li> <li>- To learn how to make a story interesting</li> <li>- To let people experience what storytelling can do</li> </ul>
<b>When is best to use this activity ?</b>	<p>At the beginning of the workshop:</p> <p><b>In the middle: x</b></p> <p>At the end:</p> <p>Other:</p>
<b>Duration</b>	Depending on the group size. Maximum 3 minutes per participant and maximum 2 minutes of feedback of the trainer per participant
<b>Material needed</b>	None
<b>Preparation needed</b>	None
<b>Step-by-step activity</b>	<ul style="list-style-type: none"> <li>- Ask everyone to stand or sit in a circle</li> <li>- Invite everyone to share the most boring moment of that day (or of the week)</li> <li>- Give everybody 3 minutes to think of this moment and think about how they can make this moment into an exciting story</li> </ul>

	<ul style="list-style-type: none"><li>- Propose to everyone to share the exciting version of the boring moment</li><li>- After every shared story, give feedback on what elements worked in making the story exciting and interesting. Be careful to pay extra attention to the use of images.</li></ul>
<b>Closing up the session</b>	Connect this exercise to how they can use this skill in 'sales', how you can make a story interesting.
<b>Helpful tips for the trainer</b>	<ul style="list-style-type: none"><li>- Prepare an example for yourself where you can clearly hear the difference of the boring story and the exciting story (it's an option to start with that at the beginning of the exercise)</li><li>- You can also use this as an energizer to get people into storytelling</li></ul>
<b>Notes</b>	



<b>Name of activity</b>	<b>The game of many things</b>
<b>Category</b>	<p>Development of Language skills:</p> <p>Development of Communication skills:</p> <p><b>Development of Entrepreneurial skills: x</b></p> <p>Ice-breaker activity/ Warm up:</p> <p>Evaluation activity:</p>
<b>Objectives</b>	<ul style="list-style-type: none"> <li>- To create group spirit</li> <li>- To create contact</li> <li>- To stimulate brain activity and focus</li> </ul>
<b>When is best to use this activity ?</b>	<p>At the beginning of the workshop</p> <p><b>In the middle: x</b></p> <p>At the end:</p> <p>Other:</p>
<b>Duration</b>	10 – 15 minutes
<b>Material needed</b>	None
<b>Preparation needed</b>	Think of the order of assignments
<b>Step-by-step activity</b>	<ul style="list-style-type: none"> <li>- Ask the participants to stand in a circle</li> <li>- Explain the first assignment: one by one you tell your favorite drink to your neighbor. Remember clearly who told you his/her favorite drink and who you told yours</li> <li>- Next step, mix up the circle, go and stand somewhere else. Everyone has to pass his favorite drink on to the</li> </ul>

	<p>one he/she told before (who is now in a different place in the circle)</p> <ul style="list-style-type: none"> <li>- Repeat it three or four times.</li> <li>- Second assignment: one by one, make an animal sound to your neighbor. Remember clearly to who you made the sound and who made the sound to you</li> <li>- Mix the circle again, everyone has to pass the sound on to the one he/she told before (who is now in a different place in the circle).</li> <li>- After two rounds, add the favorite drink. To make it clear, you say the favorite drink to another person then who you pass the sound to</li> <li>- Third assignment: one by one, make a random move to your neighbor. Remember clearly to who you made the movement and who made it to you.</li> <li>- Mix the circle again, everyone has to pass the random move on to the one he/she did it before to (who is now in a different place in the circle)</li> <li>- After two rounds, add the favorite drink, and one round later the animal sound. Continue for five rounds. (you pass on every assignment to a different person, so you really have to be focused)</li> </ul> <p>It is an option to edit a fourth assignment, you give your neighbor in the circle a high five. After this you mix the circle again and repeat every assignment.</p> <p>You can mix the assignments. Experience learns that four assignments might be too much for most groups, so leave one of the first assignments out when you think three is enough.</p>
<p><b>Closing up the session</b></p>	<ul style="list-style-type: none"> <li>- If the situation turns really chaotic then the trainer ends the session.</li> <li>- Praise the participants</li> </ul>
<p><b>Helpful tips for the trainer</b></p>	<ul style="list-style-type: none"> <li>- Try to see how much information the group can handle. You can decide only to do the first two assignments and the fourth one.</li> <li>- If you're working for more days, try to start with two assignments and build it up with more assignments later in the week.</li> <li>- Try to be as strict as possible as a trainer in the different steps like mixing up the circle, try to keep it structured</li> <li>- Of course you can replace favorite drink or movement for other things</li> </ul>

	<p>This exercise is also very useful in giving an insight what kind of group you are working with. Do they really make contact? Do they trust each other? You can use the results of your observation in the design of the next steps of your workshop?</p>
<p><b>Notes</b></p>	