exemplar

Young Migrant Integration Leaders [EXEMPLAR]

IO1 – Integration Leaders Curriculum

Lesson Plan

Modul 5: Engagement Strategies

Unit 1: Social Networks and Engagement Strategies

Description of the Learning Activities	*Timing (minutes)*	*Materials/ Equipment Required*	*Assessment/ Evaluation*
Workshop Opening: The facilitator presents him/herself, the project, the aim of the workshop and the programme of the day **Activity 1: Introduction round: The portrait game** The participants get 3 sheets of Din A4 paper and a pen. They find a partner and each person paints a portrait of the other person. There are 3 rules: You cannot look at your own hand, do not drop the pen. You only have one minute. After one minute, the two participants in each couple hand over the portraits. After that, they form new couples. This happens 3 times, so that in the end each participant should hold 3 portraits in his hand (the 3	5 minutes 20 minutes	Training venue with IT equipment for all participants; Flipchart and markers; Sign-in sheet; Pens and note-taking materials for participants, A4 paper	Participants will engage in all group activities

Erasmus+

portraits should represent him/her and be painted by other participants). Now all participants come together in a circle. Each participant selects his favourite portrait and presents it to the group. The aim of this game is that participants get to know each other. The trick is that the rules are so hard that everyone draws "equally bad". So, everybody realises that no one is perfect and that it is okay to contribute their ideas and thoughts, even if they are not yet perfectly formulated and visualized.		Boombox to play music Beamer, Laptop and screen	
Activity 2: Gordian knot The participants stand in a circle and close their eyes. Then they reach into the middle and each hand grips another, so each player in each hand holds exactly one stranger's hand. Only now the participants open their eyes. The aim of the game is to solve the resulting "knot out of arms". At no time is it possible to release a pair of hands. In the end of the game the gordian knot can be explained as a metaphor for a social network which serves as a transition to the next topic.	5 Min.		Participants will engage in all group activities
Activity 3: Short introduction into engagement and social networks Definitions of social networks and social engagement. The power of social networks. Offline and online social	15 min.	Beamer, Laptop, presenter	Participants will engage in all group activities

networks. Engagement strategies. What does engaging mean within the framework of EXEMPLAR project.			
Activity 4: Draw your personal network card The network card is a diagnostic tool that visually depicts a person's social environment relatively simply. All the participants receive a template of a network card. The anchor person, the person who creates the network card, is in the centre. The individual persons in the network are then recorded as points in the field - the closer the node is to the anchor person, the more intense the relationship. Two people who are related to each other are connected by a line. The network card has different sections (family, friends/aquaintances, school/workplace, institutional support) so in the end you can see, where contacts are intense and where they are missing. Using different colours, the participants can also mark whether the contacts are analog or digital or both. After the activity some people can voluntarily present their network cards and the other participants can ask questions (e.g. in which sections would you like to broaden your network, are you a multiplier in your personal network?)	45 min.	Template of network cards, pens	Participants will engage in all group activities

Coffee break	20 min.	Water, Coffee, tea, cookies	
Total duration of the module	2 hours		