

Play to solidarise

It is scientifically proven, that there exists various kinds of conflicts caused by generations living side-by-side. They exist in such fields as culture, communication, life perception, psychology, time planning, economic and many more. There are many ways how to solve these conflict situations by creating special communication methods. Two elements are crucial in effective communication: relaying a message and receiving a message. It is just as important to communicate the message as it is to ensure that the proper message is received, but different generations have vastly different styles of communication. Many people assume that the way they communicate is the way everyone communicates. Secondary school students love online meetings. They twitter each other and use e-mail the majority of the time. They're not afraid to confront others; they want their voices heard. They dislike being on teams and prefer to work alone. The older people don't understand what all the pierced noses and tattoos are about. This lack of understanding is at the root of some serious problems. The bottom line is that everyone needs to be tolerant of the preferences of others. We can't automatically assume every single person in a particular generation behaves and thinks a certain way, knowing the generalities is a great first step. Therefore, it is necessary to learn about the other generations. The more you understand their point of view and what events shaped their lives, the more you'll be able to live with them side-by-side. Simply knowing each other's preferences is one thing; it's another to actually spend time learning from the person. Learning and mentoring is a two-way street. Just as younger people can learn things from older people, the older generation can definitely learn from the "kids." Doing this you'll likely have to make compromises. For example, a younger person can teach an older person about some new computer communication tool. The younger person will need to employ patience during the training, and the older person will need to keep an open mind to the new technology. You'll also have to confront your own personal biases and work through them. Only then can you truly benefit from the interaction. Instead of just wondering in silence, it's time to talk it out - with the very people you don't understand. As long as the conversation stays respectful and does not turn into an accusatory yelling match, it will be a healthy way to gain broader understanding of each other. The sooner you start the conversation, the quicker you'll resolve differences. Generational differences can be tough. However, when you are open and honest and take the time to really listen to each other, you can overcome any perceived differences - real or otherwise.

The objective of project is to promote the solidarity between generations via exchanging the game playing experience .

Target group secondary school students and seniors, having a good grasp of English. Each participant country is represented by two persons (1 secondary student, 1 senior).

Activities.

1. Promote communication skills (presentation and popularisation of one's national and generation games, involve students and seniors in the game exchange revealing various culture and generation traditions, history).

2. Promote the active activities (game teaching and learning, performing).
3. Promote creativity (make a material (instruction booklet) for game playing – aggregating presented games).

Products. Teached (20) games. Organized (1) game playing evening with the inhabitants of the hosting city. Instruction material for game playing (1).

Methods. Implementing the communication skills, group work, finding out each others preferences, spending time each with other, being open to talking things out.

Impact. Developed intercultural communication, active activity, creativity skills. Secondary school students and seniorus involved in active atcivities reveiling the solidarity through games, learned new games.

Project takes places in Latvia.

Time frame: 8 month