

Youth Leadership Training Course

Period: 01st to 8th August 2024

Place: Targoviste, Romania

Organizations: Asociatia Be You; INOS - North Macedonia; Social Inclusion Greece; YOUTH BCN – Spain; CEGE – Bulgaria; Slovak Eco Quality – Slovakia; Mastronauta APS ETS – Italy; EYCB- (Czech Republic); Scoala Aninoasa.

Project no. 2023-1-RO01-KA151-YOU-000124189, under Erasmus+ programme KA1 Action, Mobilities for Erasmus Accredited Organizations in the field of Youth.

From August 1 to August 8, 2024, the Center for innovation and development INOS Prilep was part of the training course "Youth Leadership" held in Targoviste, Dambovita, Romania. This course was part of the Erasmus+ KA1 program, co-funded by the European Union, and aimed to develop leadership skills among youth workers through the principles of gamification and non-formal education.



The training gathered 16 participants from various Erasmus+ Youth Programme countries, providing a diverse and enriching environment for learning and collaboration.

The primary aim of the training course was to empower youth workers with leadership skills and gamification techniques to enhance their ability to conduct high-quality youth activities. Specific objectives included:

1. Developing youth workers' skills in youth leadership.
2. Exploring the principles of gamification in leadership development.
3. Using game-based learning approaches in youth work.
4. Creating a space for youth workers to apply gamification and non-formal education methods in their activities.

The training course followed a comprehensive agenda that combined various educational methods and interactive sessions. The course began with an introductory session where participants got to know each other through various team-building exercises. This was crucial in setting a collaborative and friendly atmosphere for the days to come. The session also included an introduction to the Erasmus+ program and the Youthpass certification.



After that the workshop focused on exploring different leadership styles and principles, and strategies for conflict management and problem solving. Participants were engaged in practical exercises that provided tools for addressing conflicts and making decisions that empower youth. Also, participants explored the concept of emotional intelligence through activities that emphasized being heard, seen, and respected. This part of the workshop aimed to enhance participants' ability to connect with and lead others empathetically.

In the end, participants worked in groups to design and develop four unique games focused on youth leadership skills. These games were then tested and refined based on feedback and observations. The activity culminated in the creation of a brochure that will be used to share these games with a broader audience.



Throughout the training course, daily evaluations were conducted to ensure that participants could reflect on their learning experiences and provide feedback for continuous improvement. By the end of the course, participants were equipped with new leadership skills, gamification techniques, and a network of peers from various countries, all committed to improving youth work in their communities.



Participant's reflections - Marija Midovska Petkoska



The training provided me with a deeper understanding of various leadership styles and how to apply them in different contexts. Learning about gamification techniques was particularly enlightening. I realized the potential of using game elements to engage young people more effectively in leadership activities. This approach can make learning more fun and impactful. The opportunity to meet and work with youth workers from different countries was incredibly valuable. Sharing experiences and best practices broadened my perspective and inspired new ideas for my own work. The course also presented some challenges, such as adapting to different communication styles and finding common ground with participants from diverse backgrounds. These challenges, however, contributed to my personal and professional growth, making me more adaptable and open-minded.

Cultural aspect of the training ...

A local visit to Targoviste provided participants with a cultural experience, allowing them to explore the historical significance of the town. This visit served as a refreshing break and added a cultural dimension to the training.

Targoviste was one of the most important cities in the history of Wallachia (Tara Romaneasca). In 1859, Wallachia united with Moldavia to form the United Principalities, which adopted the name Romania in 1866. Targoviste is the home land of the real Dracula. The character Dracula was actually inspired by the cruel ruler Vlad Tepes who reigned in Targoviste. Targoviste was the old



capital city of (Wallachia) Tara Romanesca for more than 300 years and is rich in history. The symbol of the city is Chindia Tower. The first BOOK in Tara Romaneasca was printed in Targoviste, at Dealu Monastery in the XVI century.

