



PASSA Youth Training of Facilitators (ToF)

Length: 2 weeks online followed by 5 days face-to-face

Modality: Blended learning

Audience: Future PASSA Youth facilitators

Prerequisites: Familiarity with digital tools and experience working with youth, preferably in horizontal, non-hierarchical environments where youth participation is highly valued.

Overview

The International Federation of Red Cross and Red Crescent Societies (IFRC), in collaboration with Habitat for Humanity (HfH), is empowering young people as change agents in the 21st century to build resilient communities through a Participatory Approach for Safe Shelter and Settlements Awareness (PASSA) that aims to develop local capacity to reduce shelter-and-settlements-related risk. The IFRC seeks to capitalize on the power of youth collectives and support them to develop skills in joint analysis, learning, and decision-making that will help them to take action in their communities, contributing to the prevention of violence and high social risk in their neighbourhoods. To reach 10,000 young people in 70 cities in 10 countries over the next 3 years a core global team will train regional trainers that will in turn train facilitators who will then run PASSA Youth activities with young participants.

Learning objectives

The general objective of this Training of Facilitators (ToF) is to prepare facilitators to disseminate the PASSA Youth methodology so it can be applied in communities in need around the world. This includes project management, technical information about shelter safety, and facilitator's skills for working with youth while fostering participation, leadership and empowerment. Facilitators will:

- * Have a thorough understanding of the PASSA Youth methodology.
- * Experience participatory methodologies and tools.
- * Participate in the planning of a training.

Online component		
Modality	Duration	Description
 Online synchronous	1h	Introduction to PASSA Youth
 Online synchronous	2h	Participatory methods used for PASSA Youth
 Online asynchronous	1w	Guide for my role
 Online synchronous	2h	Planning for face-to-face sessions

 Face-to-face		Day 1		
Start	End	Duration	Description	Notes
9:00	10:00	1h	Welcome and introductions	With coffee
10:00	11:00	1h	GUIDE FOR MANAGERS Intro, entry points and assessment	Part 2 of PASSA Youth manual: Intro, 2.1, 2.2
11:00	12:30	1h 30m	GUIDE FOR MANAGERS AND GUIDE FOR VOLUNTEERS Community selection	Part 2 of PASSA Youth manual: 2.3 Part 3: 3.2.3; 3.2.4; 3.2.5
12:30	14:00	1h 30m	Lunch break	
14:00	15:30	1h 30m	Transmedia toolkit preparation	Part 2 of PASSA Youth manual: 2.4 Part 4: artists guide Part 5: transmedia toolkit
15:30	17:00	1h 30m	Technical issues for shelter safety	Shelter safety handbook

		Face-to-face			Day 2	
Start	End	Duration	Description	Notes		
9:00	9:30	30m	Energizer			
9:30	11:00	1h 30m	ACTIVITY 1: HISTORICAL PROFILE Building an analog timeline	Part 1: Activity 1, steps 7-10		
11:00	12:30	1h 30m	ACTIVITY 1: HISTORICAL PROFILE Building a digital timeline with Scratch (offline) and Knight Lab (online)	Part 1: Activity 1, step 12 & Digital Track		
12:30	14:00	1h 30m	Lunch and community visit	Have lunch at the community		
14:00	15:00	1h	ACTIVITY 2: COMMUNITY MAPPING Building a community map	Part 1: Activity 2, steps 4-6		
14:30	15:30	1h	ACTIVITY 2: COMMUNITY MAPPING Making the maps transmedia	Part 1: Activity 2, steps 10-11		
15:30	17:00	1h 30m	ACTIVITY 2: COMMUNITY MAPPING Consolidating in a digital map	Part 1: Activity 2, steps 12 & Digital Track		

		Face-to-face			Day 3	
Start	End	Duration	Description	Notes		
9:00	9:30	30m	Debrief - reflections on Activities 1 & 2	With coffee		
9:30	10:30	1h	ACTIVITY 3: FREQUENCY AND IMPACT OF HAZARDS Identifying and classifying hazards with the technical advisor	Part 1: Activity 3, steps 2-4; 7-10		
10:30	12:30	2h	ACTIVITY 3: FREQUENCY AND IMPACT OF HAZARDS Playing with risk	Part 1: Activity 3, step 11 & Risk game		
12:30	14:00	1h 30m	Lunch break			
14:00	15:00	1h	ACTIVITY 4: SAFE AND UNSAFE SHELTER AND SETTLEMENTS Safe shelter game	Part 1: Activity 4, steps 3-4 and shelter game		
15:00	16:00	1h	ACTIVITY 4: SAFE AND UNSAFE SHELTER AND SETTLEMENTS Recognizing safe and unsafe shelter	Part 1: Activity 4, steps 5-9		
16:00	17:00	1h	Carrying out the PASSA Youth activities	Part 3: 3.3		

		Face-to-face			Day 4	
Start	End	Duration	Description	Notes		
9:00	9:30	30m	Debrief - reflections on Activities 3 & 4	With coffee		
9:30	10:30	1h	ACTIVITY 5: OPTIONS FOR SOLUTIONS Thinking outside the box	Part 1: Activity 5, steps 3-9		
10:30	12:30	2h	ACTIVITY 5: OPTIONS FOR SOLUTIONS Prototyping	Part 1: Activity 5, steps 10-11 & Digital Track (optional)		
12:30	14:00	1h 30m	Lunch break			
14:00	14:30	30m	ARTISTS GUIDE Reviewing planning cards	Part 4: Artists guide intro and illustrations set C		
14:30	15:15	45m	ACTIVITY 6: PLANNING FOR CHANGE Visual planning with analogue tools	Part 1: Activity 6, steps 2-8		
15:15	17:00	1h 45m	ACTIVITY 6: PLANNING FOR CHANGE Visual planning with digital tools	Part 1: Activity 6, steps 9-11; 13 & Digital Track (realtime board activity 8)		

		Face-to-face			Day 5	
Start	End	Duration	Description	Notes		
9:00	9:30	30m	Debrief - reflections on Activities 5 & 6	With coffee		
9:30	11:00	1h 30m	ACTIVITY 7: PROBLEM BOX Thinking about the future	Part 1: Activity 7, steps 2-8		
11:00	12:30	1h 30m	ACTIVITY 8: MONITORING PLAN Making decisions	Part 1: Activity 8, steps 3-8		
12:30	14:00	1h 30m	Lunch break			
14:00	15:00	1h	Q&A	May divide in groups		
15:00	16:00	1h	Group planning	By country or organization		
16:00	17:00	1h	Closing	Celebrate!		