



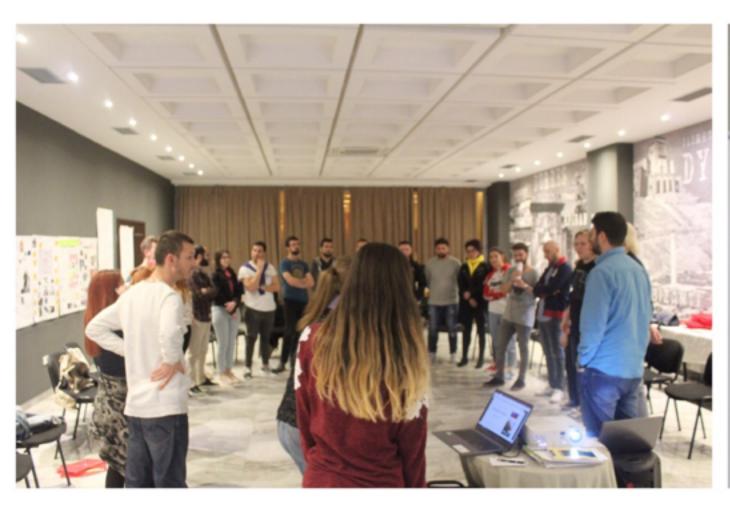
# MOLU

Youth Online Learning Opportunities

KA2 - Capacity Building Project

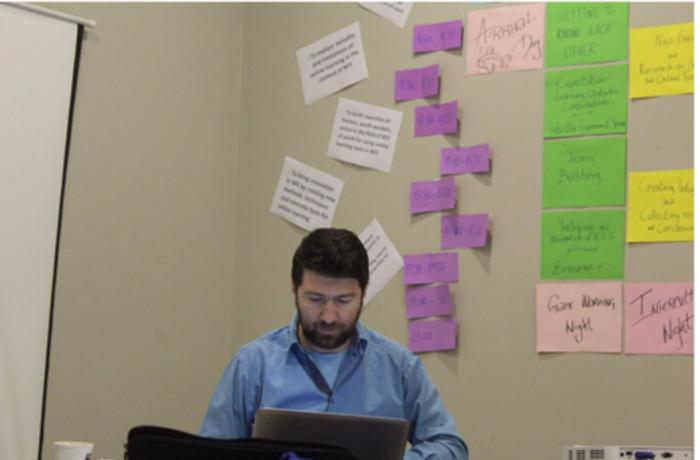
First mobility
03 - 09 May 2019





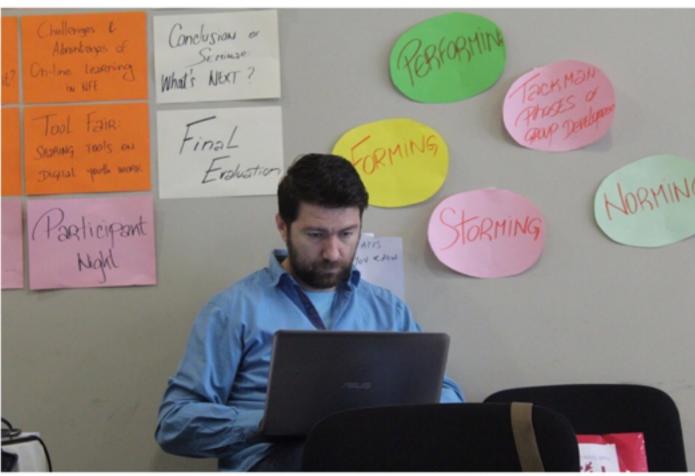


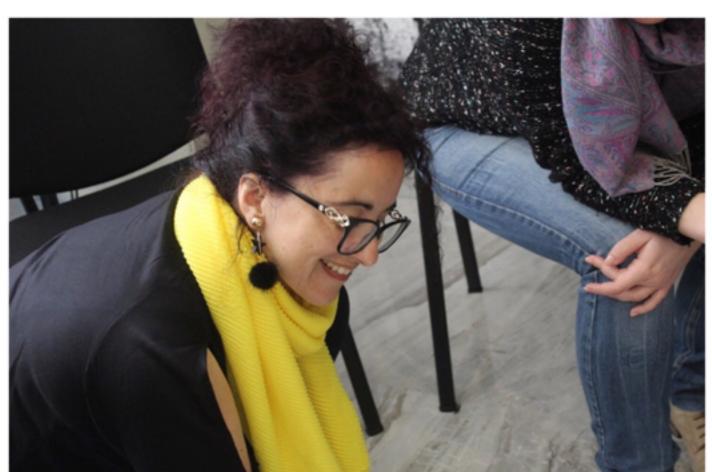




ARRIVAL DAY
03. 05. 2019.







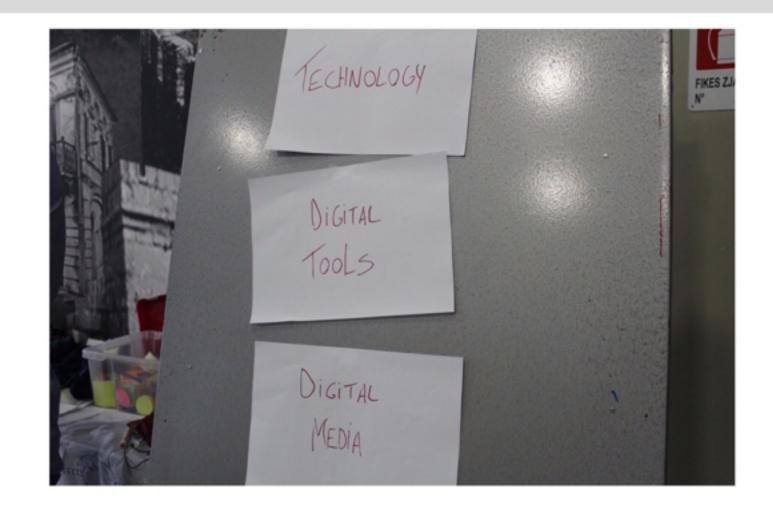


## DAY 2 04.05.2019.

Getting to know each - other day;

At the begining of the first working day, trainers made sure every participant had the chance to express and share their background and experience. Ice breaking time and creating safe environment for the upcoming days. As the day continued, participants had the chance to write down their fears, expectations and contributions. This day helped participants to connect but also to know about 8 key competences of the YouthPass..















# DAY 3 05.05.2019.

The day dedicated to ICT. Participants were devided in groups and had to create collage of pictures from magazines to best describe ICT nowadays. At the end of the work day participants in national groups presented their country realities about e - learning.

The night was reserved for Intercultural evening where each country team presented their cluture and tradition with food, drinks and music.













#### DAY 4 06.05.2019.

Fourth day had the aim to make participants think more about advantages and disadvantages of e-learning. Each group wrote and presented likes and dislikes of online world. The proper age for children to recieve and use smart phones. Discussing about that subject from the point of view of people from their countries, friends and their opinion.

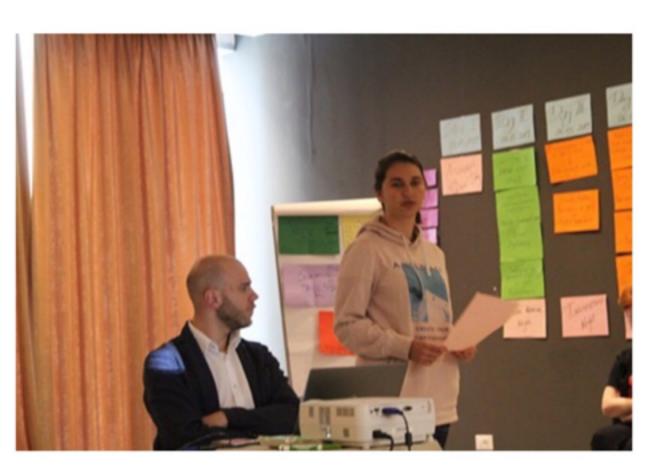
The best part of this day was YOLO talk conference - "Classroom of the future" where participants took roles of organization, press, working on a visibility of YOLO talk and as well, The Talkers.

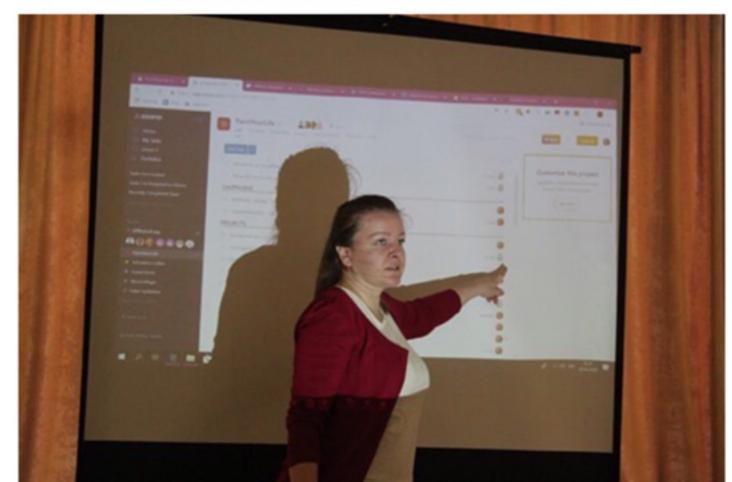
Looking like a real talk show, participants had the chance to gain knowledge about the theme of the project.











# DAY 5 07.05.2019.

Learning to learn through board games. Participants were introduced with board games that are the result of the previous Erasmus + project about IRD that NGO Iuventa implemented. After board games, still working in the groups participants had the assignment to find and use online tools for: social meadia for learning tools, graphics and statistics tools, organizational managment tools, soft skills tools and video and photo tools. When every group finished their assignment, they presented it and in that way, everyone had the chance to learn about useful new tools.





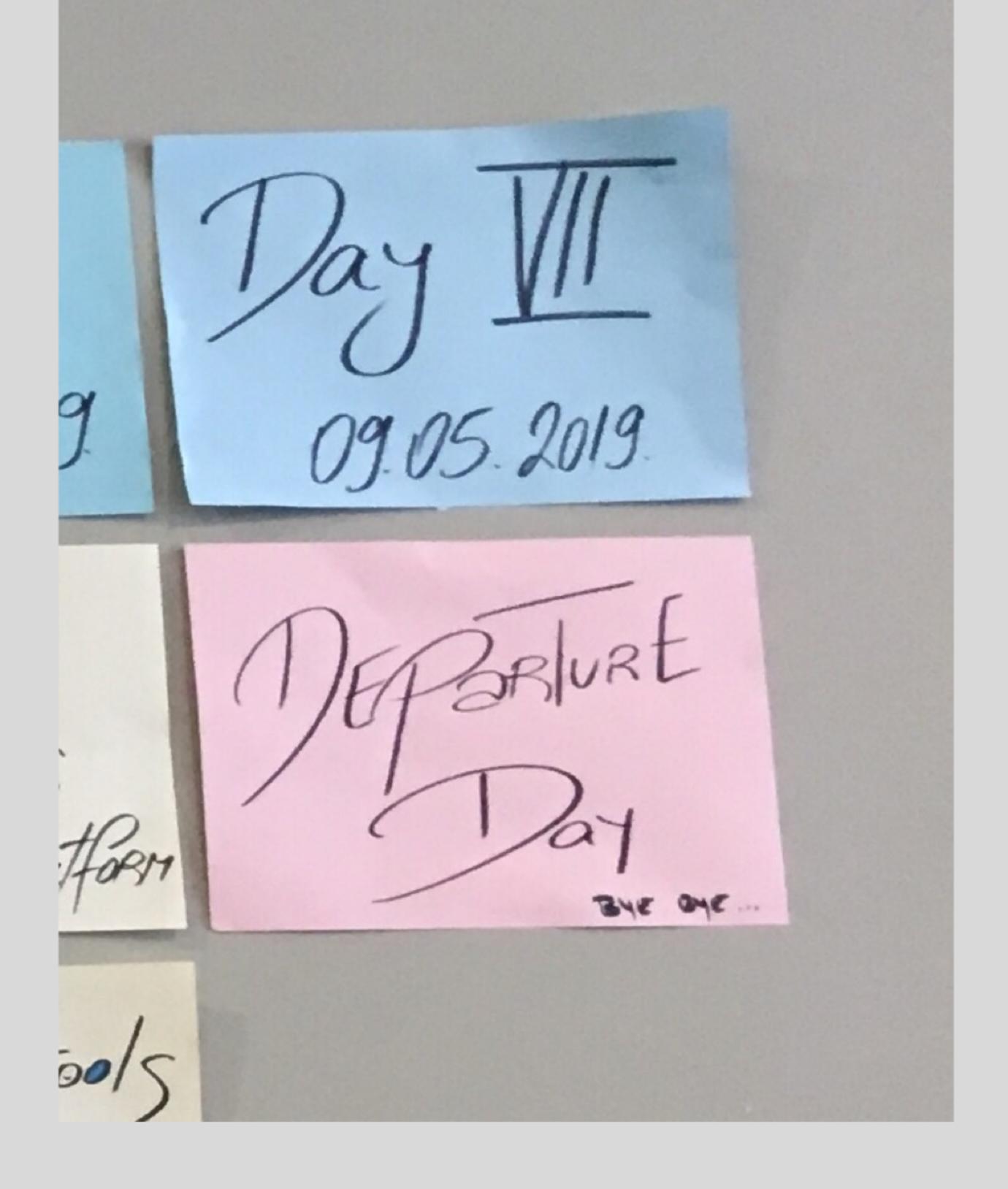




# DAY 6 08.05.2019.

Morning for working on a tasks that include tools they presented yesterday. Creating posters, info graphic with results, organizing tasks in every gropup and creating their own # of the week. Each group presented their work and published it on Facebook group of the seminar.

After free afternoon in capital of Albania, Tirana, participants came back for final evaluation and feedbacks. Proud of what they as a whole group achieved during past working days, seminar was closed with a farewell party!



#### DAY 7 09.05.2019.

Bye bye day.

Hosting organization made sure everyone had the transportation to the central bus station or to the airport.