

for SOCIAL INCLUSION

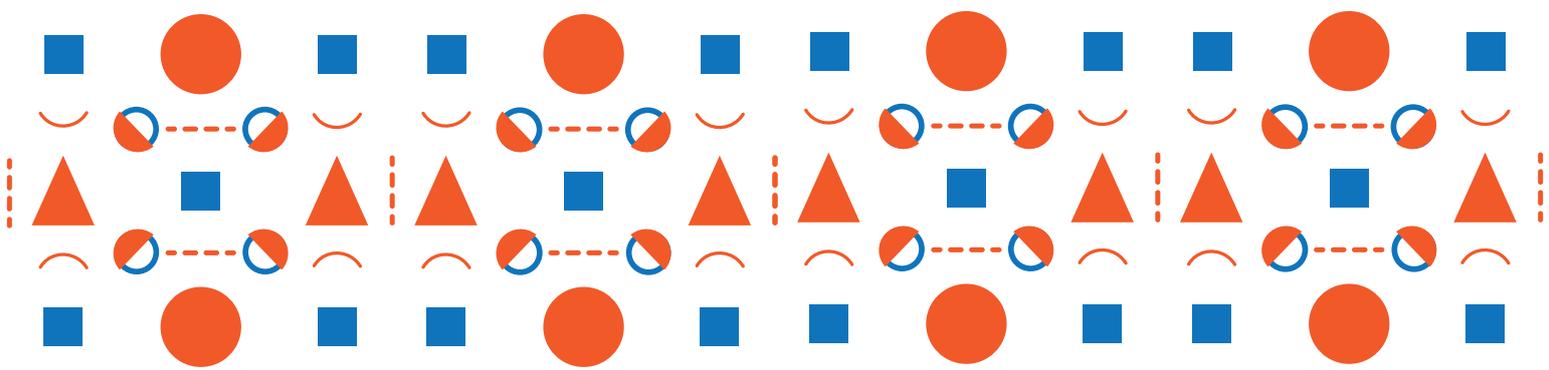


CAMERA
A SUD



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INTRO

The Educational Toolkit is one of the Outputs resulting from the project “ICT for Social Inclusion”, funded under ERASMUS+ programme (Strategic partnership in the field of youth, ref. 2018-1-IT03-KA205-013125).

The aim of the project is to improve - in youth workers and trainers - the capacity of realizing and reacting to social and cultural diversities, through the use of ICTs tools. The Educational Toolkit is the result of the challenge launched to the Youth workers involved in one of the motilities foreseen in the project: the Training Course held in Italy in May 2019.

In facts, inside the Educational Toolkit, you can find:

- some results of activities led during the Training by the 20 Youth Workers involved, outcomes of simulating games, facilitated sessions and workshops to analyze and face the social exclusion (including a mind map, a list of discriminatory practices, links to videos created by the participants, etc.);

- 2 activities used during the Training Course in Italy to analyze the Social Exclusion issue.

The activities are: “How to create a Mind Map” and “The Hero’s Journey: how to create a story”. They are an adaptation of methodologies respectively used in EU project and storytelling, created by Aldo Campanelli and Michele Giovinazzo (experienced Youth workers and project managers) to make the methodologies easier to use in non-formal environments.

Each Youth Worker/teacher/NGO can use in his/her/its every-day works with youngsters in order to analyze a problem/issue in group-work: they are really useful to foster discussion.

The whole project was successfully implemented thanks to the effort, the cooperation and the exchange of good practices and experiences shared by the five organizations involved in the project:



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- Cooperative Camera a Sud (Italy) that shared the Participatory Video: it is a good practice used by the cooperative in many projects. It is a video able to undermine the commonplace and stereotypes thanks to the protagonist's self-narration;

- Citizen in Power (Cyprus), that shared the Anti-discrimination Pack 2.0: it is a project run by Citizen in Power and funded by Erasmus, aimed at creating new tools to put an end to racism and discrimination online and to design new approaches to address social, ethnic, linguistic and cultural diversity.

Here is the link: <https://antidiscriminationpack.eu/pack-2-0/>

- Walk Together from Bulgaria, shared its experience of creating awareness campaign targeted to migrants;

- Inercia Digital (Spain) and Digijeunes (France) shared their experiences with young persons with fewer opportunities, mainly using videos and new Information and Communication technologies videos.



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Who is this pack for?

We hope this Toolkit will be useful for anyone who wants to find out more about how discrimination works, its causes and consequences: it contains some activities and videos that can help kids, young people, parents, educators, teachers, social workers, activists and members of NGO's to better understand and tackle discrimination.

What is this pack for?

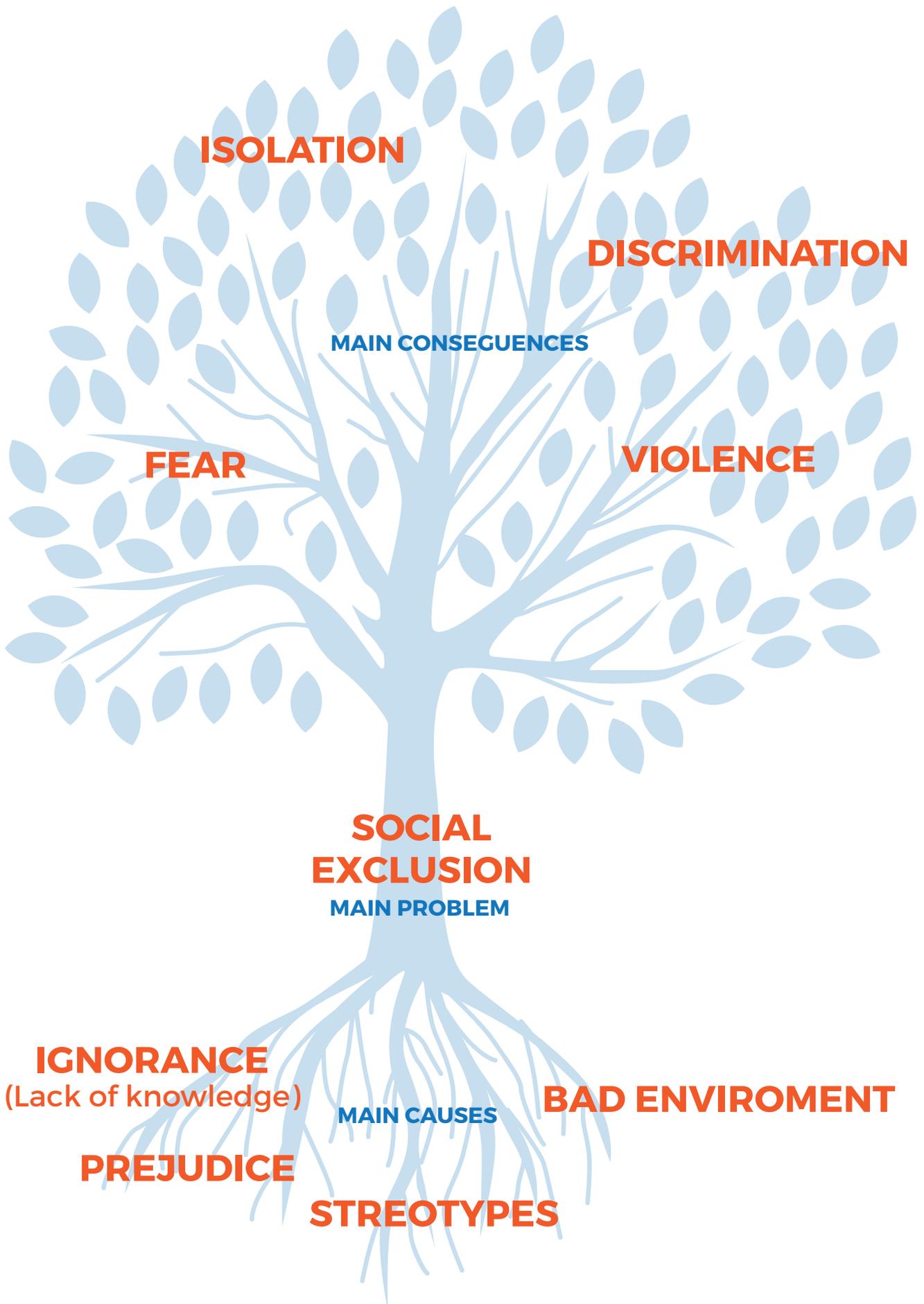
- To raise awareness and to help prevent discrimination, especially in the context of online social networks.
- To demystify technology and social networks for adults, showing them that there are no big secrets as these are just tools at our disposal.
- To educate young people about online safety for themselves and others and make them aware of the risks and implications their online presence could have.
- Signpost where to get help to challenge or report digital discrimination.
- Open a dialogue between young people and adults around Digital Discrimination.
- To provide materials which help develop empathy, the basis for challenging discrimination of any kind.
- To empower young people and the people involved in their lives to support them in developing adequate emotional and cognitive responses and become informed, confident and active users of technology.

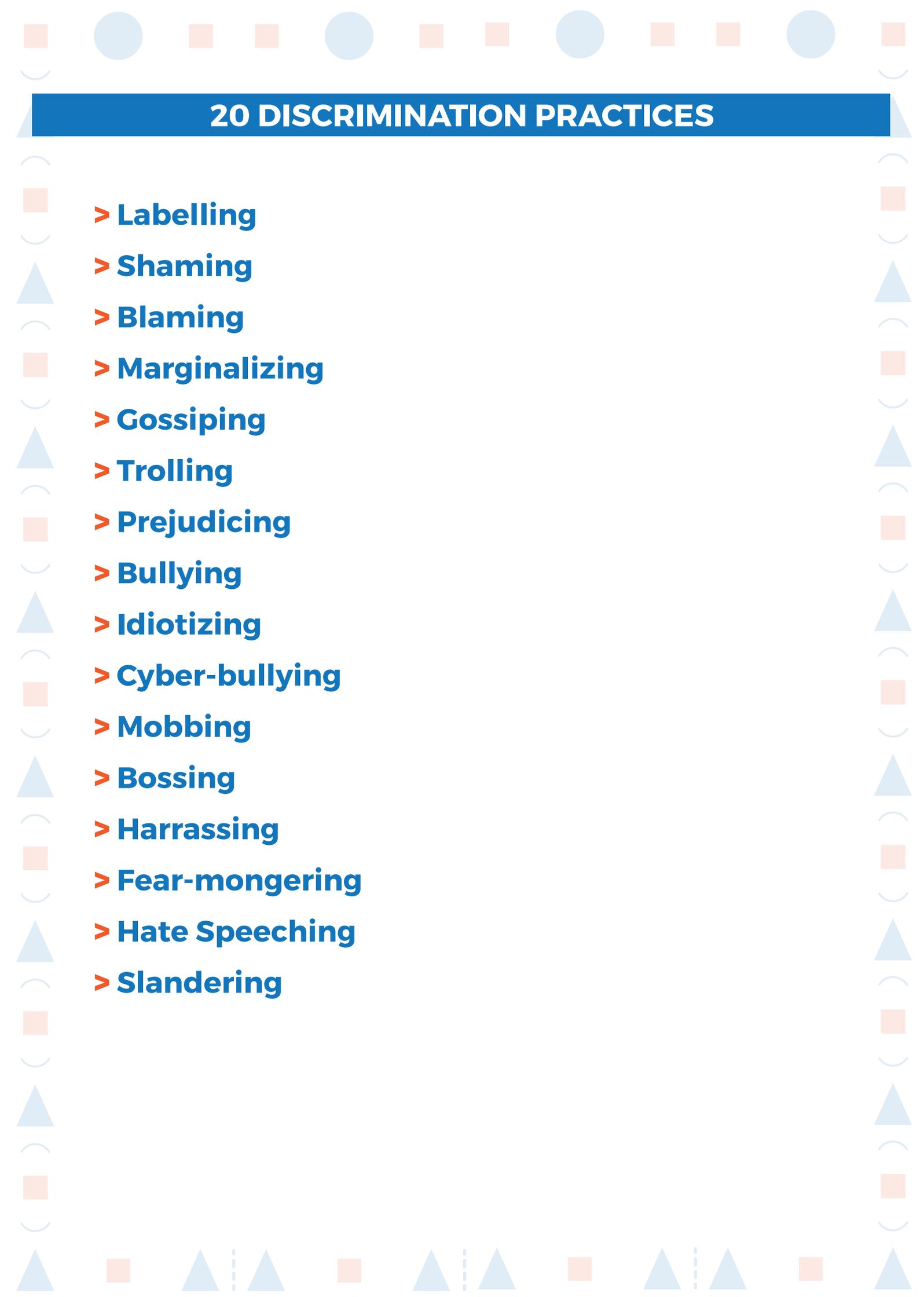


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MIND MAP





20 DISCRIMINATION PRACTICES

> **Labelling**

> **Shaming**

> **Blaming**

> **Marginalizing**

> **Gossiping**

> **Trolling**

> **Prejudicing**

> **Bullying**

> **Idiotizing**

> **Cyber-bullying**

> **Mobbing**

> **Bossing**

> **Harrassing**

> **Fear-mongering**

> **Hate Speeching**

> **Slandering**

ACTIVITIES SUGGESTED

1 - HOW TO CREATE A MIND MAP

Material needed: Flipchart; Markers; sticky notes

Participants: you can do it alone, or - better - with a group. If you are in group, you have to choose a facilitator: his/her role is to moderate the discussion, composing the Mind Map.

Duration: It depends on the group number and experience of the facilitator (at least 1 hour).

ACTIVITY

1. Find the Central Problem with your group.

The central problem is the starting point of your Mind Map and represents the topic you are going to explore: it should be in the center of your flipchart.

Please, keep in mind that the central problem must be "precise" and it should include at least the Target group and the territorial definition.
(I.g. the discrimination of new arrived migrants, aged 14-18, in Italy).

2. Now the facilitator has to give each participant some sticky notes and ask him/her to write down - in 5 minutes - at least 2 problems related to the central problem.

3. Ask each participant to share with the group what they write down and why and put all the sticky notes outside of the map.

4. Now, the facilitator starts to take - one by one - the sticky notes and to read aloud the problem written on the notes. Led by the facilitator, the group has to decide if the problem (on the note) is a cause or an effect of the central problem: if it is a cause, it will be put under the central problem.

If the problem is an effect, it will go over the central problem, on the top of the flipchart.

5. Now you have your mind map! If you want, you can give it a better layout using graphic software or web-apps.

SOME SUGGESTIONS:

In the phase 2, When participants are asked to write problems, always ask "why?": this question will help the participants to find problems related to the central one!

In the phase 4, as soon as you read aloud the problems on the notes, you'll find similar problems. In this case, use only one of them.

2- HERO'S HOURNEY: HOW TO CREATE A STORY

Please read carefully the INTRO: it will help you to know and understand what is the Hero's Journey.

OBJECTIVE OF THIS ACTIVITY: After you've learnt more about this methodology, use it to create your own history about the discrimination.

SUGGESTIONS: Don't forget to use the Mind Map you created before: the target you defined in the central problem, may be your principle actor and the problems and effects you found can help you in defining the environment in which your hero lives or is moving to!

INTRO

The Hero's Journey is an archetypal story pattern, common in ancient myths as well as modern day adventures. It can be boiled down to three stages:

Departure: the Hero leaves the familiar world behind.

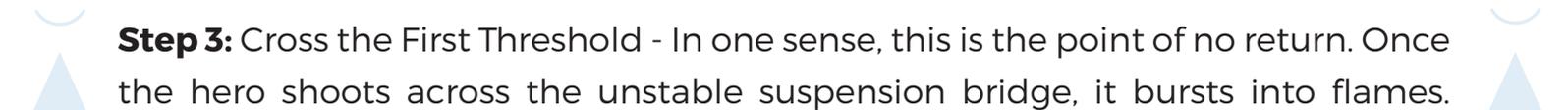
Initiation: the Hero learns to navigate the unfamiliar world of adventure, living experiences and gaining "powers"

Return: the Hero returns to the familiar world

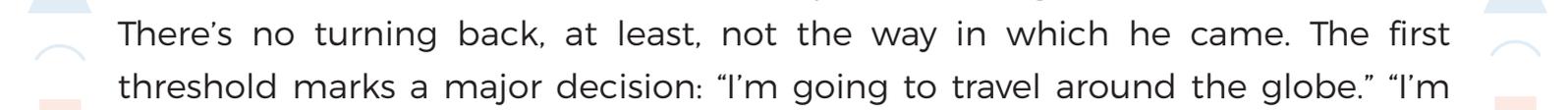
These different stages can be divided into 10 steps in order to create an engaging and well structured story. Here are the 10 steps:

Step 1: The Ordinary World - here you can use the Mind Map, in order to describe the situation;

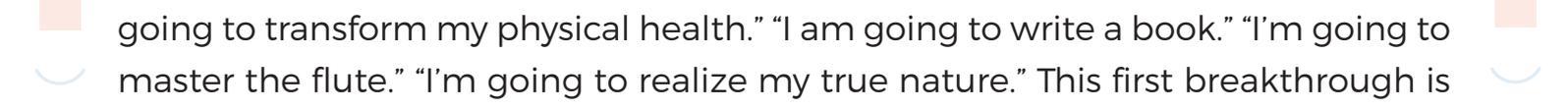
Step 2: The Call to Adventure - it marks a transition from the ordinary world to the special world. The hero is introduced to his quest of great consequence. Fear of change as well as death, however, often lead the hero to refuse the call to adventure. The ordinary world represents our comfort zone; the special world signifies the unknown.



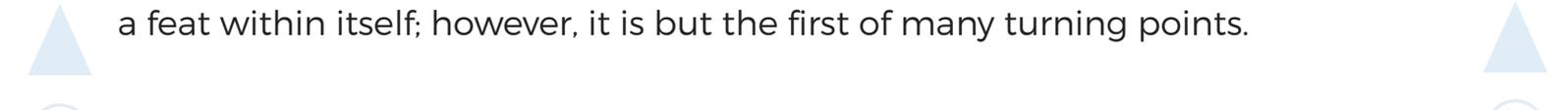
Step 3: Cross the First Threshold - In one sense, this is the point of no return. Once the hero shoots across the unstable suspension bridge, it bursts into flames. There's no turning back, at least, not the way in which he came. The first threshold marks a major decision: "I'm going to travel around the globe." "I'm going to transform my physical health." "I am going to write a book." "I'm going to master the flute." "I'm going to realize my true nature." This first breakthrough is a feat within itself; however, it is but the first of many turning points.



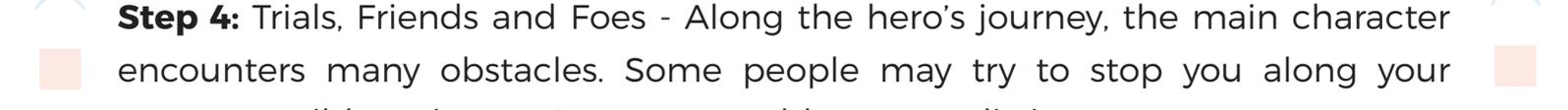
Step 4: Trials, Friends and Foes - Along the hero's journey, the main character encounters many obstacles. Some people may try to stop you along your quest—possibly saying you're unreasonable or unrealistic



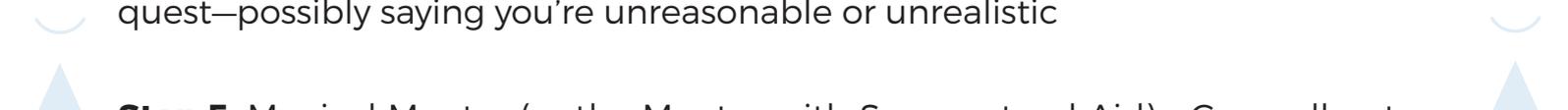
Step 5: Magical Mentor (or the Mentor with Supernatural Aid) - Generally, at an early stage of the adventure, the hero is graced by the presence of a wise sage. Personified in stories as a magical counselor, a reclusive hermit, or a wise leader, the mentor's role is to help guide you.



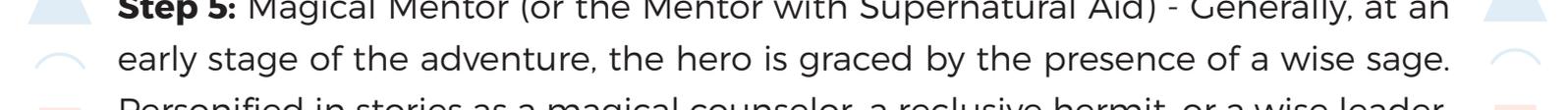
Step 6: Dragon's Lair - The next significant threshold is often more treacherous than the first. Entering the villain's castle or the evil billionaire's mansion, this second major decision usually puts the hero at significant physical and psychological risks



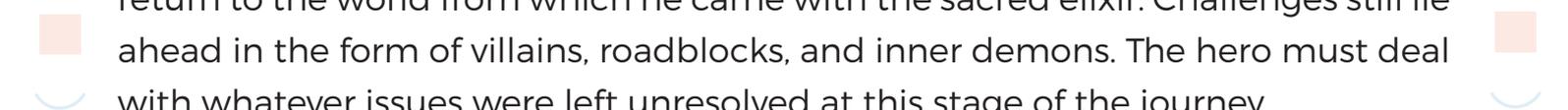
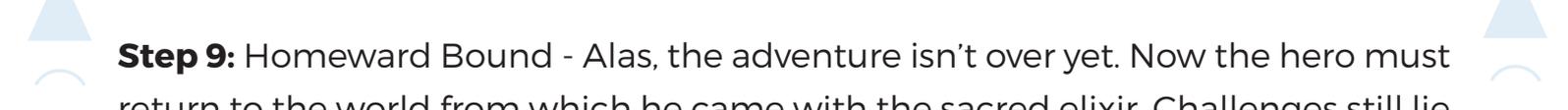
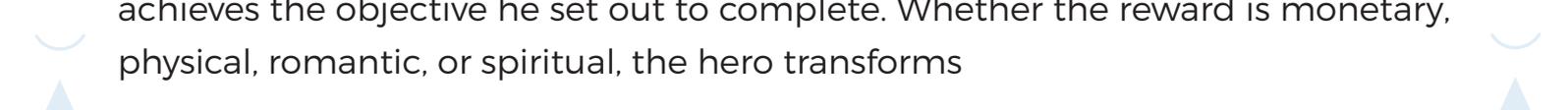
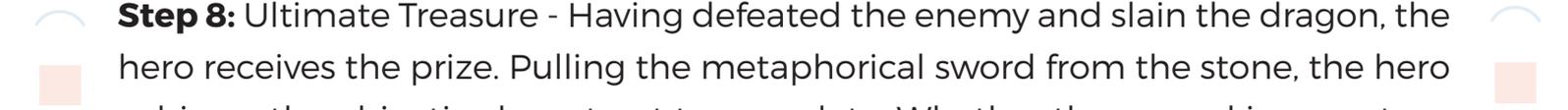
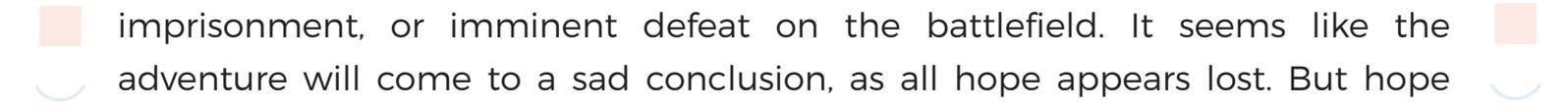
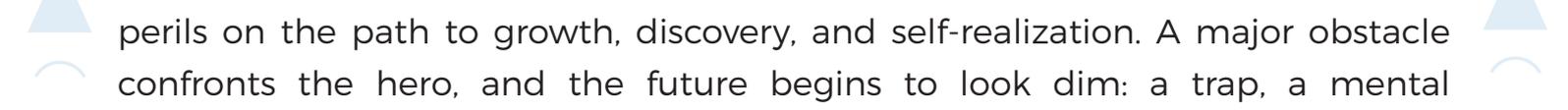
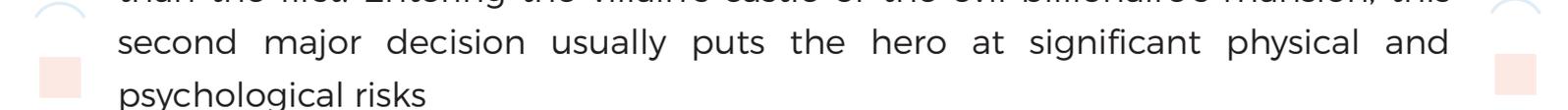
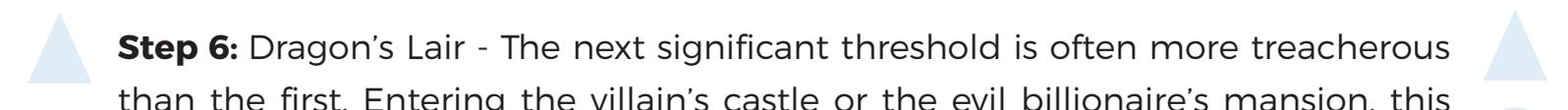
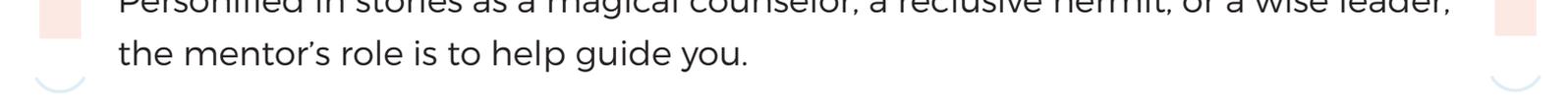
Step 7: Moment of Despair - No worthwhile adventure is easy. There are many perils on the path to growth, discovery, and self-realization. A major obstacle confronts the hero, and the future begins to look dim: a trap, a mental imprisonment, or imminent defeat on the battlefield. It seems like the adventure will come to a sad conclusion, as all hope appears lost. But hope remains..

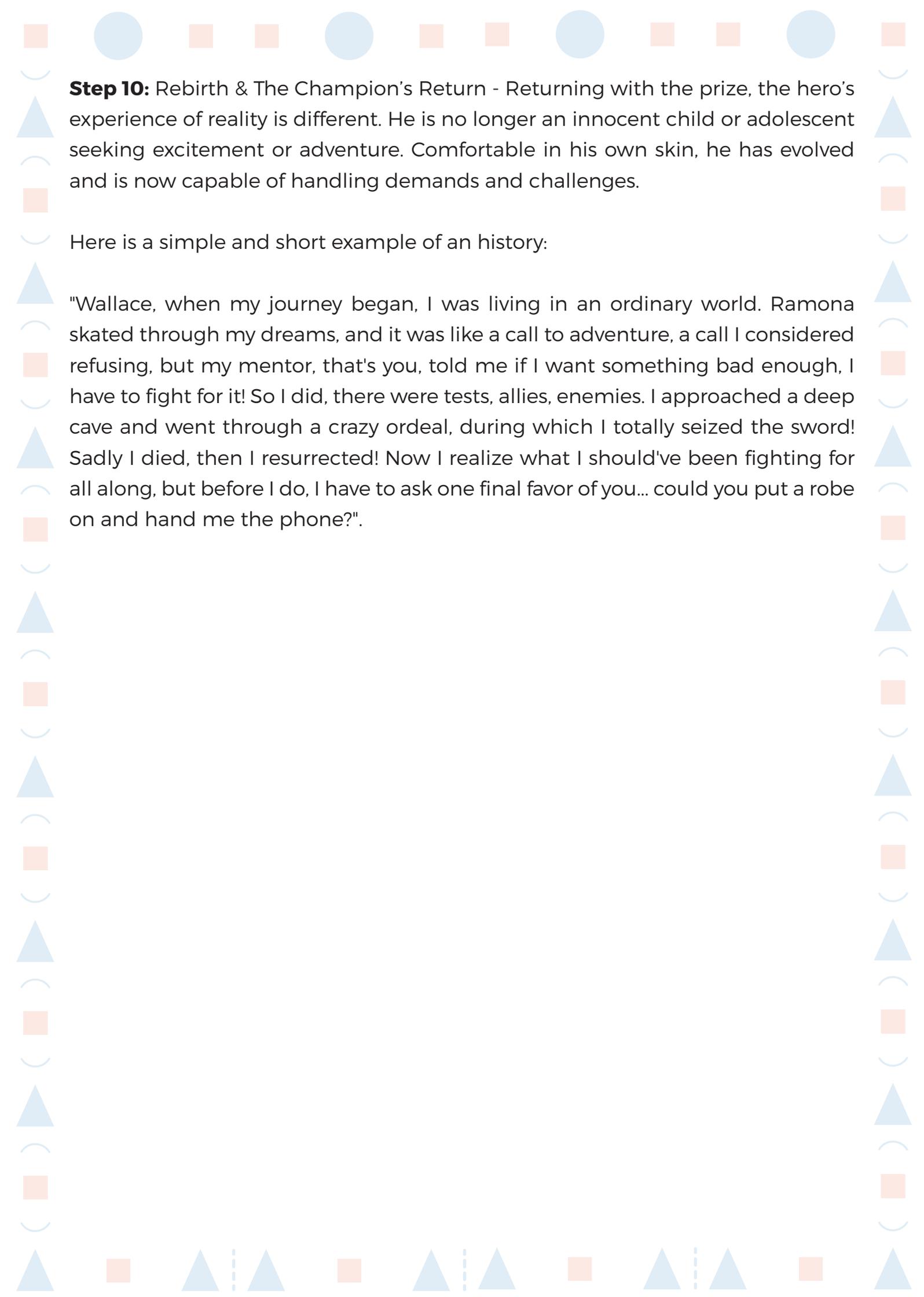


Step 8: Ultimate Treasure - Having defeated the enemy and slain the dragon, the hero receives the prize. Pulling the metaphorical sword from the stone, the hero achieves the objective he set out to complete. Whether the reward is monetary, physical, romantic, or spiritual, the hero transforms



Step 9: Homeward Bound - Alas, the adventure isn't over yet. Now the hero must return to the world from which he came with the sacred elixir. Challenges still lie ahead in the form of villains, roadblocks, and inner demons. The hero must deal with whatever issues were left unresolved at this stage of the journey





Step 10: Rebirth & The Champion's Return - Returning with the prize, the hero's experience of reality is different. He is no longer an innocent child or adolescent seeking excitement or adventure. Comfortable in his own skin, he has evolved and is now capable of handling demands and challenges.

Here is a simple and short example of an history:

"Wallace, when my journey began, I was living in an ordinary world. Ramona skated through my dreams, and it was like a call to adventure, a call I considered refusing, but my mentor, that's you, told me if I want something bad enough, I have to fight for it! So I did, there were tests, allies, enemies. I approached a deep cave and went through a crazy ordeal, during which I totally seized the sword! Sadly I died, then I resurrected! Now I realize what I should've been fighting for all along, but before I do, I have to ask one final favor of you... could you put a robe on and hand me the phone?".