



Probleminio mokymo institutas
PBL Institute

Key Action 1: Learning Mobility of Individuals (Youth Workers)

“EDUCATION THROUGH PROBLEM SOLVING”

DATE: 16 – 23 OCTOBER 2017, VILNIUS

PROJECT NAME: “EDUCATION THROUGH PROBLEM SOLVING”

Project dates: 16 – 23 October 2017

Place: Vilnius

Organization: PBL Institute

Participants: Total of 30 Participants in the project will belong to 6 different countries: SPAIN, ROMANIA, GREECE, BULGARIA, POLAND and LITHUANIA.

Organizers

NGO “Problem-based learning institute” (PBL Institute) is public non-profit organization that aims to provide different educational consultancy in the sphere nowadays didactics in the settings of non-formal school, vocational, higher education. PBL Institute owns progressive paths in any kind of education realizing modern principles of nowadays education in terms of collaboration, contextually, self-direction and constructivism.

www.pblerasmus.com

About project

Problem solving skills are the most important skills of XXI century. It is reflected in number of the most important strategic European documents.

In Framework for 21 Century emphasized that its crucial to solve different kinds of non-familiar problems in both conventional and innovative ways and identify and ask significant questions that clarify various points of view and lead to better solutions (FRAMEWORK FOR 21ST CENTURY LEARNING (<http://www.p21.org/our-work/p21-framework>)).

OECD Education Working Paper for 21st Century Skills and Competences for New Millennium Learners in OECD Countries justifies problem solving skills as one of the most important skills “that at some point defining, searching for, evaluating, selecting, organizing, analyzing, and interpreting information”. According OECD (2009) Problem solving as an educational strategy helps to understand and define the

information needs on the basis of a question, issue or task to identify digitally pertinent information sources; and to know how to look up for and select the digital information required in an effective and efficient way considering the problem to be solved.

According European Commission of the Key Competences (2006) is Learning to learn competence, that is related to learning, the ability to pursue and organize one's own learning, either individually or in groups, in accordance with one's own needs, and awareness of methods and opportunities. Problem based learning is one of most innovative educational strategy that realizes learning to learn competence completely.

Unfortunately, formal education system (Secondary Schools/Vocational education/Higher Education) doesn't not provides for learner self-directed and learner-centered educational opportunities (Siauciukieniene, 2006; Targamadze, 2010), that's why it's important to apply non-formal educational channel to full-fill this gap working with youth workers teaching them how to apply PBL strategies working with youth in non-formal educational settings. Shortage of Problem Solving skills outcomes in Youth and Youth workers' inability to apply learning to learn competences efficiently in educational and working (labor market) practice (EC, 2006)

Regarding strategical documents and the real need for Problem-based learning skills for Youth Workers Training course "Education Through Problem Solving Initiated".

Aim of Training course – promote youth workers' learning to learn competences by acknowledging problem-based learning methodology and its application peculiarities in educational practice.

The main objectives of exchange:

1. Introduction to problem-based learning methodologies: general introduction/showing films on PBL realization in different educational settings;
2. Group working vs team working: practical try-out; Group based learning versus team based learning – practical workshops;
3. Reflecting of youth problems and creation problem designs and cases; Designing and modelling of problems;
4. Information research methodology; Learning the basements of Information literacy;
5. Transforming information into decisions; Creation of problem solving strategies methodology;
6. Reflection of problems solving process: how to write effective reflection of problems solved?
7. Problem solving: practical task: practical tryOut of problem solving process.

During 6 days of actives youth workers will be involved in number of activities connected to designing of problem schemas, research of information, working in group/teams, doing reflections methodologies; They will try-out problem solving task practically by designing problem case, creating of problem schemas, researching the information, composing problem solving strategies and reflecting problem solving process itself.

Each objective will be accompanied by triad of learning outcomes in terms of knowledge, feelings and actions. In Each of activity learners will get particular knowledge, will be involved in open and inspiring discussions and will be involved into special educational, motivational games to ensure full participation in the process of non-formal education.

TARGET

The Youth Exchange is designed for volunteers, youth workers and professional workers who work directly *with young people, youth workers and organizations who are interested nowadays didactical issues and approaches.*

Number of persons per country: 5 persons per country. (Age 18+).

PARTICIPANT'S PROFILE

- Youth participants of sending organizations, active youth workers and youth information workers.
 - Capable of speaking, writing and understanding English at least at the medium level;
 - Interested in the main topic of the exchange;
 - Capable and willing to develop further projects.

WORKING METHODS

In our training we will use a non-formal learning method. This means that learning is based on the participants' experience, their motivation and their needs. During the training, methods of non-formal education and methods for ensuring the balance between theory and practice are used in the form of presentations, group work, workshops, games, role plays, exercises, etc.

PARTICIPANT COUNTRIES AND PARTNER ORGANIZATIONS:

- **ASSOCIATION**, SUR 217, SPAIN
- **ASSOCIATION**, D.T.C., ROMANIA
- **NASZA WIES**, POLAND
- **BULGARIAN SPORT ASSOCIATION**, BULGARIA
- **YOURS YOUTHFULLY GR**, GREECE
- **PBL INSTITUTE**, LITHUANIA

TRAVEL

- **Arrival** – 16 October, 2017
- **Departure** – 23 October, 2017

Preferable airports:

- **Vilnius airport** (<http://www.vilnius-airport.lt/en>);
- **Kaunas Airport** (<https://www.kaunas-airport.lt/index.php?lang=en>).

From Kaunas to Vilnius shuttle: <http://www.ollex.lt/en/express/Kaunas-airport/buy-a-ticket> (20 Euro - two ways).

Before buying tickets – please send information to verify and confirm by us.

ACCOMODATION



FACILITIES:

- Rooms;
- Bath, showers; toilets;
- Rest areas;
- Conference hall; Sauna, inside swimming bath;

PROJECT WILL COVER: TRAVEL, THE PROGRAMME, ACCOMODATION AND 3 TIMES PER DAY MEAL.

REINBURSMENTS FOR TRAVEL LIMITS:

NO.	COUNTRY/ AREA	DISTANCE, KM	MAXIMUM REINBURSMENT FOR TRAVEL IN EUR.
1	HUELVA (SPAIN) IN CASE TRAVEL FROM SEVILIA / FARO	OVER 3000	400
2	BUCHAREST (ROMANIA) IN CASE TRAVEL FROM BUCHAREST	UNTIL 2000	200
3	WARSAW (POLAND) IN CASE TRAVEL FROM ANY POLAND LOCATION	UNTILL 500	80
4	THESALONIKI (GREECE) IN CASE TRAVEL FROM THESALONIKI / ATHENS	UNTILL 2000	250
5	SOFIA (BULGARIA) IN CASE TRAVEL FROM SOFIA	UNTILL 2000	200

DOCUMENTS, THAT MUST BE PROVIDED:

1. Boarding passes;
2. Travel invoices;
3. Payments (bank transfer sheets);
4. Taxi checks;
5. Public transport tickets.

IMPORTANT: please make sure you have all the documents with you once come. Try to do electronic check in to get backwards boarding passes before leave. All travel expenses will be reimbursed in case all required documents has been delivered in the right order. Money will be sent to sending institution's bank account. **From Vilnius airport / Bus station you will be taken by minibus to TC location.**

OTHER IMPORTANT INFORMATION:

- Please prepare for National night: bring some national food with you;
- Please make sure you have travel insurance; group leaders – travel and civil insurance;
- Every national group must prepare 3-5 icebreakers; be able to contribute to implementation of YEX programme actively;
- Equipment needed: smart phone (shooting pictures / videos).

INFORMATION NEEDED

RULES

- YOU ARE EXPECTED TO PARTICIPATE FULLY IN ALL ACTIVITIES. UNAUTHORIZED ABSENCE FROM ACTIVITIES AND WORKSHOPS WON'T BE ALLOWED. WE WOULD REALLY APPRECIATE ENERGETIC AND ACTIVE PARTICIPATION.
- SMOKING IS PROHIBITED INSIDE OF THE BUILDINGS, SO ALL SMOKERS WILL HAVE TO LEAVE THE BUILDING IN CASE THEY WANT TO SMOKE A CIGARETTE.
- HEALTH AND TRAVEL INSURANCE: HEALTH INSURANCE WILL NOT BE PROVIDED OR REIMBURSED BY THE ORGANIZERS. ALL PARTICIPANTS
- ARE REQUIRED TO PURCHASE HEALTH INSURANCE INDIVIDUALLY, OR GET THE FREE OF CHARGE FORMULARY E-111; FROM YOUR NATIONAL SOCIAL SECURITY THAT COVERS MEDICAL COSTS AROUND EU MEMBER STATES (EUROPEAN HEALTH INSURANCE CARD).

CULTURAL NIGHT

DON'T FORGET TO BRING SOME TRADITIONAL MUSIC FOR THE INTERCULTURAL EVENINGS!

WE WILL HAVE 2 CULTURAL NIGHTS WHERE 4 COUNTRIES WILL SHARE SPACE AND LIMITED TIME, WHERE THEY CAN EXPOSE THEIR CUSTOMS, CUISINE AND CULTURE., PLEASE!!! ALL TEAMS MUST PREPARE SOME PRESENTATION OF YOUR COUNTRY IN A CREATIVE WAY (TRY TO AVOID POWERPOINT AND MOVIES FROM TOURIST AGENCIES). WE HOPE, THAT YOUR CULTURE MEANS YOU SOMETHING MORE THAN NATIONAL FOOD AND DRINKS. ALSO BRING FLAG OR YOUR COUNTRY. IT WOULD BE NICE IF YOU BRING ALSO SOME SMALL SOUVENIRS WITH YOU (COSTS ARE NOT COVERED).

TC "EDUCATION THROUGH THE PROBLEM SOLVING"

Activity n°	A1				
Linked to Activity n°	A1				
Linked to Activity n°	Problem-based Learning Institute (Lithuania), Association SUR 217 (Spain), Association D.T.C (Romania), NGO Nasza Wies (Poland), YOUTHFULLY GR (Greece), BUSLSPORT (Bulgaria).				
Venue			Duration		
City/Town	Country	Start date	End date	Activity duration (excluding travel days)	Travel days
Vilnius	Lithuania	10/16/2017	10/23/2017	6	2
Activity Programme					
Timetable	Activities	Non-formal & Informal learning methods used			
DAY 1					
AM					
9.00 - 10.00	Ice-breakers games for introduction to each other: "Represent myself"; "Guess my name", "Line according letter of my name", "Line according birthday date".	Ice-breakers method for general introduction to Training course (TC). The main educational games for introduction to participants: 1. "Represent me". Participants are grouped I'm pairs and each participant in pair must get as much information as possible and represent his colleague in a creative way; 2. "Guess my name". Interactive game implemented in big circle. Facilitator points to the person, which must go down and persons beside this person must say each other names as soon as possible. The winner is the persons who says it more quickly. Looser must sit down. 3. "Line in sequence according birthdates. Interactive game that's aims to get acknowledge age of participants. Participants must line themselves according the birthdates not speaking at all.			
10.00-11.00	Drawing workshop "Drawing the picture of your Colleague"	Drawing workshop "Drawing the picture of your Colleague" is for better acknowledgement each other among the TC participants. Through drawing each other reveal a lot of hidden issues that's persons doesn't not notices or recognize it. Participants in pairs draw each other pictures without seen colleagues drawing. Later on pictures are mixed and presented to all participants letting them to guess - who is who. Fun activity helps to remember faces, names, evolves emotions of persons involved in Training course.			
11.00-12.00	Creating post-box for secret notices and compliments; writing expectations and fears of the course	Created pictures will be used for POST boxes where all the participants will be able to share their notes to each other. Participants will create special envelopes and hang it on the wall. Participants will think about their expectations, fears concerning the course and stick their positions on the wall to express it openly.			
PM					
13.00-14.00	Presenting of film about problem-based learning.Discussion.	Film about problem-based learning will present how problem-based learning evolved, developed and implemented in the famous universities in US and EU. Afterwards participants will be involved into discussion - "What do I know about PBL"?			

14.00-16.00	Simulation of different learning spaces: frontal, group based, team work based; Discussion.	Participant will be grouped into three major groups and will be asked to simulate three kind or learning spaces: frontal, group and team work based spaces. They will implement certain prepared scenarios given to them. Afterwards discussions will follow. Through the simulations participants will understand and feel the difference between traditional and nowadays learning paradigm in education.
16.00-16.30	Reflection groups	Reflection groups will be organized involving one leader per international group seeking to reflect on the educational process of the day, general satisfaction and complains of participants. Fine-tuning of programme could be made according the results of reflection groups' discussions.
<i>DAY 2</i>		
AM		
9.00-9.30	Energizers: "Fruit salad"; "Guess the leader", "Guess my name"	Educational energizers ""Fruit salad"; "Guess the leader", "Guess my name" will be organized for" wake up" of participants making them attentive and focused on oncoming educational activities.
9.30-10.30	"Spaghetti Challenge": strategical thinking exercise	"Spaghetti Challenge" educational game to promote teamwork skills. Teams will be provided little tapes and spaghetti for building the tallest towers from it. Teams of learners must manage to use their creativity, critical thinking and team work skills to manage all work to do in the right order. This educational game emphasizes team work peculiarities: distribution of roles, sharing of ideas, good timing.
10.30-12.00	Presentation on group and team work in PBL, Discussion.	Presentation on how to create successful group/team will be presented. Film and ppt slides will be presented. Discussion will follow afterwards.
PM		
13.00-14.00	Creating of teams workshop: Forming, Storming, Norming, and Performing	Groups of learners will be introduced different phases of creation groups / teams in terms of forming of groups/teams, storming their aims, objectives, norming their working rules and performing in the process of problem based learning. Demonstrations and film watching methods will be used for this purpose.
14.00-15.00	Special task for teams: making special body sculptures	Body sculptures making requires several members to support each other holding providing interesting sculptures of bodies. This physical exercise helps to promote spirit of team, understand mutual inter-dependence.
15.00-16.00	Norming of Teams working rules: working rules; Ethics code.	Creating of ethics code of the groups / teams: practical workshop and demonstration of group work results. Learners will generate values, work principles and rules needed for successful group/team work functioning.
16.00-17.00	Open learning spaces	Particular country's representatives will organize for the rest of participants' activities to learn particular things and general competences in chosen learning space.

17.00-17.30	Reflection groups	Reflection groups will be organized involving one leader per international group seeking to reflect on the educational process of the day, general satisfaction and complains of participants. Fine-tuning of programme could be made according the results of reflection groups' discussions.
<i>DAY 3</i>		
AM		
9.00-9.30	Morning energizers (proposed by participants)	Energizers will be proposed by particular's countries representatives. The educational games will help to energize all participants helping to keep their focus on educational activities.
9.30-11.00	Team based workshop "Draw the picture of the problem"	Practical workshop will be organized for drawing of problem cases. The aims of this workshop - forming of learners problems' visualization skills, creating efficient and informative holistic pictures of the problems. Pictures will be draw in teams.
11.00-12.00	Analysis of presented pictures according PBL problems' design methodology	Problems' pictures presentation using problems' structuring and analysis methodology. Learners will try to deconstruct the pictures they draw.
PM		
13.00-14.00	Presentation on how to create problems' schemes	Presentation on problems' structuring methodology. Map of concepts: Spoke, Chain and Net in PBL.
14.00-15.00	Practical tasks for teams: designing of particular problems' design.	Teams will be provided particular problem cases and will be asked to create problem schema and design according PBL methodology.
15.00-16.00	Presentations of created problem designs	Learners (teams/groups) will be presenting their problem schema commenting it's design, types, components.
16.00-17.00	Open learning spaces	Particular country's representatives will organize for the rest of participants' activities to learn particular things and general competences in chosen learning space.
17.00-17.30	Reflection groups	Reflection groups will be organized involving one leader per international group seeking to reflect on the educational process of the day, general satisfaction and complains of participants. Fine-tuning of programme could be made according the results of reflection groups' discussions.
<i>DAY 4</i>		
AM		

9.00-9.30	Morning energizers (proposed by participants)	Energizers will be proposed by particular's countries representatives. The educational games will help to energize all participants helping to keep their focus on educational activities.
9.30-11.00	Orientation game "Find the keyword and create a problem story"	Orientation game will be organized "Find the keyword and create a problem strategy". The aim of orientation game - prompt problem solvers' critical thinking and creative abilities. Orientation game will be organized in the local park hiding particular keywords that needs to be found. Using keywords participants will need to create problem cases that could be used in problem-based learning process.
11.00-12.00	Presenting of created problems stories	Problem cases will be presented by participants. Learners will be ask to formulate at least 5 questions that can be used in the process of information search.
PM		
13.00-14.00	Presentation on information search in PBL process	Presentation and educational film will be demonstrated how to create efficient information search strategy.
14.00-15.00	Practical workshop "Create IS strategy for your problem"	Based on created problem cases learners will be asked to create their information search strategies describing information search process in detail.
15.00-16.00	Presentations and reflection of the results on IS process	Practical workshop: Implementation of information search (IS) process according created IS strategies
16.00-17.00	Open learning spaces	Particular country's representatives will organize for the rest of participants activities to learn particular things and general competences in chosen learning space.
17.00-17.30	Reflection groups	Reflection groups will be organized involving one leader per international group seeking to reflect on the educational process of the day, general satisfaction and complains of participants. Fine-tuning of programme could be made according the results of reflection groups' discussions.
DAY 5		
AM		
9.00-9.30	Morning energizers (proposed by participants)	Energizers will be proposed by particular's countries representatives. The educational games will help to energize all participants helping to keep their focus on educational activities.
9.30-11.00	Strategical thinking workshop "How to get to Hawaii..."	Workshop for creating strategical thinking skills. Learners will be asked to create travel strategy to Hawaii from Vilnius finding and justifying all necessary information that would needed for such long way travel in terms of air routes, local transport, prices, interim stops, hotels, local highlights.

11.00-12.00	Presentation on creation of strategies in Problem-based learning	Presentation on how to create efficient problem solving strategy in PBL. PPT presentation and educational film will be demonstrated.
PM		
13.00-14.00	Problem solving session I: designing of problem	Practical problem solving workshop. The new problem case delivered to the groups. Groups will create problems' schemas/pictures.
14.00-15.00	Problem solving session II: Information research	Practical problem solving workshop. Groups will perform information search process for problem to be solved.
15.00-16.00	Problem solving session III: creation of problem solving strategies	Practical problem solving workshop. Groups will perform strategies creation process for problem to be solved.
16.00-17.00	Presentations of problem solving results	Groups will present their problem solving results. Problem solving monitoring will be implemented consequently.
17.00-17.30	Reflection groups	Reflection groups will be organized involving one leader per international group seeking to reflect on the educational process of the day, general satisfaction and complains of participants. Fine-tuning of programme could be made according the results of reflection groups' discussions.
<i>DAY 6</i>		
AM		
9.00-9.30	Morning energizers (proposed by participants)	Energizers will be proposed by particular's countries representatives. The educational games will help to energize all participants helping to keep their focus on educational activities.
9.30-10.30	Groups' reflections on their feelings about Training course	Reflection in groups will be organized reflecting the different aspects of the training course in terms of activities, methods, games, participants involvement, logistics, accommodation provided. Reflective notes will be created in groups.
11.00-12.00	Presentation on monitoring and reflections in Problem-based learning: reflection in the process and about the process	Presentation will be presented how to do effective reflections. Two kinds of reflections will be emphasized: reflections in the process and reflections about the process.
PM		

13.00-14.00	Workshop "Telling story from Metacognitive reflection perspectives"	Practical workshop will be organized prompting learners metacognitive abilities. Learners will be will need to rewrite stories from the other perspective explicating metacognitive reflections of the main characters of the story.
14.00-15.00	Overall review of problem-based learning cycle	Presentation of all problem solving cycle: from problem definition to its monitoring. Discussion on the most challenging part of the problem solving process.
15.00-16.00	Presentation on Erasmus+ programme and Europass and its possibilities	Presentation of Erasmus+ programme. Delivering of Youth passes for participants.
16.00-17.00	Reflection group and evaluations of Training course	Reflection groups will be organized involving one leader per international group seeking to reflect on the educational process of the day, general satisfaction and complains of participants. Fine-tuning of programme could be made according the results of reflection groups' discussions.
17.00-20.00	"See you later !!!" Intercultural party	Final intercultural party will be organized.

Departure