

**Domino Effect: Training for Change Triggers
Aubervilliers, France 5th – 13th May 2013**

	5/5	6/5	7/5	8/5	9/5	10/5	11/5	12/5	13/5	
7.15 - 8.30		<i>Breakfast</i>	<i>Breakfast</i>	<i>Breakfast</i>	<i>Breakfast</i>	<i>Breakfast</i>	<i>Breakfast</i>	<i>Breakfast</i>		
8.30 - 10.00	ARRIVALS	Icebreakers - Draw your postcard (draw where you're from, present results in 3 groups) - Name duel - Guru name - Crazy chicken	Expectations and role of a trainer Perfect trainer (4 small groups) Who is the trainer in touch with? What do those people expect from him? (nlenarv) - Alliance - organization - co-trainer - participants What is the role of a facilitator?	Alliance quality charter and standards in camps	Workshop 1	Workshop 3	Workshop 5	Evaluation of workshop preparation and performance process	DEPARTURES	
10.00 - 10.30		<i>Break</i>	<i>Break</i>	<i>Break</i>	<i>Break</i>	<i>Break</i>	<i>Break</i>	<i>Break</i>		<i>Break</i>
10.30 - 12.00		Expectations / Schedule / Communication into group Post-it; expectations, fears, contributions Flip-chart: program of the training Important things for them to have a good atmosphere in the group	Feedback rules and evaluation Brainstorming - What is feedback? - How to give it? - How to take it? Brainstorming: - What is the difference between feedback and evaluation? Different methods of evaluation	Preparation of individual workshops	Feedback Workshop 1	Feedback Workshop 3	Feedback Workshop 5	Training evaluation		
12.00 - 13.30		<i>Lunch</i>	<i>Lunch</i>	<i>Lunch</i>	<i>Lunch</i>	<i>Lunch</i>	<i>Lunch</i>	<i>Lunch</i>		<i>Lunch</i>
13.30 - 15.30		Team-building activities - Magic carpet + Stick (2 groups with two different tasks, then they can switch) - Bottle, rope and glass (all together)	Presentation skills Postcards	Preparation time	Workshop 2	Workshop 4	Workshop 6	Training evaluation		
15.30 - 16.00		<i>Break</i>	<i>Break</i>	<i>Break</i>	<i>Break</i>	<i>Break</i>	<i>Break</i>	<i>Break</i>		<i>Break</i>
16.00 - 18.30		Energizers (presentation, practice and analysis) in NFE Presentation Why do we do games in NFE? What do we need to take into consideration? Pros and cons	Structure of the workshops Definitions: - what is a workshop? - what is the structure of a workshop? - what is a training?		Feedback Workshop 2	Feedback Workshop 4	Feedback Workshop 6	Training evaluation and follow up		

		List different types of games Examples: - Secret friend - Rope - Murderer Divide games into categories	Divide in 6 groups	Free time				
18.30 - 19.00		Reflection groups	Reflection groups		Reflection groups	Reflection groups	Reflection groups	
	Name games Name and gesture Story of my name				Free workshop: Conflict management and communication	Free workshop: Gender	Free workshop: Build 3 types of program (3 days, 5 days, 7 days)	
<i>19.00 - 20.30</i>	<i>Dinner</i>	<i>Dinner</i>	<i>Dinner</i>	<i>Dinner</i>	<i>Dinner</i>	<i>Dinner</i>	<i>Dinner</i>	
20.30 - 21.30	Introduction games Portraits (3 versions) Names in the circle Ballons interview Find something similar							