Edventure / CEAL Training Review October 2015

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1. Review & participant reflections

Method

6 questions, participants responded on post it notes. Wordle used to create visual output.

Participants

22 delegates participating in the Frome training

Questions

1. What were your expectations before the weekend?



- · developing the project to a state where it is clear
- · enjoy frome and learn from edventure
- training in sth about community action
- · working on partnership level questions
- inspiration from Frome & edventure
- · exchange pilot design with other partners
- learn about other pilots
- reflect on education part with other educational partners
- open conversations, get connected
- learn from edventure
- reflection on our pilots so far
- · clear up mist about pilots
- learning form european partners
- · get things done for pilot
- make clearer picture of the pilot and decide
- clarify pilot in my team
- · connect with people and learn more about edventure
- reflect on the evaluation / learning platform
- · learn from edventure frome
- reconnect with all pilots & people

- define the pilots
- · learn about edventure frome
- · make decisions about pilot



2. To what extend have they been met?

- expectations about the meeting, nice people and getting to know the OASIS game better were met
- yes and yes and yes
- very much
- 80%
- Not: finish design of pilot, design process for evaluation
- I learned a lot about the eu partnership
- good design of the programme
- we have done a lot of work for the pilot concrete programme
- I got to know a lot about Frome and its political situation -> above expectations (Charles, Jean)
- we completed the design of the pilot with which we can covince our local partner
- getting to know the concept of Frome 9/10
- High 8.5
- good inspiration from Edventure work
- about Frome / Edventure = 8/10; take decisions about pilot 9/10
- · get to know / learn from other pilots
- 100%
- · learned more than expected
- also inspiration for pilot design
- not so many expectations so all of them met :)
- met well
- realised that these questions will find their place a little bit further in the process
- we forgot the opportunity with the market / pizza evening to connect with pilots. We did with the people :)
- we did more than we expected with the time we had. Because of the inspiration from Edventure Frome
- reached concrete steps



3. What has gone well?

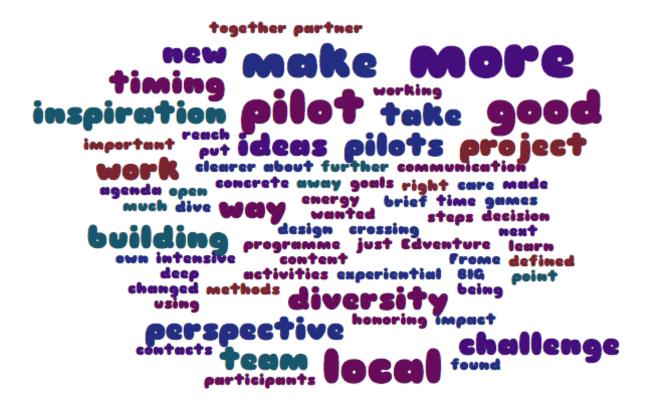
- Bringing Group together Wonderful hosting
- Feeling of community, Food, space, hosts
- The adventure of treasure hunt
- Frome and the people who came to inspire
- · weekend was organised very well
- good balance between partnership, pilot design, and Frome
- food was amazing. Thank you
- · learned to deal with incompleteness
- flexible programme
- Diving into community was good
- changing schedule was good
- All practical organisation sleeping, food, workspace = great
- Frome hosting very friendly
- Good advice, nice people
- nice atmosphere, space
- learning dynamic, very good food
- martha's translation
- nice space, the hosting
- the respect for each other
- food, meeting Frome
- talking to each other, Good food
- taking care of my energy, having some outputs for pilots
- getting to understand the project better
- working on our own pilot
- having learned from Edventure's experience
- making big steps in pilot path
- balance in group & partnership work
- food , hosting, people of Frome
- connections with beautiful people
- locations and accommodation

- There was a superfood balance, Everyone loved it
- energized getting people in one place = energy
- good inspiration
- Jean was an amazing improvisation



4. What has not gone so well?

- not enough time with other pilots
- not easy exchange of experiences of pilots what is the cause?
- Too much connection into each pilot
- · agenda of everything
- · missed getting more deep into edventure and frome
- cold water
- · The weather:)
- · timekeeping and the structural / visual framing of the days
- man flue
- taking responsibility as a group to take care of cooking, cleaning, time (participants being hosts)
- exhanging with others (hopefully we can do it tonight over a beer)
- weekend asked more energy than it gave me



5. What impact will this weekend have on how you deliver your projects?

- new perspective on diversity of pilots
- put on the local agenda
- more energy to further by building project
- honoring diversity
- to take more care about the local team
- make it more experiential
- be more open on how pilot should be
- good team building
- ideas for next steps
- defined challenge
- important crossing point to make decision to our local partner good that we had much time together
- · using games / methods in pilot activities
- intensive work on pilot deep dive
- · to make the challenge design brief and very concrete -> inspiration from Frome
- it changed our perspective on our pilots and made clearer how to reach our goals in the right way
- New inspiration & contacts
- · to just DO it and then learn
- · ideas for our programme content
- · way of communication with our participants and working with them
- BIG impact we found out how we wanted to work
- · very good timing for being at Edventure

timing as a take away of own project

Don't expectations perspective dynamics picture manage relaxed group beauty budget things life embrges sels groups canvax learning work methods happen process happen process diversity much open full makes focus every means people's ground making high scale letting game space easy seeds give Drive idea Frome see keep fuel JASJS models help common CEAL bigger other people lot decorations great action digest energy Doing facilitation flexibility go moment own dealing reflection Model different change facilitating forget connect minded creating power feedback forgetting schools learned time
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6. What have you learned?

- more insights into the edventure model
- idea of flexibility
- more schools about facilitation
- methods, literature
- different perspective on OASIS game its a tool and not fixed
- I've learned once again that life is full of wonderful people and great things can happen every time, even on a small scale
- theory of change model
- seeds of theory / methods / practises
- How to work with groups: space, beauty, decorations, talent show, appreciation
- · understanding in group dynamics theory of complexity
- tools and methods / idea in facilitating
- more flexibilty dealing with the OASIS game
- amazing that in 3 days they made us connect with the spirit in Frome
- using post-its, Dont focus too much on models
- Do something and see what emerges
- how to manage frustrations, Complexity model / space / budget
- lean canvas, letting go of too high expectations
- making things easy give energy and help a lot with the uncertainty
- action learning sets
- reflection / learning
- edventure model inspired, complexity
- Do it your own way, even if it means it makes you vulnerable
- Stay open minded to other people's feedback and keep shaping your own style
- · about diversity, focus on the moment
- process takes time to digest
- · power of creating a relaxed atmosphere learned
- Doing, but not forgetting reflection

- "Drive, but don't forget to get fuel"
- the importance of timing, the importance of common ground
- to work in a group
- the bigger picture of CEAL

2. Training Outline

Objectives

Objectives Edventure Training

The Edventure training will be experiential. It will involve short, practical training sessions, followed by a process of applying the learning to your own context and reflection. In addition, we will run the whole Frome experience in the way we would run trainings with our participants, giving you a flavour of how we work. We will also have time to visit community enterprises and projects in Frome.

Our intention is that through the training you will be able to:

- design community enterprise challenges
- lead a group of participants through an experience / challenge to gain community enterprise and personal leadership skills.
- to support participants to conduct market research, community engagement, and business planning.
- · facilitate reflective learning sessions and action learning sets
- apply team development models to aid reflection and team supervision
- · to manage conflicts and different world-views within the team and the wider community
- understand Edventure's business model and core-processes

Objectives Partnership Business

We are at a crucial point of starting to deliver on our pilots/programmes, and aim to make sure all teams can focus on what they need to go forward with clarity. We will focus on

- making space to meet and work in your country teams
- to work on a framework for monitoring and evaluation
- create content for the learning platform and handbook
- supporting eachother with challenges and design questions

Timetable

	Friday	Saturday	Sunday	Monday	Tuesday
7-8pm		Optional AM sessions	Optional AM sessions	Optional AM sessions	
		(Running, Yoga, e.g.)	(Running, Yoga, e.g.)	(Running, Yoga, e.g.)	
8am		BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST
9am		Edventure Introduction &	Edventure Practise	Edventure Practise	Final reflection
		Practise session	session	session	& harvest
11am		Tea & Coffee break	Tea & Coffee break	Tea & Coffee break	CT only mtg
11.30		Edventure Practise	Visit of Frome	Edventure Practise	
		Session: Treasure Hunt in	Independent Market: A	session	
		Frome – visiting inspiring	regeneration success		Departures
		people, orgs & places	story		
1pm		LUNCH	LUNCH	LUNCH	
2pm		Action Learning Sets	Open Space & work	Open Space & work	
			sessions	sessions	
4pm	Arrivals	Reflections & Harvest	Reflections & Harvest	Reflections & Harvest	
5pm		Free time; core-team only	Free time; core-team only	Free time; core-team only	
		mtg; optional help with	mtg; optional help with	mtg; optional help with	
		cooking dinner.	cooking dinner.	cooking dinner.	
7pm	DINNER	COMMUNITY FEAST	DINNER	DINNER	
8.30	Introductions	Meeting Frome's wider	Free night – Pub?	Free night – Games night?	
		community:			
	'Most significant Change	Sharing ways of working			
	stories' – for	and how it creates change			
	introductions.	in people and			
		communities			

3. Pictures





