

MULTIPLIER EVENT: SICILY

28 OCTOBER 2022

THE MULTIPLIER EVENT HELD IN AIDONE, SICILY, ON OCTOBER 28TH 2022 WELCOMED 40 PARTICIPANTS COMING FROM ITALY, DIFFERENT AFRICAN COUNTRIES AND BANGLADESH. WE ALL MET AT BETEYA INNOVATION HUB, A CULTURAL EXCHANGE CENTER HANDLED BY DAS COOPERATIVA, WHICH IS A LONG-STANDING PARTNER OF DON BOSCO 2000. THE EVENT OCCURED IN PERSON AS THERE WERE NO COVID-19 RESTRICTIONS AT THE MOMENT. THE MULTIPLIER EVENT CONSISTED OF THREE PARTS: THE POWERPOINT PRESENTATION DESCRIBING THE PROJECT WAS SHOWN AND THE THREE INTELLECTUAL OUTPUTS (IOS) WERE EXPLAINED; TWO SEPARATE WORKSHOPS TOOK PLACE, AND THE EVENT CONCLUDED WITH A SHARED BUFFET TO CELEBRATE THE CLOSURE OF THE PROJECT.

WHEN IT CAME TO THE PRESENTATION, THE PROJECT WAS DESCRIBED AND THE ROLE DON BOSCO 2000 PLAYED IN THE DEVELOPMENT OF THE PROJECT. THE PRESENTATION WAS HELD IN ITALIAN, SLIDES WERE WRITTEN IN ENGLISH AND FRENCH, AND A CULTURAL AND LINGUISTIC MEDIATOR TRANSLATED INTO ARAB IN ORDER TO INVOLVE ALL PARTICIPANTS. ONCE THE PRESENTATION WAS OVER, THE GROUP WAS DIVIDED INTO TWO GROUPS. ON THE ONE HAND, THE UNACCOMPANIED MINORS TOOK PART OF THE WORKSHOP WHERE THE ACTIVITIES OF THE HANDBOOK WERE USED. SPECIFICALLY, THE ACTIVITY CARRIED OUT WAS THE ONE IN WHICH PEOPLE ARE ASKED TO DRAW WHAT THEY HEAR AND FELT WHEN SURROUNDED BY THE ENVIRONMENT. A FACILITATOR, HELPED BY THE CULTURAL-LINGUISTIC MEDIATORS, EXPLAINED THE PURPOSES OF THE EXERCISE, AS WELL AS ASKING FOR FEEDBACK AND OPINIONS REGARDING THE TOPIC.

IN GENERAL, ALL PARTICIPANTS UNDERSTOOD THE IMPORTANCE OF RESPECTING THE ENVIRONMENT AND SUGGESTED SOME MINOR ACTIONS IN ORDER TO DO SO. AFTER THAT, SINCE ONE OF THE OPINIONS MENTIONED PHYSICAL ACTIVITIES OUTDOORS, THE FACILITATOR SUGGESTED IMPLEMENTING SOME ACTIVITY GAMES IN ORDER TO KEEP THE PARTICIPANTS INVOLVED IN THE TOPIC. SINCE THE PARTICIPANTS COMPLETELY PERSONIFY THE HARD-TO-REACH YOUTH ADDRESSED IN THE PROJECT, IT IS IMPORTANT TO UNDERSTAND THEIR NEEDS DURING THIS KIND OF ACTIVITIES, THEREFORE THE FACILITATOR IMPLEMENTED TWO GAMES. THE FIRST ONE CONSISTS OF TWO SIGNALS (NUMBER 1 AND NUMBER 2, SO AS TO ALLOW EVERYONE TO UNDERSTAND), TO WHICH THE PARTICIPANTS HAVE TO REACT BY JUMPING BACK AND FORTH.

THE OTHER GAME INVOLVED MUSIC TO CHALLENGE THE PARTICIPANTS TO MOVE AND STOP ONCE THE MUSIC IS STOPPED. INTRODUCING THE ASPECT OF CHALLENGE IS ESSENTIAL WHEN DEALING WITH SAID TARGET, WHILE SIMPLIFYING EXPLANATIONS AND EXERCISE IS ALMOST UNDENIABLE TO PUT UP WITH LANGUAGE BARRIERS. THE FEEDBACK GIVEN AT THE END OF EACH ACTIVITY WAS POSITIVE. ON THE OTHER HAND, PEOPLE WHO SPOKE ITALIAN WERE WELCOMED TO TAKE PART IN THE ACTIVITY CONSISTING OF ANSWERING THE 4 DIMENSIONAL QUIZ. TRAINERS TESTED THEIR KNOWLEDGE ON THE FOUR DIMENSIONS AND GAVE FEEDBACK ON THE QUIZZES.

PRESENTATION AND WORKSHOPS

