

## Future City Game “How young people in Europe will have better life”

Monday, 21<sup>st</sup> of August 2017 in Lyon in youth exchange Hop to the Future

10–12:30, and 14–17:30, guided by Lianne, other leaders helped youngsters to understand the tasks.

Time	Activity	Tools
10:00	<b>Energizer:</b> “I brought the letter for those, who...”. Participants sit in circle, one in the middle, says some qualities. Everybody change places, who has this quality. The person in the middle tries to find a place. ⇒ Participants have split into 6 groups, in each 4 members (1 from each group).	Chairs on circle number of participants minus one.
10:15	Each group sits around their personal table, finding the name for their group. Writing it down on paper, putting on the table. Each group introduces itself. ⇒ Groups have introduced selves, and have names.	6 tables and chairs (for each group separately), markers and papers in each table.
10:35	Introducing the rules, which will be set in the wall: <ol style="list-style-type: none"> <li>1) It’s a game.</li> <li>2) The best idea will win, and you will vote for that in the end.</li> <li>3) Be creative, think “out of the box”.</li> </ol> The main task is to find the best solution, creative and innovative disposal, which <b>make better life for young people all over Europe</b> . The topic will be written on the flipchart on the wall.	Flipchart and marker for moderator
10:45	<b>Finding challenges:</b> each group find main 3 challenges in 4 areas in Europe – culture and education, economy, environment, social life and society. Every group introducing their challenges, we collecting them to the big wall in each area. ⇒ The wall with challenges in 4 areas in Europe.	For each group: 4 different colours notepapers, pen
11:15	<b>Finding creative solutions:</b> Each group find 10 different possible creative solutions, 2 in each area + 2 additional. They may look at the challenges and find solution to meet the challenge. Each idea will be written in separate sheet of paper – the name of the idea, some drawings, schema or description. Each group introduces the ideas, listening carefully the others ideas. ⇒ 60 creative ideas to change the Europe.	10 sheets of paper, pens and markers for each group
12:15	<b>Choosing the one solution to work on with.</b> The idea must meet some challenges, the main idea will be introduced to be sure there are not similar ideas in work for	

	different groups. ⇒ Each group has an unique idea to work on with.	
12:30	<b>Break</b>	
14:00	<b>Energiser:</b> winking and changing. Participants stand on a circle, one in the middle. Two participants look at each other and agree, running and changing places. Person in middle find has to catch the free place in circle. The one who loses a new place will be centre for next.	
14:15	<p><b>Remembering the rules of the game:</b></p> <ol style="list-style-type: none"> <li>1) It's a game.</li> <li>2) The best idea will win, and you will vote for that in the end.</li> <li>3) Be creative, think "out of the box".</li> </ol> <p><b>Introducing the criteria for solution:</b></p> <ol style="list-style-type: none"> <li>1) Fun</li> <li>2) Innovative and looking at the future</li> <li>3) Meeting local and global challenges in Europe</li> <li>4) Important for European community, for people</li> <li>5) Sustainable, lasting for a longer period</li> <li>6) Realistic and achievable</li> </ol> <p>Criteria will be set on the wall in flipchart.</p> <p>Every group starting to work with the idea. They try to find answers to solution's criteria, developing, illustrating, building model of the solution. They can use any material and information they will find from outside, inside, internet.</p> <p>Each group has to prepare their presentation of the idea for 8 minutes.</p>	A several amount of handicraft tools, papers, scissors, clue, markers, pens, old magazines, modelling paste, different trash you find from youth centre.
16:30	<b>Introducing the ideas.</b> Each group has 8 minutes to introduce their idea, and solution. They describe, how the solutions meet the 6 criteria. Each group has to ask one question from each other group, after group's presentations.	5 notepapers for each group for questions.
17:15	<p><b>Voting for the best idea.</b> All ideas are in front of us in exhibition. Participants enter the room, and give their vote for idea. Sticker will be put on the hidden paper under each idea. Voters will be marked with marker on their hand.</p> <p>All participants enter the room, cover under the idea will be raised, and each group counts the votes.</p> <p>⇒ There will be known the winning idea.</p>	Small sticker-circles, 26 pieces.
17:30	<b>Game over.</b>	

## RESULTS OF THE FUTURE CITY GAME

The rules agreed at the beginning with participants:

1. Everybody must understand and participate.
2. It's a game.
3. The best idea will win.
4. Think *out of the box*, be creative.

The topic of the youth exchange is how to be a better citizen, and the topic for Future City Game is **How to Europe should look like**, that we could be a better citizens.

There were 3 teams, in each Estonians and French, they chose their names as:

- 1) Moules
- 2) Anticonstitutionnement
- 3) Hippopotomonstrosesquipedaliofoobia

**Challenges** in front of the Europe, found by groups are the next.

Economic/ financial: <ul style="list-style-type: none"><li>● Refugees crises</li><li>● Recycle</li><li>● Divide the money equally between the ministers/ affairs</li><li>● Inefficient production</li><li>● Frauds, Brexit</li><li>● Over-consumption, smarter solutions</li><li>● Unbalanced taxes</li><li>● Insecure pension</li><li>● Too many poor people</li></ul>	Environment/ nature: <ul style="list-style-type: none"><li>● Reduce the pollution; Pollution – trash, CO<sub>2</sub> (vehicles, production), destroying nature; (Air) pollution</li><li>● Recycle, Recycling; Not enough recycling</li><li>● Exhaust fumes (nature-friendly cars)</li><li>● Overconsumption (smarter packaging)</li><li>● Littering</li><li>● Global warming</li></ul>
Social/ society: <ul style="list-style-type: none"><li>● Health cares</li><li>● Refugees crises</li><li>● Racism; Hate crime; Racism, homophobia</li><li>● More inline than in real life</li><li>● Spoiled kids</li><li>● Crimes</li><li>● Terrorism</li><li>● Religious conflicts</li></ul>	Cultural and educational/ youth work: <ul style="list-style-type: none"><li>● Languages skills; Not enough language education</li><li>● Different education, Inequalities, Different educational systems</li><li>● Bad state of schools</li><li>● Teaching methods</li><li>● More after school activities (works in Estonia, doesn't work in France)</li><li>● No preparation for life</li><li>● No opportunities</li></ul>

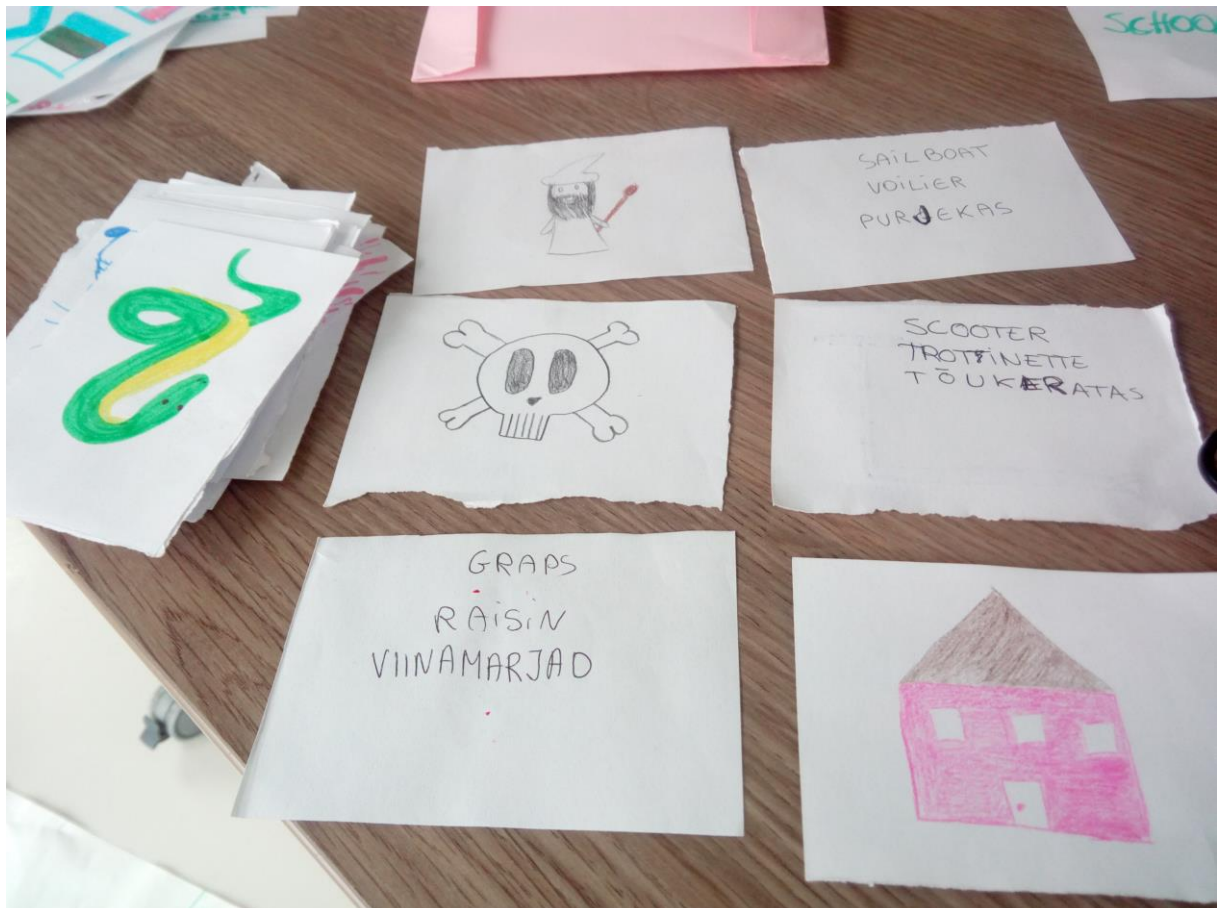
Groups were asked to find ideas or solutions for challenges, which are:

- 1) Fun.
- 2) Innovative, looking at the future.
- 3) Meeting Europe's challenges.
- 4) Important for people.
- 5) Sustainable, lasting.
- 6) Realistic, achievable.

**The Moules** found the next challenges and the ideas meeting these:

- 1) Recycle: separately paper, glass, plastic => compost, reproduction.
- 2) Schools: new schools, that are bigger need for money, need transport for it and school buses.
- 3) Divide: head-minister responsible for sharing equally money for all ministers – education, army, healthcare, police, pension.
- 4) Health cares: Everybody should have an access to free or very expensive health cares.
- 5) Racism: People from different races should create connections to see that another races' people as usual human beings (Europe <-> Africa <-> Asia).
- 6) Pollution: Use sun panels to create clean water.
- 7) Exhaust the fumes: Using more buses, bikes, scooters, walk more, use less cars.
- 8) Moulicorn: Queen, princesses, more different animals and co-existing in the nature.
- 9) Refugee crises: Schools and different companies should visit refugee camps to help refugees and so people learn more about them and their problems.
- 10) Different education: School for different nationalities (UK, France, Estonia etc).
- 11) Studying new words like Jellyfish, Butterfly, Ant.

The Moules offered an idea called **Moulicorne**. They prepared word-cards English-Estonian-French, picture in another side. The aim is to improve language skills.

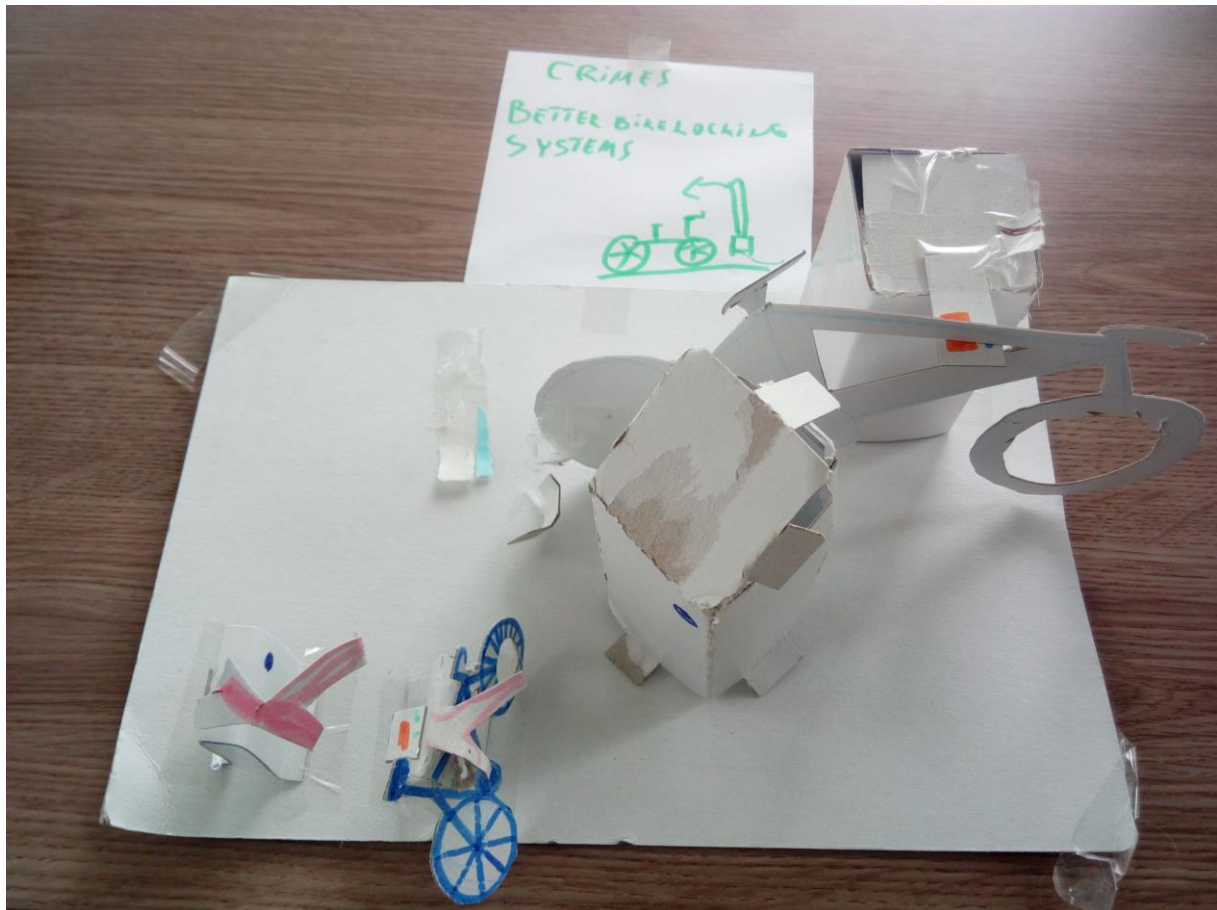


The idea were selected the most meeting the criteria as it is important for people, and the most realistic and achievable.

**The Anticonstitutionnellement** offered the next possible solutions and created the ideas to meet challenges.

- 1) Economical inefficiency:
  - a. Producing more nature friendly
  - b. Emphasizing on a nature saving not profit
  - c. Using smarter packaging.
- 2) Spoiled kids (they are not independent, they are going to be somewhere): Organizing more camps, where they can be without their parents
- 3) More online than in real life: Make more festivals (Show).
- 4) Crimes: Better bike-locking systems.
- 5) Trash less:
  - a. Use packaging, for example don't use paper-cover for toothpaste, only tube.
  - b. Don't throw trash on the ground.
  - c. More trash cans.
  - d. More people to clean the trash.
- 6) Recycling, a lot of trash:
  - a. The reward for people, who are recycling.
  - b. Penalties for them, who do not recycle.
- 7) CO<sub>2</sub>:
  - a. Hybride car
  - b. Forbidden the cars in the city.
  - c. Reusing the energy (water, air).
- 8) Over consumption: exchange food (you give the products to others, they give another products for you).
- 9) Inequalities in education:
  - a. Common standards.
  - b. Checking levels.
- 10) Teaching methods: Older teachers should learn new methods :) ( $3+3=6$ , but also  $4+2=6$ ).
- 11) Terrorism: refugees are not coming.

The team developed the idea called **Baleine** of promoting better bike-locking systems all over Europe, and they should be paid by public money.



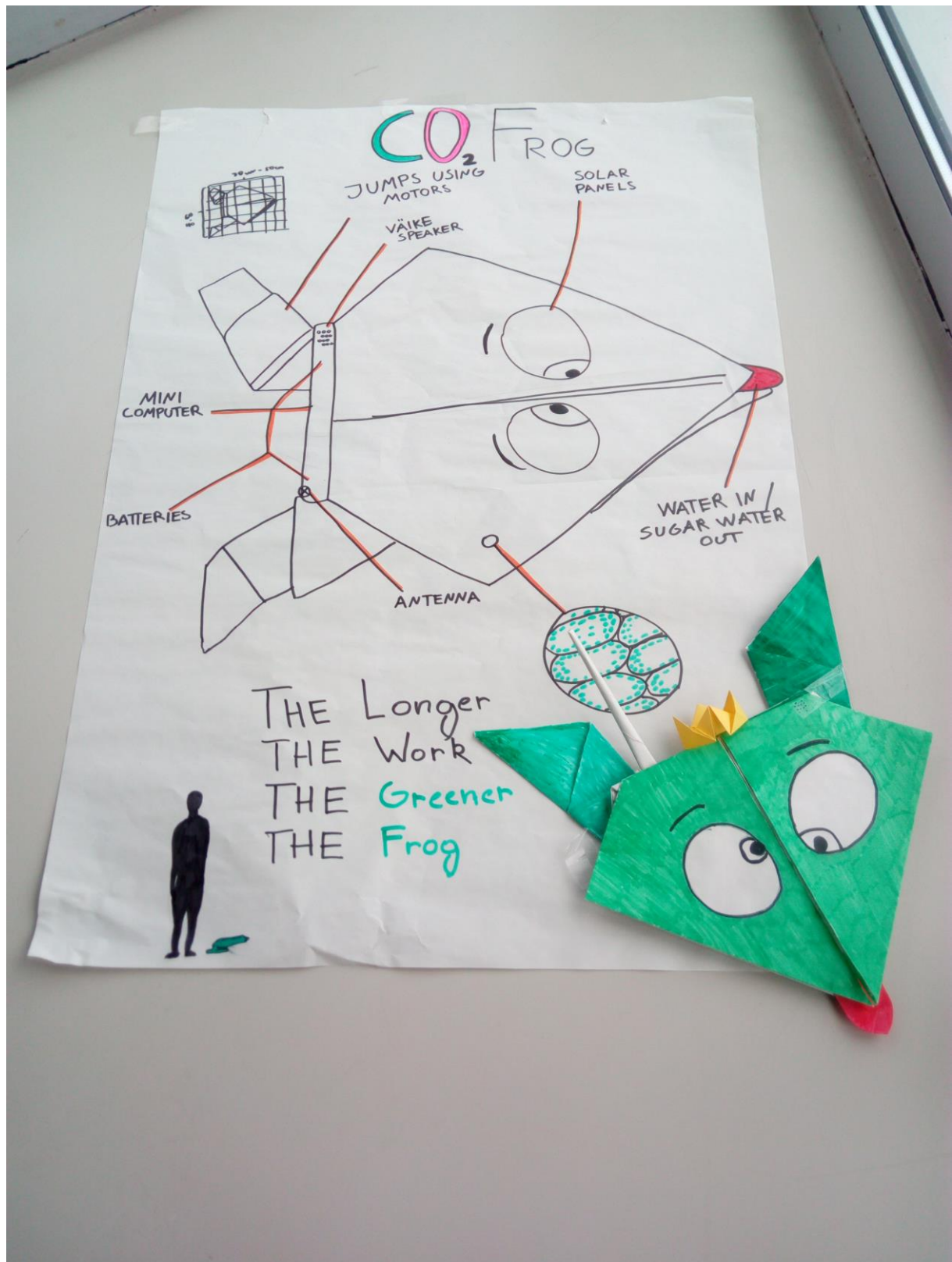
The bike-locking system were voted by participants as the most sustainable and the most meeting the European challenges.

**The Hippopotomonstroseskvipedaaliofoobia** found the next solutions and ideas for challenges.

- 1) Environment, Not enough recycling: Waste bins that recycle by itself if you put trash in it.
- 2) Environment, Global warming:
  - a. Requirements for factories, machines, home devices, so they don't let CO<sub>2</sub> to air.
  - b. Some device what sucks bad chemicals into it and produces oxygen, or some use what is needed.
- 3) Education and culture, Not enough language education:
  - a. More language teachers.
  - b. Less children in 1<sup>st</sup> class, more teachers/ classes.
  - c. Mandatory 1 year student exchange (to a random country).
- 4) Environment, Littering: Something immediately happens with the person, who drops down the trash, so people get used not to litter.
- 5) Environment, Air pollution:
  - a. Electric cars -> Cars reduce pollution.
  - b. More, better public transport.
  - c. Less petroleum powered cars.
  - d. Bikes (like Lyon); free bikes (?).
  - e. Generally more electricity.
  - f. In farm methane gathering devices.
- 6) No opportunities: Opportunity button. Everyone get 1 opportunity button, with what they can visit anything in the world for a week/ month, talk to these people, or learn something.

The more developed idea called **CO<sub>2</sub> Frog** jumps using motors, have solar panels, small speaker, mini-computer, batteries, antenna, water in/ sugar water out. Than longer the Frog works, Than greener the Frog will be.





The idea was selected by participants as the funniest and the most innovative and to the future looking idea.