

# EU Youth Goals

“EU Youth Goals - everyone can shape our future” is a participatory activity that allows all young people to reflect and develop their ideas in the framework of the EU Youth Goals.

You can decide what YG you want to focus on, in our case is #3 Inclusive Societies.



Participation in democratic life, common values and civic engagement



Roleplaying



15-30



20 participants (4 groups of 5)



Offline: paper and markers/pens  
Online: computer - good internet connection



Zoom, Google Meet  
Mentimeter.com for the initial moment of introduction to the YG



Preparation and set up: 30 minutes

Small group work: 45 minutes

Role-playing: 20 minutes

Debriefing: 20 minutes



YOU.TH. Manual for youth workers  
3.3 Theatre Methodologies -  
Roleplaying

<https://youth-theatre.eu/>



<https://youth-theatre.eu/>



OFFLINE: It can be performed indoor or outdoor depending on the needs of your group.

Make sure to have enough space to allow the 4 little groups to discuss without disturbing the others.

You can decide to distribute chairs in a circle initially, which will then be redistributed among the groups, or it can also be played by sitting on the ground if you are outdoors.

ONLINE: Zoom and Google meet are ideal online spaces for this activity because it allows to distribute participants in different rooms when working in little groups.

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## Implementation:

### #1 Preparation and set up

Choose the EU Youth Goal you want to address.

- OFFLINE: prepare the room with a circle of chairs.
- ONLINE: set up the rooms you need to distribute the participants later on.

The first step is in plenary: dedicate half an hour to dive into the chosen EU Youth Goal, what does it mean, why is it important for the participants, etc. Here you can use Mentimeter to gather key words or to make questions to participants.

### #2 Small group work

Divide the participants in little groups. They will have 45 minutes to elaborate a “group project idea” to be developed in order to implement that specific EU YG.

It's important that they propose concrete ideas that consider:

- their needs
- how much time they will need to implement it
- what resources they need
- what is the impact of their idea
- choose the group's spokesperson.

### #3 Role-playing

When the groups are ready, they can present their idea in plenary (1 minute speech per group). They personify a city committee that in front of the entire city presents a proposal for the common good.

- First round: two groups compete with a debate on their ideas to demonstrate how their idea is the best on the table that day (each group gets 1 minute of speech).
- Voting session: others after listening to the debate vote by a show of hands for the preferred idea.
- Second round: the remaining two groups compete in the same way.
- Voting session: others after listening to the debate vote by a show of hands for the preferred idea.
- Final round: the two groups that won the previous rounds compete for the last round with each other.
- Final voting session: others after listening to the debate vote by a show of hands for the preferred idea.

### #4 Debriefing

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## Instructions for debriefing:

### Open Discussion

Start with an open discussion. Encourage participants to share their initial thoughts, feelings, and reactions to the activity. Ask them what stood out to them, what they found challenging or interesting, and whether they felt the activity achieved its objectives.

### Link to EU Youth Goals

Connect the activity to the EU Youth Goals. Ask participants to discuss how the activity helped them understand the chosen goal better and why it's important. Did the role-playing method enhance their understanding?

### Small Group Reflection

If time allows, break participants into smaller groups or pairs and give them specific questions to discuss:

- What specific ideas did your group come up with during the activity?
- How did your group decide on a project idea?
- What were the challenges your group faced during the brainstorming and role-playing phases?
- Did your group's understanding of the chosen Youth Goal change throughout the activity?

### Group Sharing

Have each small group share their key insights or takeaways with the larger group. Encourage participants to listen actively to each other and ask questions if they need clarification.

### Role-Playing Evaluation

Discuss the role-playing aspect. Ask participants how they felt taking on the roles of city committee members and presenting their ideas. Did it help them think creatively or consider different perspectives?

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## Instructions for debriefing:

### Impact Assessment

Explore the impact of the proposed project ideas. Have participants share their thoughts on the feasibility and potential impact of the ideas presented during the role-playing activity.

### Learning Outcomes

Summarize the main learning outcomes of the activity. Ask participants what they personally gained from the experience and how they can apply these lessons to real-life situations or their involvement in the EU Youth Goals.

### Action Steps

Conclude the debriefing by discussing potential next steps. Encourage participants to think about how they can further engage with the EU Youth Goals or take action based on the ideas generated during the activity.

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## Tips and notes to the facilitator:

**Resistance to Role-Playing:** Some participants may feel uncomfortable or resist the role-playing aspect. Explain the purpose and benefits of this method to alleviate concerns.

**Know the EU Youth Goals:** Familiarize yourself with the specific EU Youth Goal chosen for the activity. Understanding its context, importance, and relevance will help you guide discussions effectively.

**Clear Objectives:** Communicate the objectives of the activity clearly to participants at the beginning. Ensure they understand the purpose of the role-playing and brainstorming sessions.

**Time Management:** Keep a close eye on time during each phase of the activity to ensure that it progresses smoothly. Allocate sufficient time for discussions and role-playing.

**Encourage Creativity:** Encourage participants to think creatively when developing their project ideas. Foster an environment where unconventional or innovative solutions are welcome.

**Provide Guidance:** Offer guidance when necessary, especially if participants are struggling to develop concrete project ideas or understand the EU Youth Goal.

**Stay Neutral:** As a facilitator, remain neutral and avoid taking sides during the debates or voting sessions. Your role is to facilitate discussion, not to advocate for a particular idea.

**Follow-up:** Consider sending a follow-up email or message with resources related to the EU Youth Goals and the ideas generated during the activity. Encourage continued engagement and action.

Remember that the debriefing should be a safe and open space for participants to share their thoughts and feelings. It's also an opportunity for facilitators to gather feedback and assess the effectiveness of the activity for future improvements.

**Conflict Escalation:** Conflicts can escalate during debates. Have strategies in place to defuse tension and refocus the discussion on the ideas rather than personal differences.

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