



THE MELTING POT

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NAPOR

EAYW - MAY 2024

ABOUT PROJECT

14 MONTHS

CONSORTIUM

SERBIA: NAPOR AND GALERIJA MATICE SRPSKE;

**CROATIA: MREŽA MLADIH HRVATSKE – MMH AND
POGON – ZAGREBAČKI CENTAR ZA NEZAVISNU
KULTURU I MLADE;**

**NORTH MACEDONIA: SOJUZ ZA MLADINSKA
RABOTA AND MUZEJ NA GRAD NEGODTINO**





WHAT FIRST COME TO YOUR MIND WHEN YOU HEAR THE WORD CULTURE?



WHAT FIRST COME TO YOUR MIND WHEN YOU HEAR THE WORD ARTS?





Idea was...

...to bring cultural institutions closer to all young people through youth work programs by applying interactive, innovative methods and tools, as well as create preconditions for the professionalism of youth workers and employees in cultural institutions.

Specifically:

- To increase visibility and recognition of youth work and cultural institutions' potential to respond to the identified needs of various youth groups at local, national, regional and EU level.
- To raise the quality of youth work across the region by introducing innovative and creative methods integrated into culture and arts programs.
- To increase the professionalism of youth workers and employees in cultural institutions by creating curricula for their education.
- To establish cross-sectoral cooperation among youth workers and cultural institutions at the national and regional level.



OUTPUTS

Research



Comparative research on the needs of various youth groups related to culture.

Curricula



Curricula for the education of youth workers in cultural institutions.

Youth Work programs in cultural institutions



6 Youth Work programs applicable in various cultural institutions.
(3 were tested)

Booklet



Mapping of innovative and creative methods used in cultural activities for various youth groups.

Study visit and multiplier events



SV held in Serbia for youth workers and cultural workers;
ME focused on journalists, youth, youth workers and cultural workers.

RESEARCH





**WHAT DO YOU THINK, HOW MUCH THE CULTURE
AND ARTS ARE IMPORTANT TO YOUNG PEOPLE ?**



RESEARCH FINDINGS

For **two thirds** of young people culture and art are an important part of their life

2/3



RESEARCH FINDINGS

Youth participation in culture

93%

Serbia

Never been consulted
•93% of young people

Have been consulted
•7% of young people

92%

Croatia

Never been consulted
•92% of young people

Have been consulted
•8% of young people

84%

North Macedonia

Never been consulted
•84% of young people

Have been consulted
•16% of young people



CURRICULUM

EDUCATION CURRICULUM

for Application of non-formal
approaches through the principle of
Youth Work in Cultural Sector

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CURRICULUM

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- The training programme aims to develop and increase the capacities of youth workers and cultural workers to understand different approaches and principles in both sectors and increase the cross-sectoral cooperation in the creation of joint programmes and activities that support young peoples' personal and social development and inspire them to be active consumers of culture, in order to promote active involvement and ownership of youth in planning and creation of cultural content for youth.



Galerija Matice srpske



YOUTH WORK PROGRAMMS

EDUCATIONAL PROGRAMMES

in Cultural institutions for youngsters

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YOUTH WORK PROGRAMMS

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- Practical tool that can be used by youth workers and cultural workers in any cultural institutions. They are adaptable and feasible in any setting.
- Six programs about art and activism, art and mental health, art and freedom of expression, art and human rights.
- Every program has 16 workshops described in detail;
- In Serbia the outcome of the tested program was board game named “Galeum”!
- [GALEUM](#)



GENERAL INFORMATION ON THE YOUTH WORK PROGRAMME IN A CULTURAL INSTITUTION

Programme name:	Let's play! Art and freedom of expression
Programme duration (meetings):	16
Number of participants:	20 participants – students from 19 to 26 years old
Duration of meetings (hours):	90 minutes
Programme objectives:	→ Introducing young people to the topic of freedom of expression through the permanent exhibition of the Matica Srpska Gallery
Specific learning outcomes:	→ Inspiring creativity and critical thinking in young people → Learning about the works of art in the permanent exhibition of Matica Srpska Gallery → Learning about the basic legal framework for human rights and freedom of expression
Method:	→ Methods used in non-formal education
Teaching materials and literature:	→ Publications of the Matica Srpska Gallery / manuals on human rights and the right to freedom of expression / manuals for creating board games

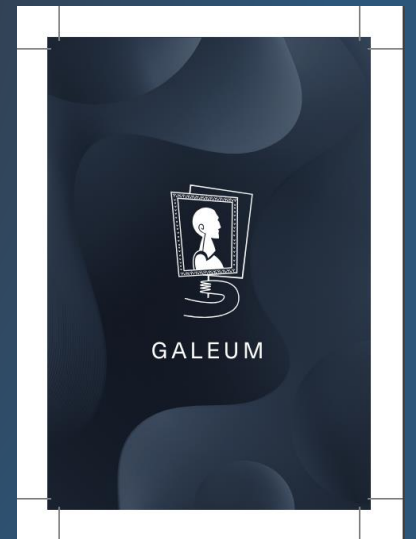
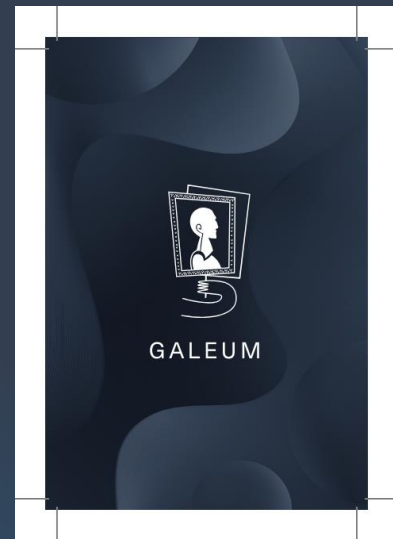
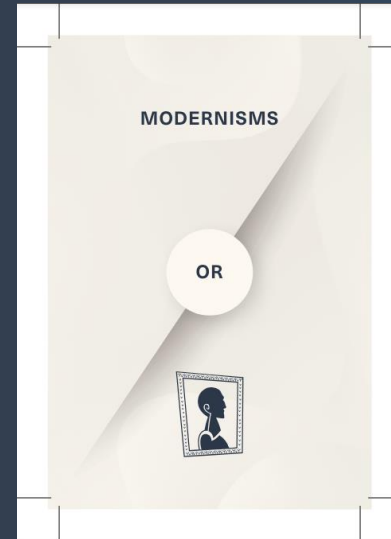
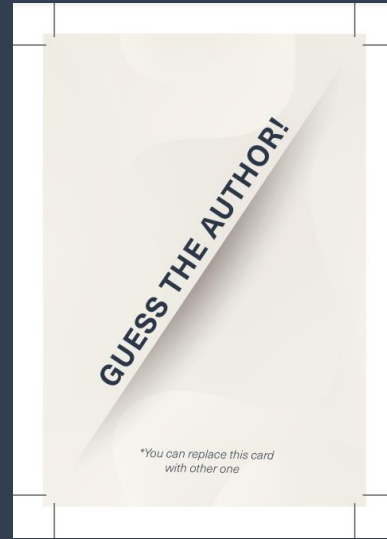
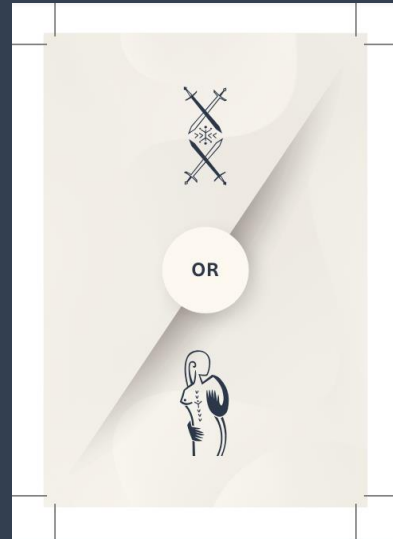


Meeting No.	Timetable	Description of Activity	Methods	Programme Objective Achieved	Learning Outcomes
2	18:00 – 18:10	<p>Energiser</p> <p><i>If I could have chosen my own name, it would be?</i></p> <p>The participants say their own name and they answer the question – what would be the name of their own choosing?</p>	Working in plenary	Team building.	
2.1.	18:10 – 19:20	<p>Activity</p> <p><i>Solve the riddle – which work of art is in question?</i></p> <p>The participants have the task to observe the replica of an art piece (Proглаšenje Dušanovog zakonika) and to figure out the name of the artist by giving answers to questions posed by workshop instructor.</p> <p>Activity</p> <p><i>Connectors – Legal framework on freedom of expression</i></p> <p>The participants use nonverbal communication to reach an agreement on how to connect certain legal articles that guarantee freedom of expression with the names of national and international documents (e.g. Article 46 of The Constitution of the Republic of Serbia, Article 19 of The Universal Declaration of Human Rights, Article 11 of the Declaration of the Rights of Man and of the Citizen, etc.).</p> <p>Activity</p> <p><i>Who Am I?</i></p> <p>The participants are given pens and papers on which they will draw at least 8 circles that resemble a cross-section of an onion. Next, they will fill every circle with segments, which illustrate some part of their identity. The smallest circle, the central one, they fill with something that represents the core of their identity, and then they will start adding segments starting from the most important to the least important. The participants will leave the defined segments of identity on the flip-chart paper next to their name without commenting or observing the other papers.</p> <p>Activity</p> <p><i>How does hatred influence feelings?</i></p> <p>The participants are split into four smaller groups. Every group gets a case study that includes hate speech. The participants have to discuss in small groups what actually happened, what</p>	<p>Working in plenary</p> <p>Group work</p> <p>Individual work</p> <p>Work in small groups</p>	<p>Learning about the basic legal framework that guarantees freedom of expression.</p> <p>Learning about terms within the pyramid of hate such as prejudice, stereotypes, discrimination, etc.</p>	<p>The participants understand the features of freedom of expression as a basic human right.</p> <p>The participants are able to understand the framework of freedom of expression and its limits, i.e. when it becomes hate speech.</p>



GALEUM

PLAYING CARDS



ART CARDS

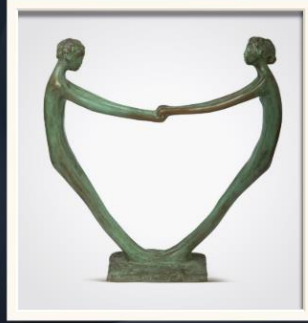


Realism



A SULKING LITTLE GIRL

Uroš Predić, 1879.



PLAY

Miroslava Sandić, 2001.

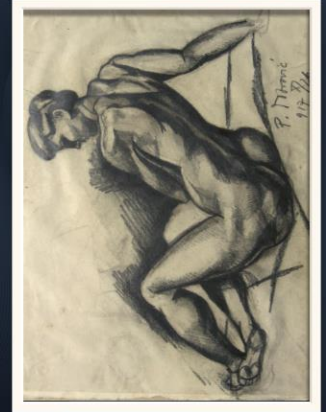


Modernisms



SELF-PORTRAIT

Bogdan Šuput, 1937.



FEMALE NUDE

Petar Dobrović, 1926.

BOOKLET

**Melting pot
of innovation
in youth work
and cultural
institutions**



BOOKLET

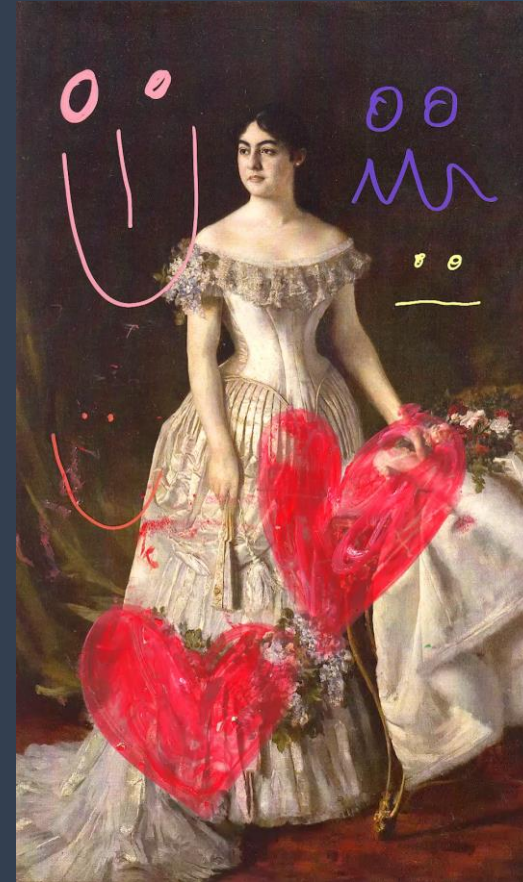
Melting pot of innovation in youth work and cultural institutions

- This Booklet contains 51 digital platforms, tools and methods that have been used by youth, youth workers and cultural workers in Croatia, North Macedonia and Serbia.
- Whether aimed to foster interactive discussions, get to know participants, evaluate/reflect on the event, boost dynamic of the event through energizers or present information differently by using graphics, video and audio formats, all collected digital methods and tools are youth friendly and increase their participation in the activities.
- All described platforms, tools and methods are also user-friendly, which means that they do not require high-level technical competences of organizers. Vast majority of mentioned tools have free to use packages that are functional and meeting the needs of organizers.
- [Animation workshop Augmented Reality](#)
- [STOBI](#)



BOOKLET

**Melting pot
of innovation
in youth work
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institutions**



STUDY VISIT IN SERBIA



MULTIPLIER EVENTS

Multiplier event 1 – **Breakfast with journalists**



Multiplier event 2 – **Demonstration of innovation!**



Multiplier event 3 – **Regional melting pot!**



Q&A



→ DO YOU HAVE EXPERIENCE IN INTEGRATING ARTS INTO YOUTH WORK? DO YOU COOPERATE WITH ANY CULTURAL INSTITUTIONS?

→ HOW IMPORTANT IS COOPERATION WITH THE CULTURAL SECTOR FOR YOUTH WORKERS? WHY? WHAT ARE THE BENEFITS?

→ HOW MUCH THIS PRACTICE IS TRANSFERABLE IN YOUR REALITIES? WHAT DO YOU THINK HOW WE CAN CONNECT IT WITH THE FUTURE OF YOUTH WORK?



QUOTE FROM NEWSPAPER:

“Young people connect culture and cultural life with personal and social identity.

They emphasize that culture provides them with opportunities to explore and develop their personal identity, which supports the appreciation and promotion of the identity of a specific social community through nurturing tradition and their own national identity.

In addition, young people point out that culture is an important resource for getting to know other societies and social groups, and through cultural activities, interculturality, understanding, appreciation, and nurturing diversity are fostered.” - [POLITIKA](#)

THANK YOU!

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