

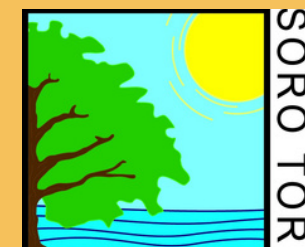


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Erasmus+ Programme Cooperation Partnership in Youth

COOLTOUR

Prototypes designed on the Training Course "Creative
Designers"



Käumätõmbamiskaardi` - Cooltour Energizers

A box of energizing activity cards

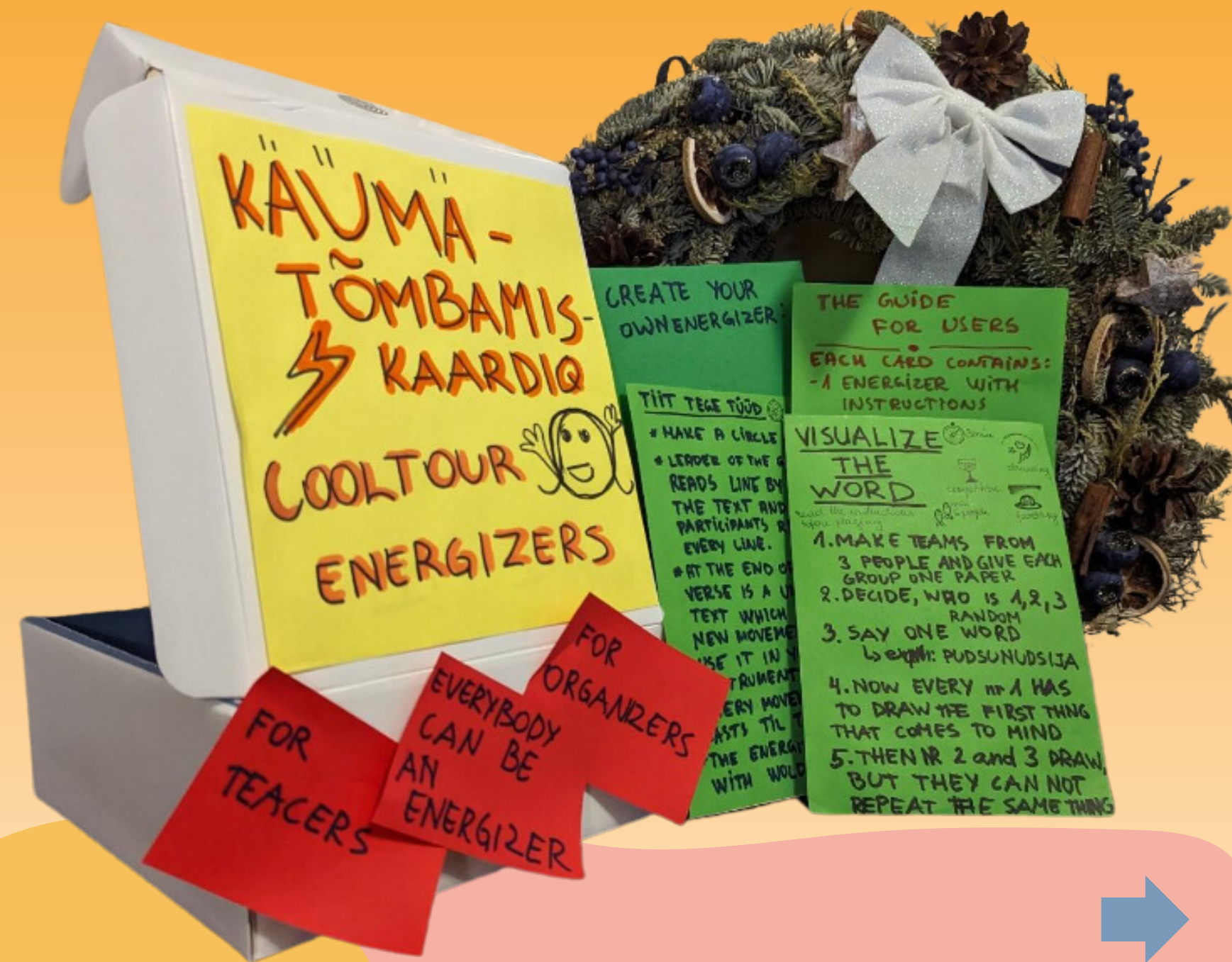
Overview: A set of cards with instructions for energizers, including a QR code for video examples.

Target Group: Youngsters, teachers, cultural and youth workers, organizers.

How it works:

- **Select a card:** Choose a card based on the symbols indicating the type of activity.
- **Read instructions:** Follow the detailed instructions on the card.
- **Scan QR code:** Watch a video example for further guidance.
- **Use manual:** Refer to the top card for a user manual.
- **Create new activities:** Use blank cards to add your own energizers.

Additional Notes: The cards are designed to be easily portable and can be used in various settings for spontaneous activities.



Võru Kael - Cultural Heritage Cafe

Integrating cultural heritage into cafes

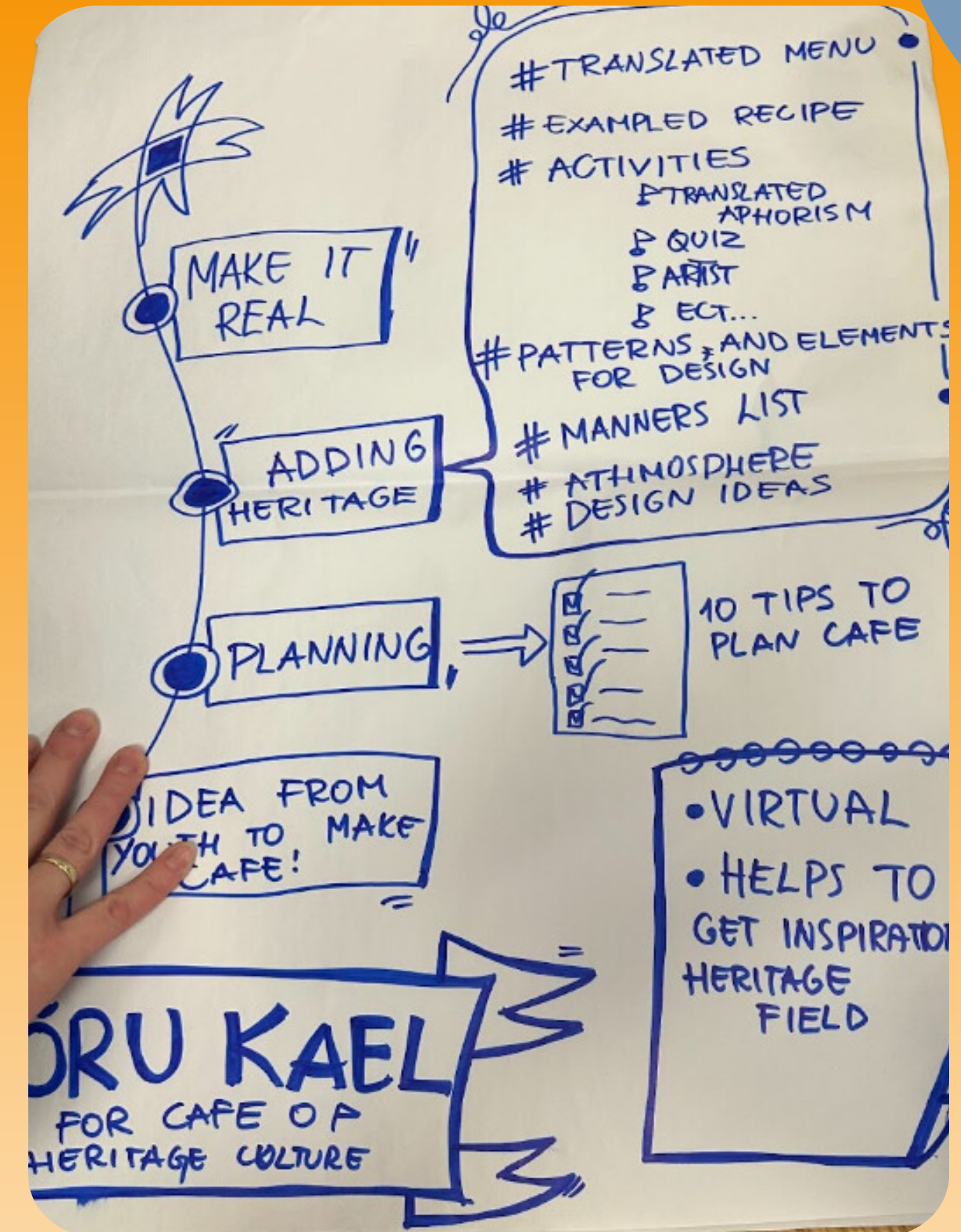
Overview: Toolkit for planning cafes with a cultural heritage focus.

Target Group: Youngsters interested in café businesses.

How it works:

- **Idea development:** Use the toolkit to brainstorm cafe ideas.
- **Planning:** Plan the location, food, and other details.
- **Add cultural value:** Incorporate local culture through the idea bank:
 - **Menu:** Create a menu with local recipes and translated names.
 - **Atmosphere:** Use cultural decorations and manners.
 - **Activities:** Include interactive cultural activities.
 - **Design:** Implement design elements from local culture.
- **Examples:** Refer to provided examples of recipes and pre-designs.

Additional Notes: Helps add cultural value to cafes.



Decision-making workshop for youth

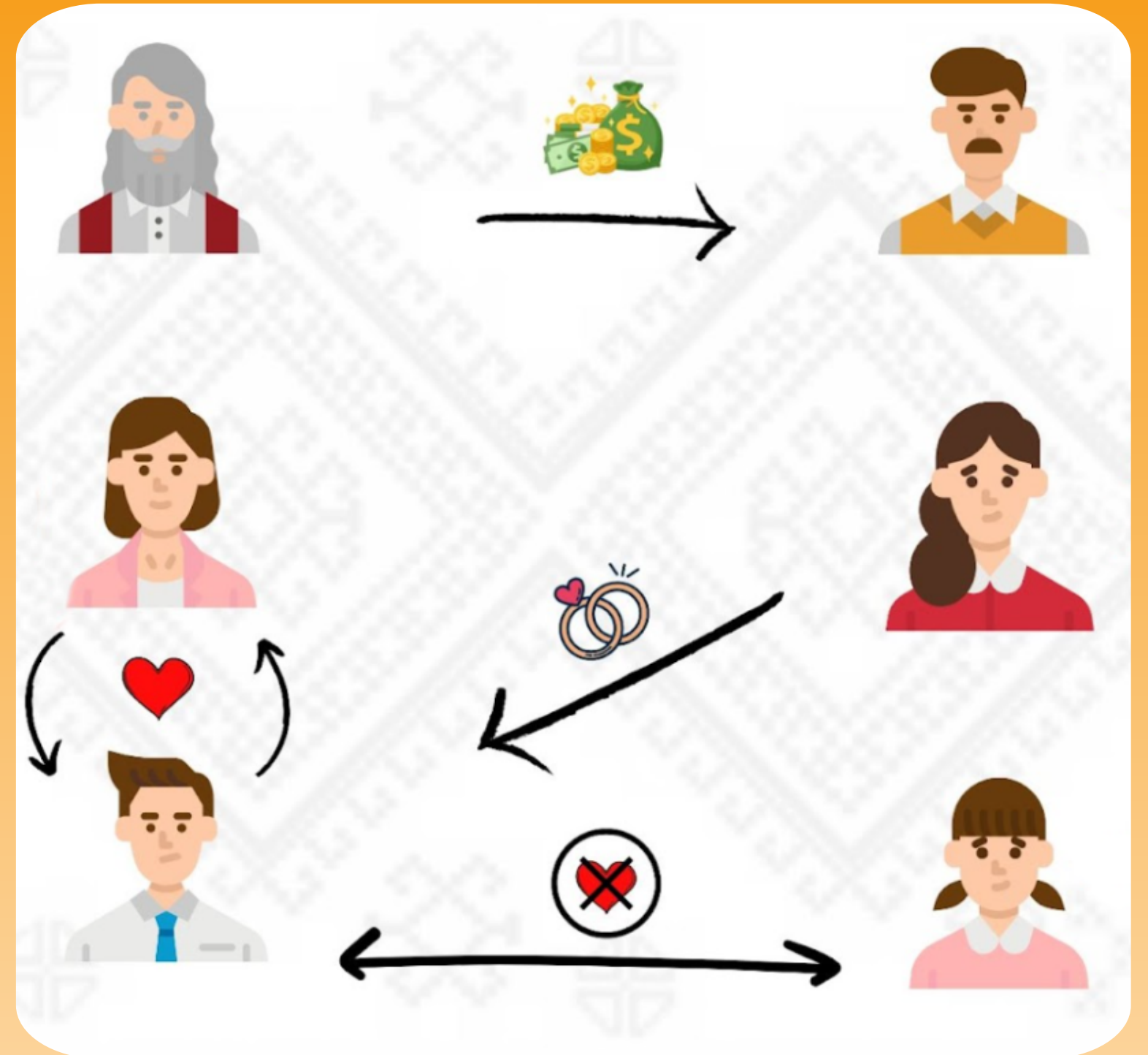
Overview: A role-play workshop to help youth make decisions.

Target Group: Young people aged 15-25.

How it works:

- **Volunteer selection:** Choose 6 volunteers from participants.
- **Role assignment:** Distribute roles and give 5 minutes to understand them.
- **Observation:** Remaining participants observe initially.
- **Role-Play session:** Conduct a 30-minute role-play session.
- **Participation:** Observers can join by ringing a bell.
- **Debriefing:** Discuss feelings and thoughts with trainers and therapists.

Additional Notes: Emotionally intense, therapist present.



MüzeGenci

Youth and museum cooperation model

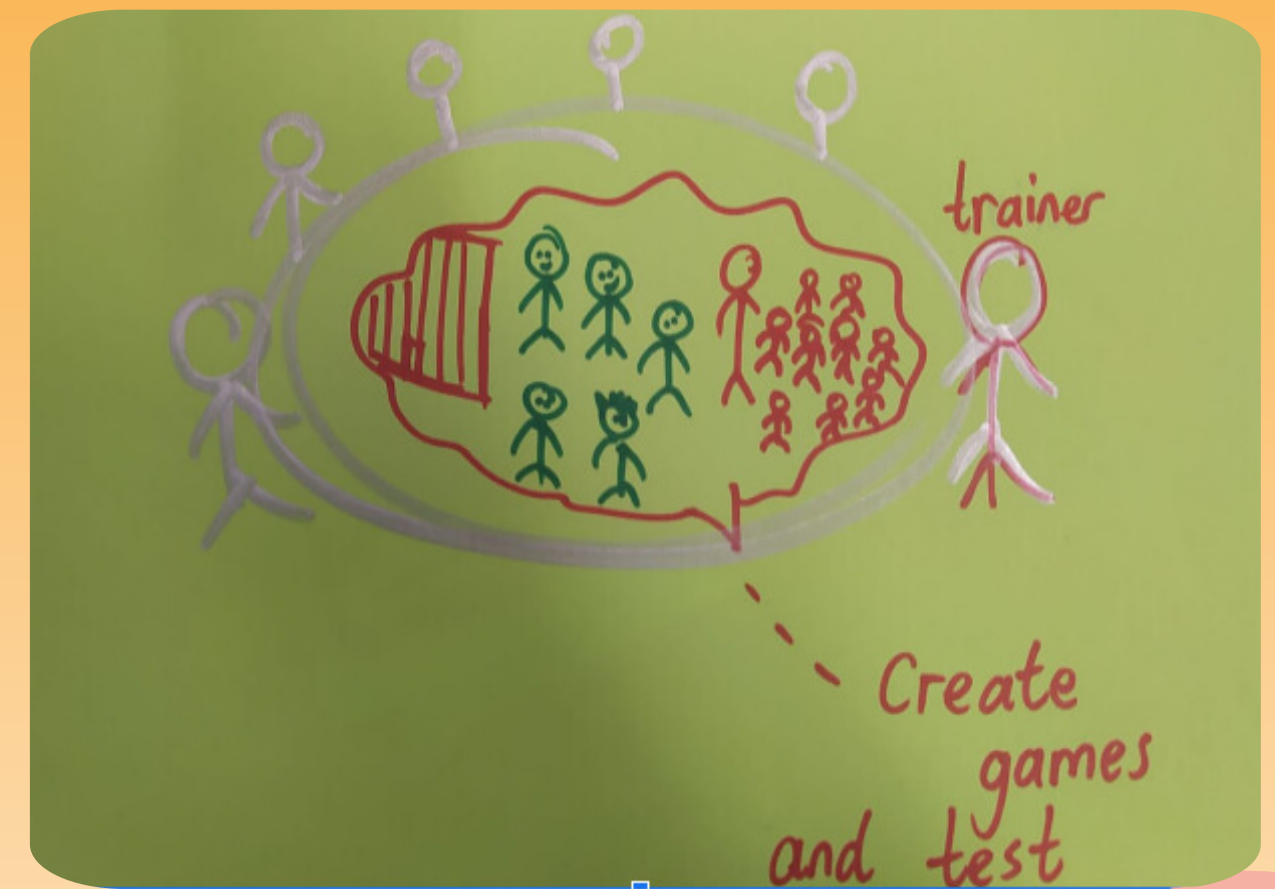
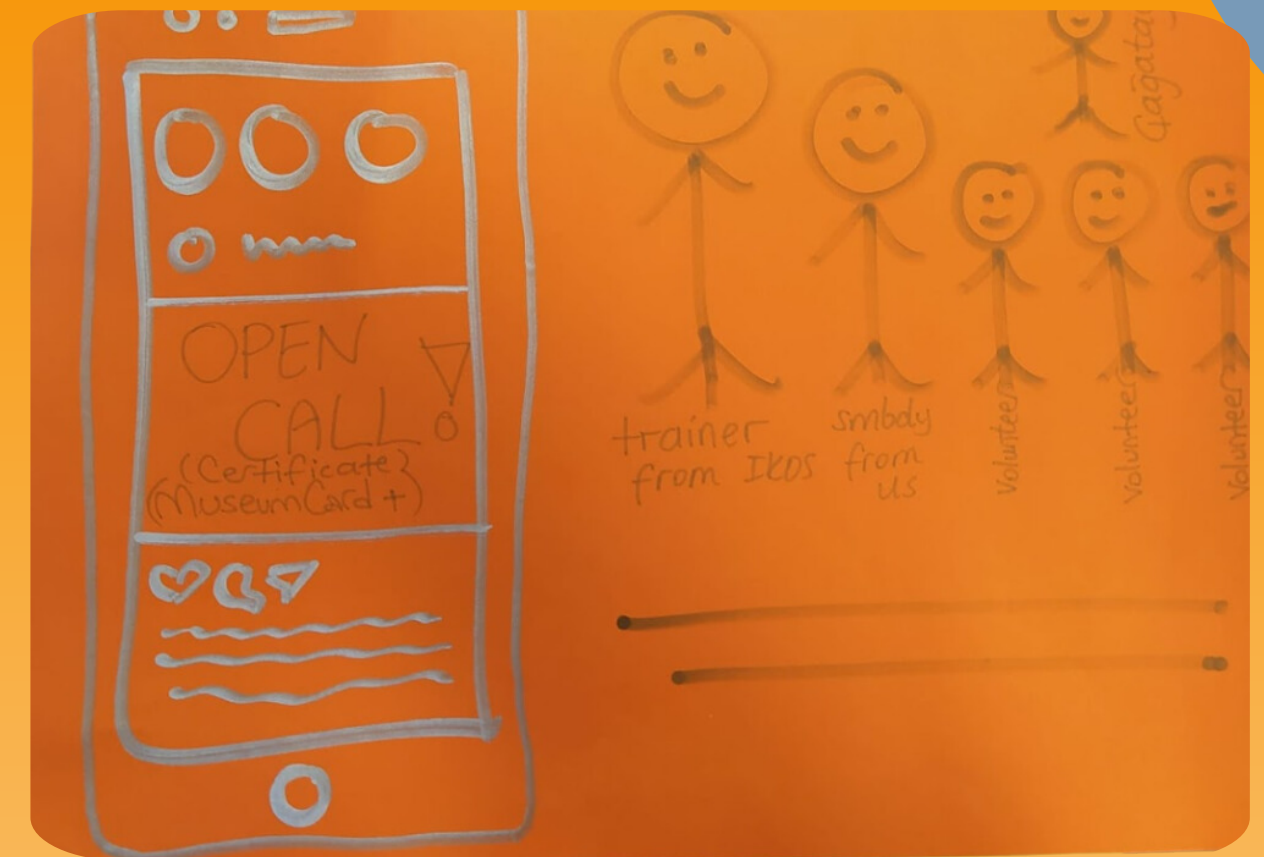
Overview: Cooperative project between youth and museums.

Target Group: Active and curious youth.

How it works:

- **Open call:** Post a call for participants on social media.
- **Selection & briefing:** Select participants and conduct a briefing session.
- **Research phase:** Spend 2 weeks at the museum working with staff.
- **Creating:** Develop interactive experiences with a mentor.
- **Implementation:** Lead groups of children in the museum.
- **Feedback & evaluation:** Collect feedback from teachers, museum staff, and participants.

Additional notes: Encourages youth engagement with cultural heritage, fostering creativity and leadership skills through hands-on experience in a museum setting.



ESCAPE THE FUTURE

Interactive escape room game

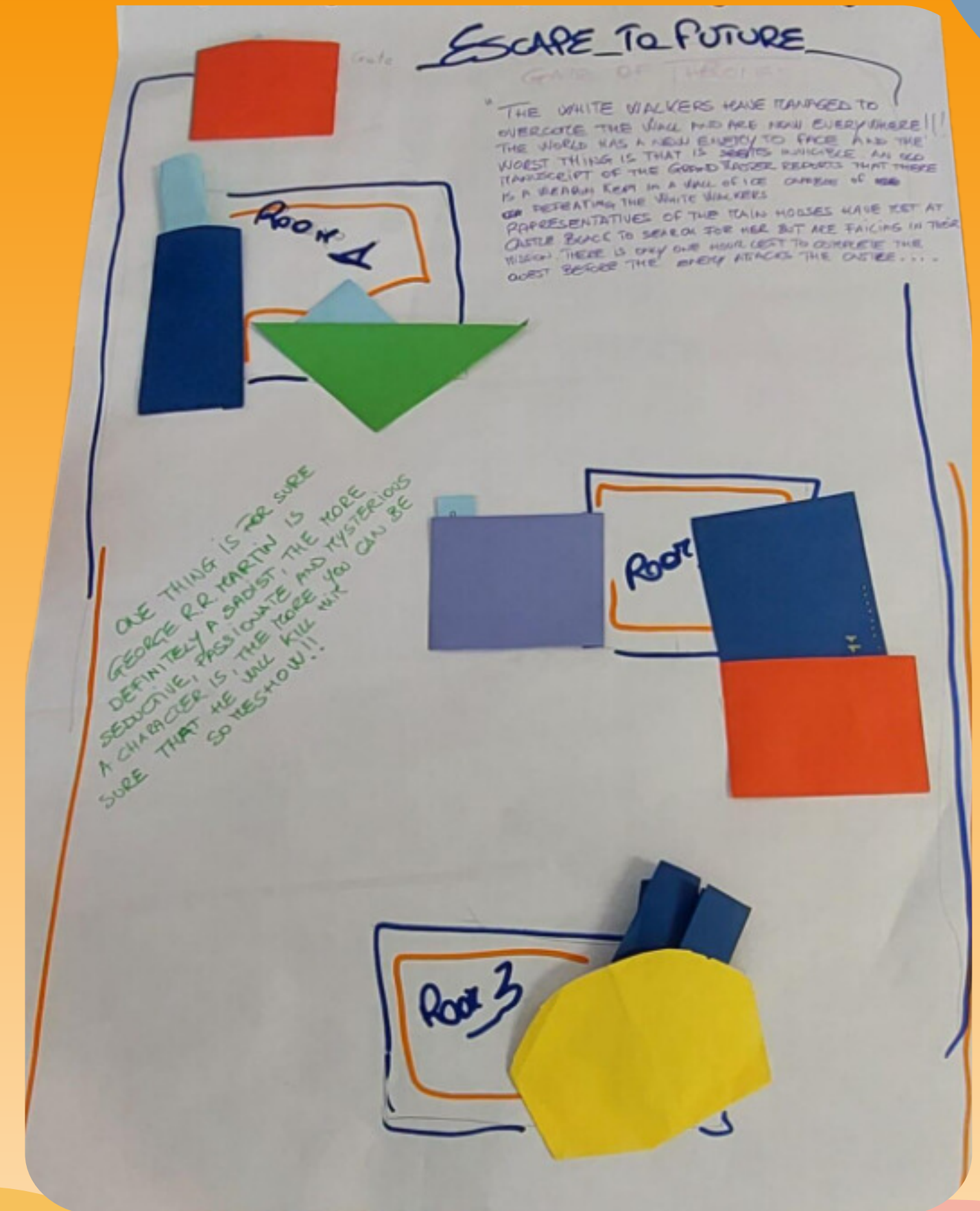
Overview: Real time escape room with cultural and logical puzzles.

Target Group: Teams looking for interactive challenges.

How it works:

- **Introduction:** Explain the game, rules and objective of the game.
- **First room:** Solve three tasks to move to the next room.
- **Next room:** Continue solving tasks in each room to progress.
- **Final room:** Solve the last task and answer a question to get the key to exit.
- **Puzzles:** Mix of logical, mathematical, and cultural challenges.

Additional notes: Encourages teamwork and intuition.



Dangerous & Animals Guardians of the Biopark

Mixed role-playing game

Overview: Role-playing game with educational challenges.

Target Group: Players interested in animals and bioparks.

How it works:

- **Start:** Players roll dice and move pawns.
- **Draw cards:** Draw a challenge card if landing on a colored square.
- **Animal cards:** Answer quizzes from animal cards.
- **Luck or “Badluck”:** Draw unexpected cards that can help or hinder.
- **Win:** First player to reach the end wins.

Additional notes: Combines education and fun.



Connect Card

Intergenerational art workshop

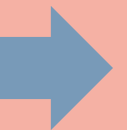
Overview: Workshop to develop soft skills through art.

Target Group: Youngsters and elderly participants.

How it works:

- **Preparation:** Research artistic heritage and collect materials.
- **Workshop agenda:** Host and introduce the workshop to the participants
- **Integration games:** Use art-based games to integrate participants.
- **Create postcards:** In pairs, create postcards using collage techniques.
- **Discussion:** Discuss and present the created works.
- **Exhibition:** Display the works in an exhibition.

Additional notes: Focuses on dialogue and empathy.



FOLKS

Cultural heritage dress-up party

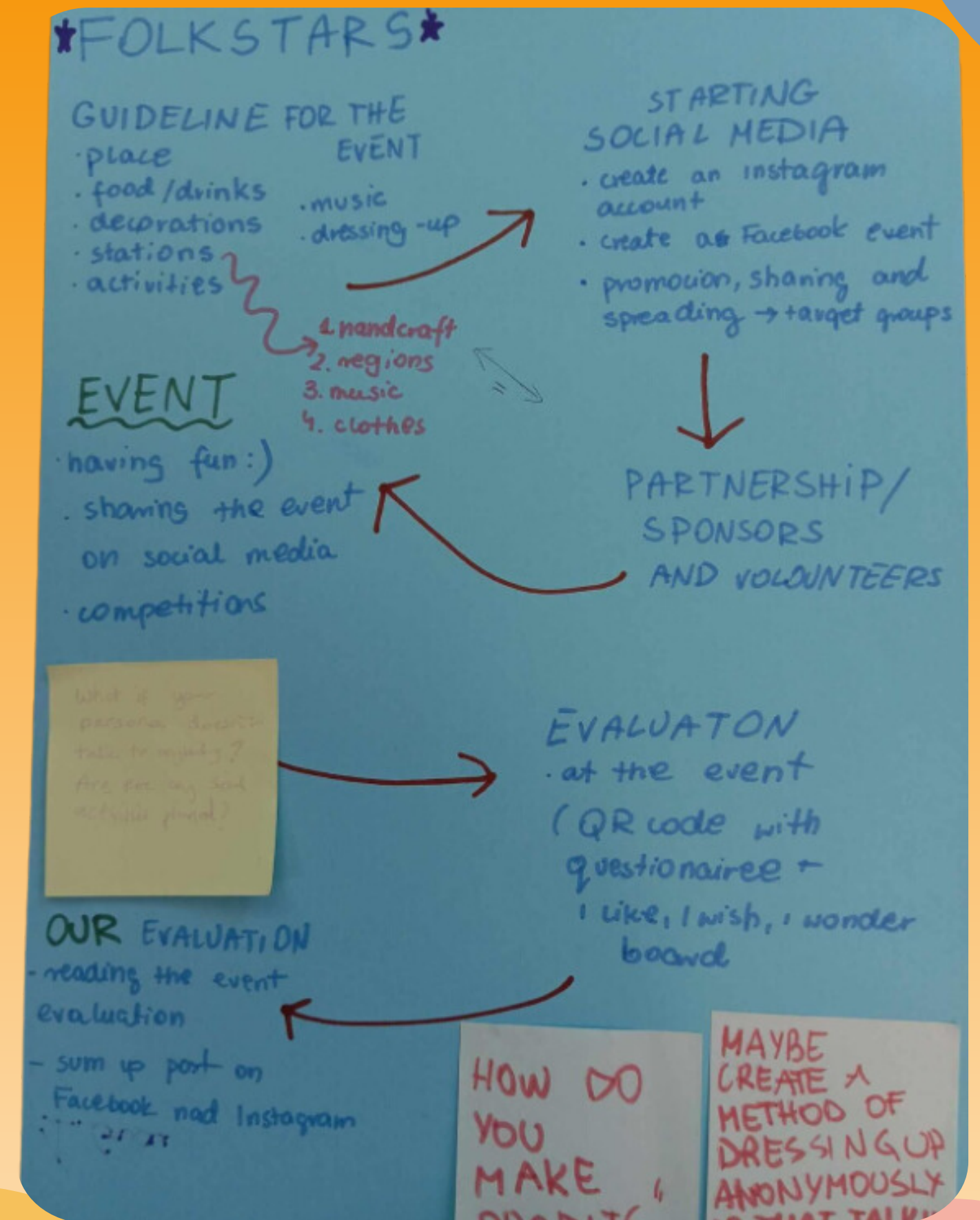
Overview: Event to celebrate cultural heritage through a themed party.

Target Group: Youngsters interested in cultural traditions.

How it works:

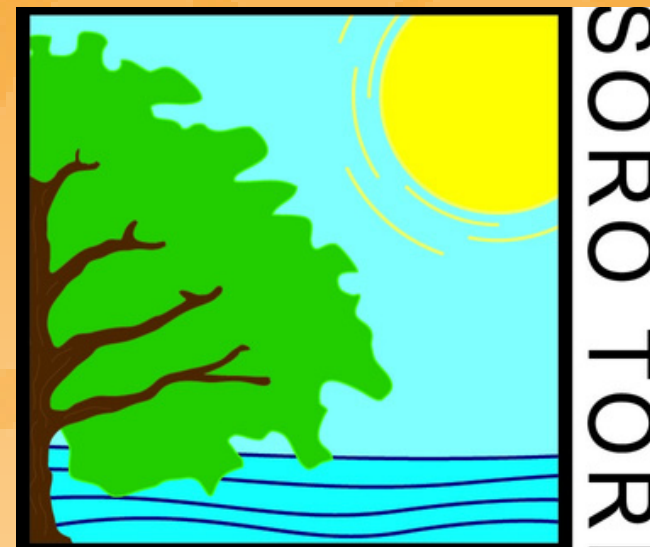
- **Venue & decorations:** Find and decorate a suitable venue.
- **Organize activities:** Plan activities related to music, dance, handcrafts, and clothing.
- **Promotion:** Promote the event on social media and through posters/leaflets.
- **Event execution:** Ensure comfortable spaces for different needs.
- **Stations:** Set up stations for music, dance, handcraft, and clothes.

Additional notes: Includes music, dance, handcrafts, and clothes stations.





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Disclaimer: This powerpoint has been created as a result of WP 2 of the project "COOLTOUR-Cultural heritage as a source of development of future competencies in youth" nr 2022-1-EE01-KA220-YOU-000089197. The project is co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.