

MAIN OBJECTIVES OF THE PROJECT

- DEFINING A STRATEGY OF ACTIVITIES AND GOOD PRACTICES TO REUSE ABANDONED SPACES, SHARED BY SEVERAL EUROPEAN ORGANIZATIONS;
- BRINGING YOUNG PEOPLE CLOSER TO THE CARE AND MANAGEMENT OF THEIR AREAS;
- INVOLVING YOUNG PEOPLE WITH FEWER OPPORTUNITIES IN THIS PROCESS OF DEFINITION OF A STRATEGY;
- STIMULATING PARTICIPATION OF YOUTH IN CONCRETE ACTIVITIES FOSTERING SOCIAL DEVELOPMENT;
- PROMOTING THE CONCEPTS AND THE PRACTICES OF ACTIVE CITIZENSHIP AND EUROPEAN CITIZENSHIP AMONG YOUNG PEOPLE;
- INVOLVING LOCAL POPULATIONS AND INSTITUTIONS IN ACTIVITIES AND PROJECTS FOR THE REUSE OF ABANDONED GOODS;

WHAT'S OUR STRATEGY? A SIMPLE 6-STEPS PATHWAY

1. GET A SPACE!

Do you know any abandoned building in your area? Who's the owner? Has your municipality opened a call on it! Get information to be allowed to use that space legally!

2. DISCOVER MORE ABOUT IT.

Where is it located? What's its history?
But also, try to understand all its potentialities: sketching a floor plan of the place will help you understanding it better.

3. HAVE CLEAR IN MIND WHAT'S YOUR MISSION.

What are the values driving your activities?
What are the methods that fit the best with your values?
What's your target group?

What are the competences

and experiences inside your

group?

4. LISTEN TO LOCAL PEOPLE

Are you sure that what you think people need, is really what they need?

ASK THEM!

And also, don't forget about the organizations already working in your area, What are they doing? What they have already done? How could they help you?

5. UNDERSTAND WHAT'S THE PROBLEM

Put together what you have collected during the first and the second step. What problem do you want to focus on?

During this phase, using a methodology like "The tree of the problems" could be helpful.

6. WORK! WORK!

Now you can start imagining and planning your solutions and, in a while, you will be able to implement some of them, successfully. Don't forget to ask others for help and try to involve more and more people. If needed, take time to go back to the points 3, 4 and 5.

HOW DID WE DO? WE USED A SIMULATION GAME!

DURING OUR YOUTH EXCHANGE, WE TRIED TO RECREATE THE 6 STEPS, SIMULATING A REAL SITUATION. WE WORKED ON AN ABANDONED PLACE IN THE NEIGHBOURHOOD OF THE CITY OF CASERTA.

1. GET A SPACE

THE ORGANIZATION "GENERAZIONE LIBERA" WON A CALL OF THE MUNICIPALITY OF CASERTA AND GOT A BUILDING. IT IS LOCATED IN A DISADVANTAGED NEIGHBOURHOOD, WITH A HIGH CRIMINALITY RATE. IT USED TO BE A KINDERGARTER, BUT IS ABANDONED SINCE SOME DECADES.



2. DISCOVER MORE ABOUT IT

THE PARTICIPANTS INTERVIEWED THE PRESIDENT OF THE ORGANIZATION AND GOT INFORMATION ABOUT THE HISTORY OF THE BUILDING AND OF THE AREA IN GENERAL. THEN, THEY SKETCHED A FLOOR MAP OF THE AREA.



3. HAVE CLEAR IN MIND WHAT'S YOUR MISSION.

WE MANAGED IT THROUGH A SIMULATION GAME. PARTICIPANTS GOT A LIST OF 10 INTERESTS AND VALUES. THEY HAD TO CHOOSE 2 INTERESTS AND 2 VALUES. COMPARING INTERESTS AND VALUES, THEY CREATED 3 WORKING GROUPS.



IN THE REALITY THIS WON'T HAPPEN. BUT ANYWAY, OPEN A DISCUSSION INSIDE YOUR GROUP, TO UNDERSTAND WHAT ARE THE COMMON INTERESTS AND VALUES THAT YOUR VOLUNTEERS HAVE.

4. LISTEN TO LOCAL PEOPLE

PARTICIPANTS, DIVIDED IN THE WORKING GROUPS AND WITH THE HELP OF THE ITALIAN PARTICIPANTS, VISITED THE NEIGHBORHOOD, ASKING QUESTIONS TO LOCAL PEOPLE ABOUT WHAT ARE THE SERVICES THEY MISSED THE MOST. THE MOST COMMON ANSWERS WERE: "A SPACE FOR CHILDREN", "A SPACE FOR SPORT" AND A "PLACE FOR MEETINGS AND CULTURAL EVENTS".

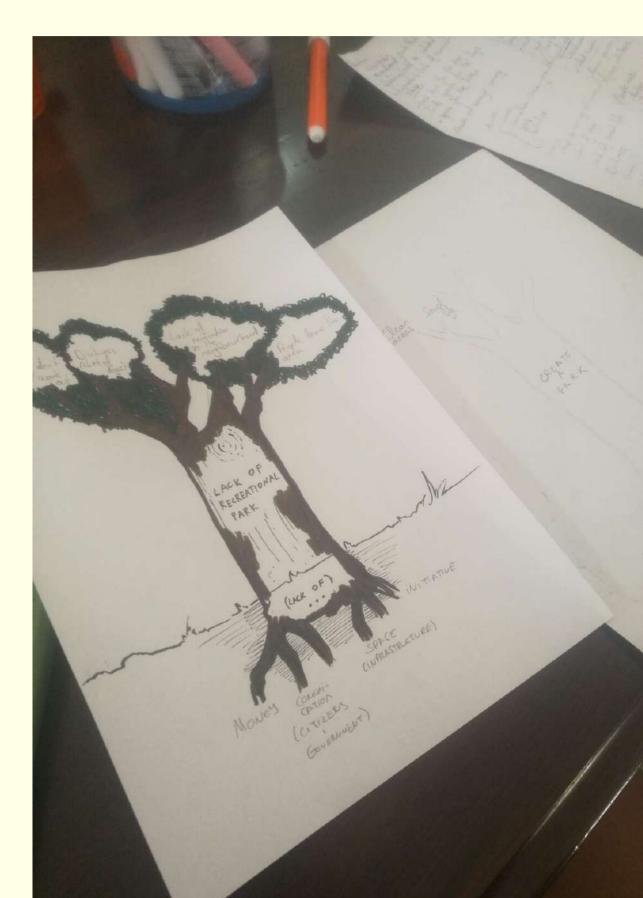
THEY ALSO INTERVIEWED SOME MEMBERS OF THE ORGANIZATION "GENERAZIONE LIBERA", ASKING ABOUT THE ACTIVITIES ALREADY IMPLEMENTED AND THE FUTURE PLANS OF THE ORGANIZATION.

5. UNDERSTAND WHAT'S THE PROBLEM.

FOR THIS POINT, PARTICIPANTS USED THE "TREE OF THE PROBLEMS AND SOLUTIONS" METHODS. IT HAS BEEN REALLY HELPFUL, BUT IF YOU KNOW OTHERS, PLEASE SUGGEST THEM TO US.

THEY WERE ASKED TO FIND A CONCRETE, SINGLE, RELEVANT PROBLEM FOR THE AREA AND, THROUGH THIS METHOD, ONCE THEY DECIDED THE ISSUE TO FOCUS ON, IT WAS PRETTY EASY FOR THEM TO DISCUSS ABOUT ITS CAUSES AND CONSEQUENCES.

AFTER THIS WORK, THEY TURNED THE PROBLEM INTO A GOAL, TRANSFORMING THE CAUSES INTO ACTIONS AND THE CONSEQUENCES INTO OBJECTIVES.



6. WORK! WORK! WORK!

IT HAS BEEN TIME FOR WORKING IN GROUPS. PARTICIPANTS, IN THEIR WORKING GROUPS, ON THE BASIS OF THE VALUES/INTERESTS, OF THE INTERVIEWS AND OF THE TREE OF THE PROBLEMS AND SOLUTIONS, WERE ASKED TO CREATE SOME ACTIONS TO IMPLEMENT IN THAT BUILDING IN CASERTA.



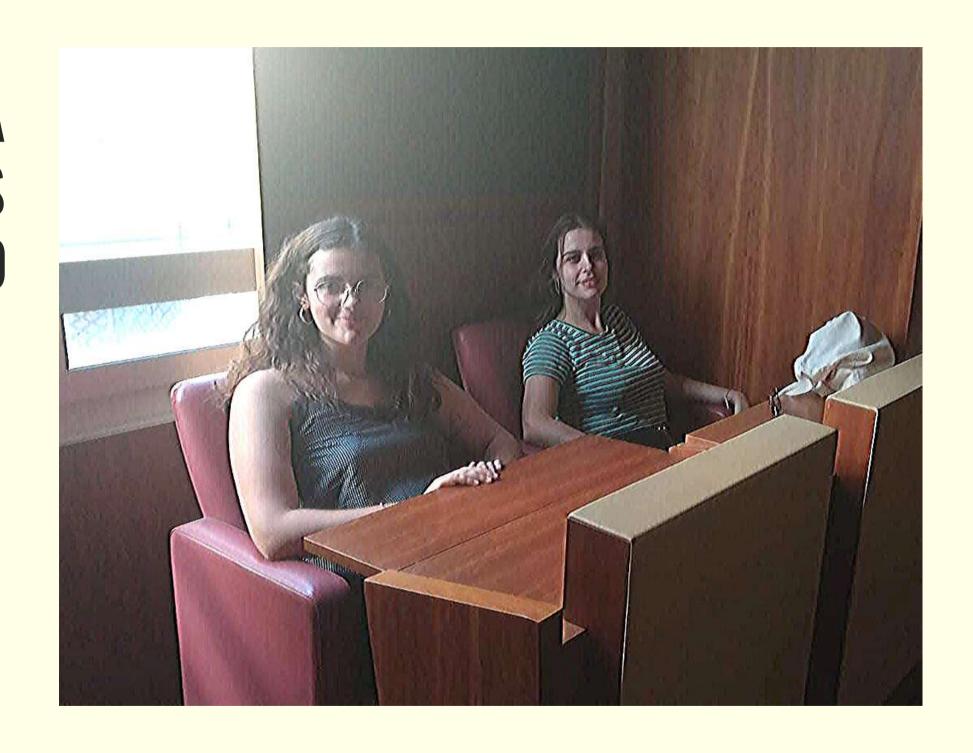
BONUS STEP. COOPERATE!

DURING OUR SIMULATION, WE IMAGINED THE 3 WORKING GROUPS TO BE 3 ORGANIZATIONS WORKING ON THE SAME BUILDING. AFTER THEY FINISHED WRITING THEIR PROPOSALS, THEY MET AND TRIED TO MERGE THE IDEAS OF EACH GROUP, MERGING SOME OF THEM AND FINDING COMPROMISES.

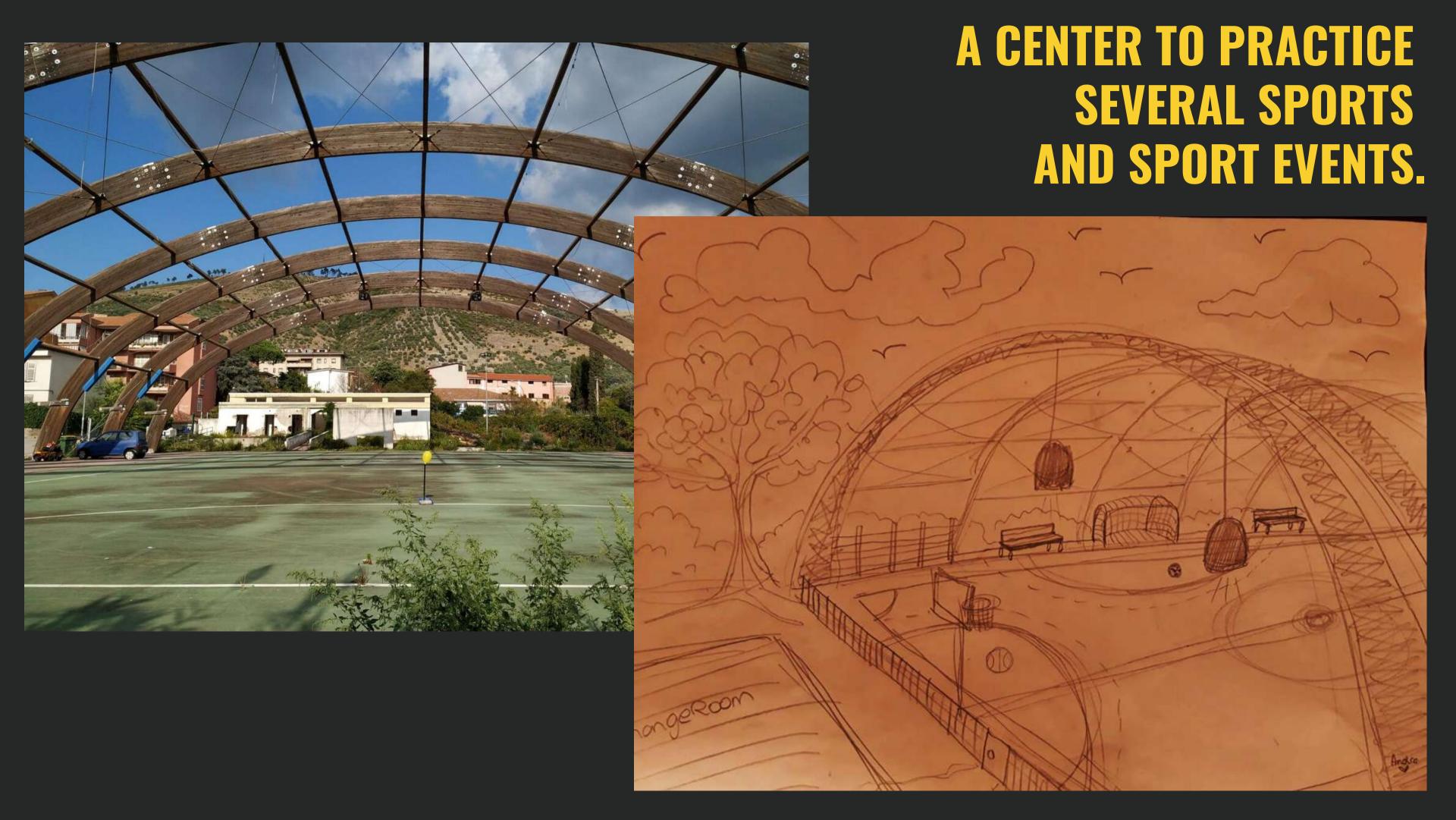


DON'T FORGET!

INCLUDING INSTITUTIONS CAN BE A GREAT HELP TO BOOST YOUR IDEAS AND FIND MORE OPPORTUNITIES TO FUND THEM. SO, UPDATE LOCAL POLITICIANS ABOUT YOUR STEPS. DON'T LET THEM STOP YOU, BUT ASK THEM TO HELP YOU, IF IT IS POSSIBLE.

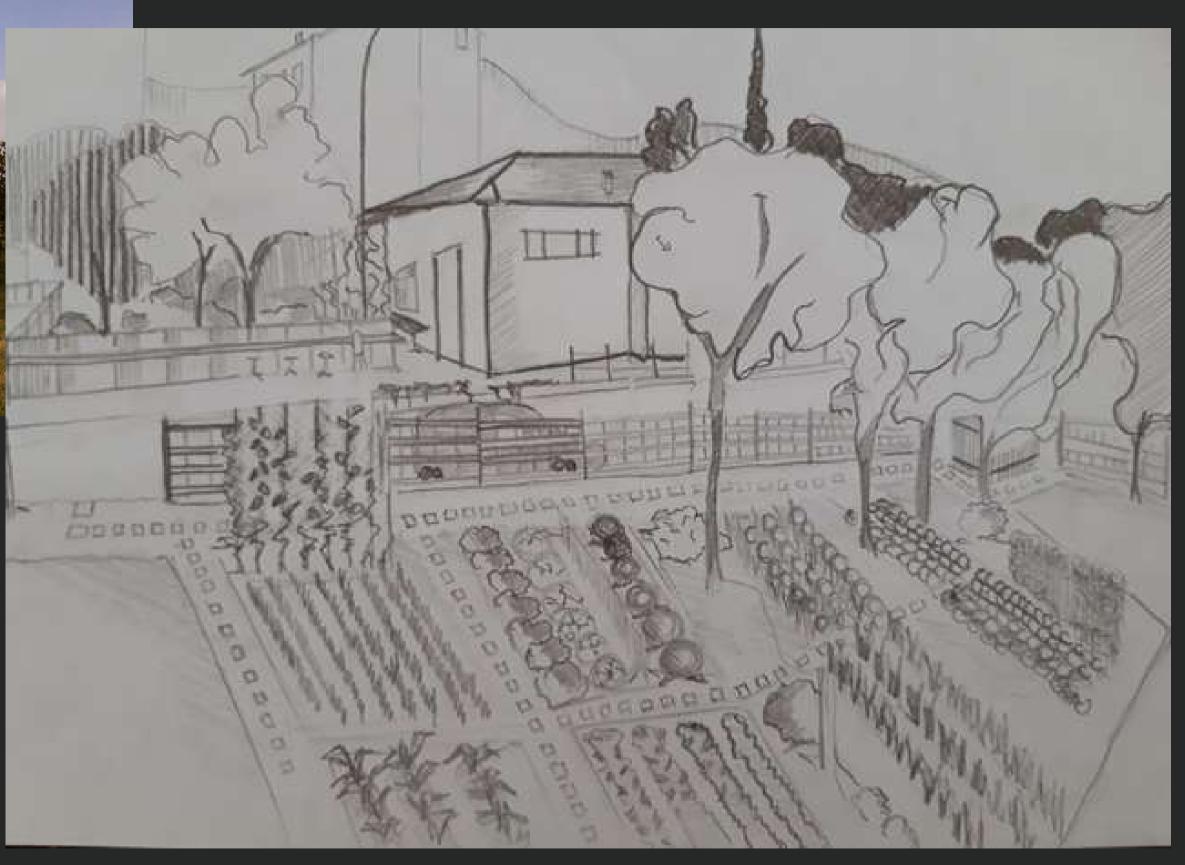


READY TO SEE OUR PLAN FOR CASERTA?



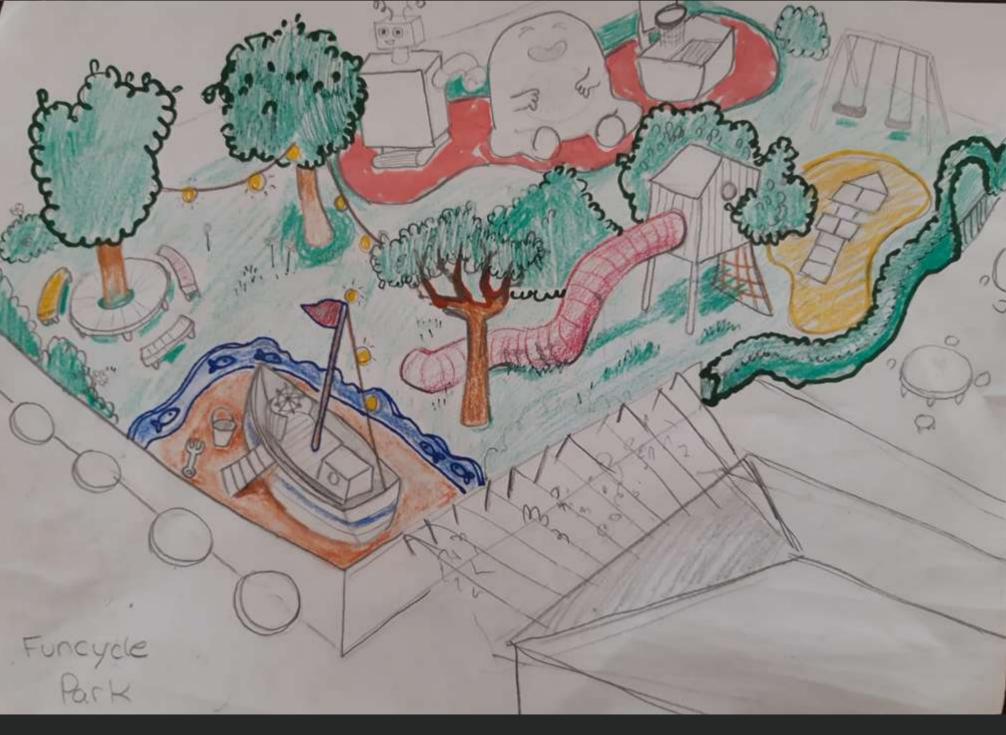


AN ORGANIC GARDEN WITH PERMACULTURE





A PLAYGROUND THAT CAN BE USED ALSO FOR EDUCATION ACTIVITIES.

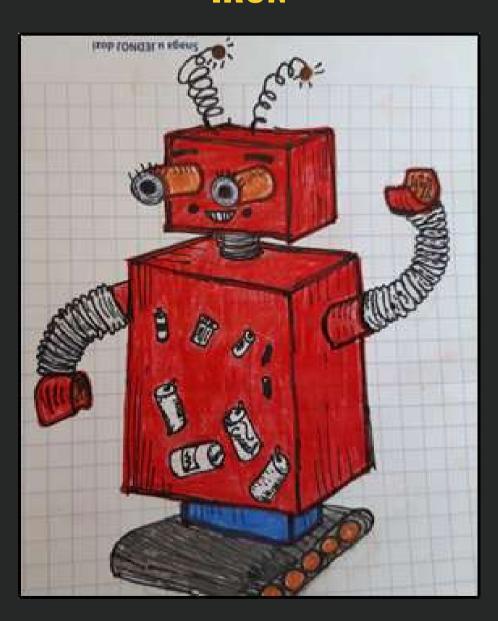


CREATIVE TRASH BINS, FOR ENVIRONMENT EDUCATION ACTIVITIES WITH CHILDREN



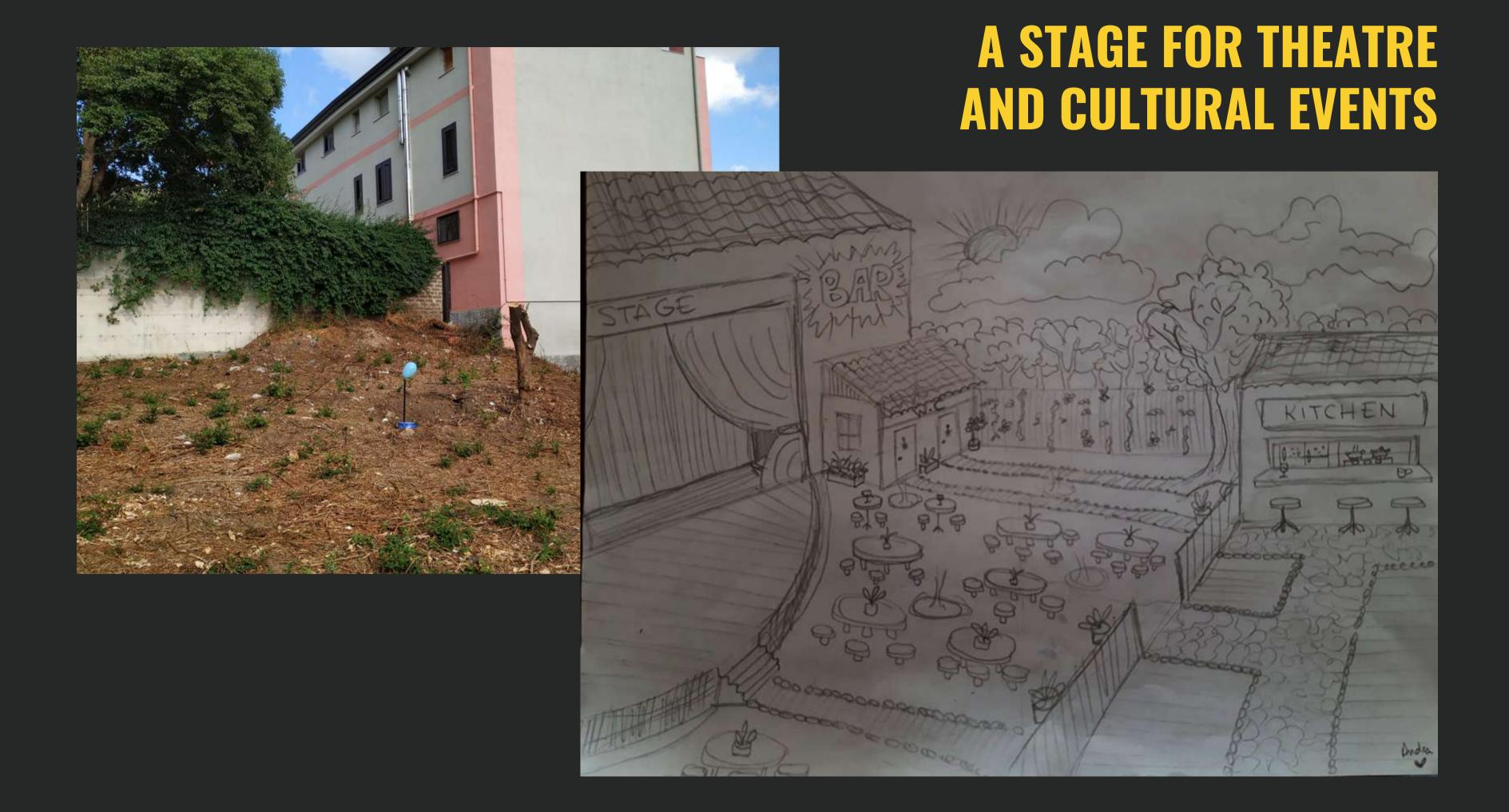
PLASTIC

IRON





PAPER





SOME EXTRA PICTURE FROM OUR EXCHANGE





- THANK YOU FOR YOUR ATTENTION!



PARTNER ORGANIZATIONS

GENERAZIONE LIBERA - ITALY

AKTIVE KOSMOS - SPAIN

GEOCLUBE - PORTUGAL

PERMACULTURE DALMATIA
- CROATIA

CONTACTS

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