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CTRL+ALT+NATURE

TRAINING COURSE

2025-1-IT03-KA151-YOU-000299828

RECOARO TERME (VI)
20 - 27 APRIL 2026

OVERALL AIM OF THE PROJECT

To strengthen the competences of 27 youth workers from 9 partner organisations to design and facilitate offline and digital game-based learning activities in natural environments, by implementing a one-week international training course that equips participants with practical tools to combine games, outdoor education and non-formal learning in inclusive, participatory and environmentally responsible youth work practice.





METHODOLOGY



Our project is based on non-formal education, using a learner-centred, experiential and participatory methodology. The training course is structured as a progressive learning journey in which participants actively experience offline and digital games in natural environments, analyse their educational potential, and design their own game-based activities. Learning takes place through learning by doing: participants play games, engage in outdoor challenges, test activities in nature, and reflect on their experiences. Each activity is followed by guided reflection and debriefing, supporting understanding of learning outcomes, group dynamics and facilitation techniques. Daily reflection groups and sharing circles ensure continuous learning awareness and personal development. Outdoor and nature-based learning is a core element of the methodology, offering space for exploration, cooperation, wellbeing and environmental awareness. Digital tools are used in a supportive and limited way, mainly to enhance observation, storytelling, interaction or reflection, while preserving the primacy of face-to-face learning and direct experience in nature. An experienced international trainers' team ensures a safe learning environment, inclusive group processes and methodological coherence, supporting participants throughout the learning journey and encouraging peer learning and intercultural exchange.

WHO CAN PARTICIPATE?



Youth workers, youth leaders, trainers and facilitators (20+)

Staff members and volunteers of youth organisations, NGOs, youth centres and community initiatives

Youth workers working with diverse groups of young people, including young people with fewer opportunities

Participants interested in offline and digital game-based learning, outdoor education and innovative youth work methods

Youth workers motivated to apply and share learning outcomes in their local communities

Participants must be 20 years old or above, legally residing in one of the partner countries, and able to work in English at a conversational level to fully benefit from the international learning environment.

ACCOMMODATION

**HOTEL TRETTENERO Via Vittorio
Emanuele, 16 - 36076 Recoaro
Terme (VI), Italia**

**To get more information about the
accommodation you can look through the
[website of the hotel](#)**



PROGRAMME

• Studio Progetto has the right to modify the programme according to the group dynamics

HOURS	ARRIVAL DAY 20/04	DAY 1. Getting to know day 21/04	DAY 2. Intro of offline and digital youth work 22/04	DAY 3. Day of Gamification 23/04
8.00 - 9.00		BREAKFAST	BREAKFAST	BREAKFAST
9.00 - 13.00		Welcoming Ice breakers Getting to know each other Introduction to the training programme, Non-formal education, Youthpass, Erasmus+ objectives and priorities	What is youth work? Formal, non-formal, informal education Skills of a youth worker: Reflection on facilitating both offline & hybrid activities	What Is a Game? What Is Gamification? Exploring Offline and Digital Play in Youth Work Playing and Analysing Games – From Experience to Learning Design
13.00 - 15.00		LUNCH	LUNCH	LUNCH
15.00 - 18.30	ARRIVAL PARTICIPANTS OF	Youth Goals in Action – Experiencing European Priorities Through Games	Outdoor education methods Reflection on when digital supports / disturbs outdoor learning	Cultural Afternoon in Recoaro Terme – Exploring the City Through Digital Stor y telling
18.30 - 19.00		Reflection groups	Reflection groups	Reflection groups
19.30 - 20.30	DINNER	DINNER	DINNER	DINNER
20.30 - ...	FREE EVENING	International evening with local guests	Treasure hunting evening	Movie evening

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HOURS	DAY 4. Day of online and offline game development 24/04	DAY 5. Day of Games in Action & Reflection 25/04	DAY 6. Day of local and European projects 26/04	DEPARTURE DAY 27/04
8.00 - 9.00	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST
9.00 - 13.00	From Learning Objectives to Game Experience – Designing Educational Offline and Online Games Team formation & concept design	Games in Action – Facilitating Offline and Digital Games in Nature	Future cooperation in European level focusing on Erasmus+ programme Dissemination plan in local levels	DEPARTURE OF PARTICIPANTS
13.00 - 15.00	LUNCH	LUNCH	LUNCH	
15.00 - 18.30	Game Development Lab – Prototyping Offline and Online Game Elements	Games in Action – Facilitating Offline and Digital Games in Nature	Making Learning Visible – Youthpass and the ETS Competence Model The Final Level – Game-Based Evaluation of the Training	
18.30 - 19.00	Reflection groups	Reflection groups	Reflection groups	
19.30 - 20.30	DINNER	DINNER	DINNER	
20.30 - ...	Testing evening	Self-organised evening	Closing the Circle – Farewell Evening	



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Thank You So Much!

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