

# Care to Tell? © Become a facilitator

Length:	2 days
Venue:	Your premises
Calendar:	TBA
Group size:	From 5 to 12 persons
Target audience:	Anyone interested in facilitating workshops on sexual and gender-based violence
Educators :	Marine Pansu/ Laurence Moss
Language :	<b>English only</b>

Care to Tell? © is a board game that provides an accessible and collective approach to the subject of sexual and gender-based violence in a safe environment.

Care to Tell? © is the first game on sexual and gender-based violence or any other form of violence to be published under Creative Commons Licence, meaning the game can be re-used as many times as needed for noncommercial purposes.

The game was created as part of the GiveLab project, funded by Erasmus+. GiveLab aimed to provide youth professionals, learners and young people with tools on the theme of sexual and gender-based violence.

Care to Tell? © is the result of two years' work with a consortium of ten partner associations from France, Belgium, Spain, Italy, Turkey, Austria and Latvia.

Visit <https://www.solidaritesjeunesses.org/projetstransversaux/givelab> for information on the project and to upload the game together with instructions.

This training course enables you to master the game to facilitate Care to Tell? © with all types of audience

## Overall pedagogical objective

Be able to supervise a group of Care to Tell? © players in a caring and secure environment to facilitate expression and emotional management.

## Specific pedagogical objectives

- Create a group dynamic conducive to free speech
- Enhance active listening skills
- Recognize the needs of each participant
- Create a healthy group environment
- Understand the background and objectives of the Care to Tell? © game
- Identify the resources that can be mobilized for your target audience
- Manage potential conflicts and pacify
- Provide a framework conducive to reflection and the implementation of an action plan
- Control your impartiality
- Support imagination and creativity

## Teaching method

- Theory and practice of collective intelligence facilitation
- Care to Tell ? © board game [Download game here](#)
- Additional resources library
- Needs analysis to solve specific problems met by group
- Adaptability
- Active listening and caring environment

## Programme

### 1. FRAMING THE SUBJECT AND CONTEXTUALIZING Care to Tell ?©

The story behind the game, the European co-construction method, and the objectives of the game.

*First test round as a participant*

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## 2. CREATING A FACILITATING ENVIRONMENT

Preparing the venue

Applying facilitation principles and creating a space fostering active listening

Selecting additional resources for the target audience

*Group exercises with a select target audience*

## 3. MANAGING GROUP DYNAMICS

Choosing relevant icebreakers, establishing code of conduct, ensuring smooth running of activity, encouraging interaction and benevolence

Questioning all details of preparation phase

*Filling in of individual questionnaire to present to partner for feedback*

## 4. MANAGING AN ENVIRONMENT CONDUCIVE TO CONSTRUCTIVENESS

Welcoming every idea or suggestion, helping to develop it, enticing the group to evaluate it and bring it to its conclusion.

*Role play facing complex situations*

## 5. FOSTERING IMAGINATION

Organizing a creative workshop using drawing and empty tiles to imagine what an inclusive society would look like.

*Creative workshop "Imagine what an inclusive society looks like"*

## 6. PRACTICE FACILITATING Care to Tell ? ©

*Hands-on facilitation exercise*

Managing end-of-activity review and identify which possible actions to take as individuals.

Planning of next facilitation

*Our suggestion: Attend our workshop on Preventing and handling sexual and gender-based violence in an intercultural environment to prepare for this training. It will provide you with technical knowledge on SGBV.*