

**WB- TAC EMPOWERING PROGRAMME**
**“GO SELFIE HUNT”**

<b>Techniques used</b>	Storytelling, problem solving, creative thinking and digital skills Work-based and student –centred techniques for the development.	
<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Create a programme which uses art as a tool of empowerment.</li> <li>• Create a creative activity which can be used in the Museums, cultural association and touristic facilities. It can help boost the promotion.</li> </ul>	
<b>Learning outcomes ECVET based on EQF 3</b>	<b>Abilities</b>	<b>Competences</b>
	Create a Presentation	Techniques for presentation
	Assessment of the effectivity of the communication strategies used	Techniques of management and coordination of team work
	Define the fundamental elements	Characteristics of the element assigned
	Application of presentation techniques	Create an oral and digital presentation
	Planning of an artistic project	Translate a creative idea into an artistic presentation
<b>Validation</b>	Europass European Skills Passport Certificate of Learning Outcomes	
<b>Structure</b>	<p>Within a group of participants split the main group into smaller ones. Each group will be assigned with a task concerning the field of art and culture. The task is to the discretion of the applicant of the programme. It could be a story or a legend of a building, artefact etc. They would need to recreate the situation creating a photos. After the first task is assigned and completed, the group will expose to the rest what they have accomplished. They will evaluate each other.</p> <p>When the general presentation is completed the applicant of the group will assign a final task addressed to all the groups creating a challenging experience. The final task will be the creation of a photo collage or short video telling the personal version of the story behind the art piece. Each group will then present its version to the other groups creating a creative and entertaining environment that will help boost empowerment of the participants in a creative and unusual way. At the end of the experience the groups will evaluate each other a choose a winner which will be than awarded by the applicant with a prize chosen by them ( free pass, participation in cultural activity, laboratory, etc.).</p> <p>The idea is to develop creative thinking, and problem solving, as they have to create a vlog or photos with whatever they can find in a time-limited situation. The main task needs to organised by the participant, it needs to be researched and executed within the time-scale ie. 2 days.</p>	
<b>Application</b>	After the design of the programme each partner organisation will apply it to its current activities and projects. After an initial test museums, tourist facilities and cultural association will be informed of the programme and encouraged to apply it to their activities. The participating organisation have already applied the programme.	
<b>Results</b>	<p>The empowering programme will have impact on both participants and organisation since:</p> <ul style="list-style-type: none"> <li>• The participant will feel empowered acquiring new skills, knowledge and competences like problem solving, creative thinking, digital skills and storytelling all in an informal way. They also need to develop soft-skills as the task can take also into consideration to involve the community or The programme will collaborate to boost self-confidence, competence of working in a group and linguistic competences (in the case the</li> </ul>	



	<p>programme is applied in a language different from the mother tongue)</p> <ul style="list-style-type: none"><li>• The organisation who will apply this programme will use effectively the work-based and student-centred techniques to boost empowerment of participants and will create a new activity which uses art and culture as a tool of empowerment and development of soft and enterprise skills. The programme will be also useful for the promotion of the organisation and the creation of more interest in the other activities, engaging more and more people.</li><li>• Local, National and EU level. The programme can be used in different types of facilities and adapted also to other fields. The programme can be used for example as a tool to make a cultural visit more interesting, having the visitor as the centre of the experience.</li></ul>
<b>Promotion</b>	The empowering programme will be promoted within the organisation through Social Media, Influencers and other ways of promotion.
<b>Logo</b>	