

Games UP' - Belgium '2012

Time	13-Feb	14-Feb	15-Feb	16-Feb	17-Feb
	Day 0	Day 1	Day 2	Day 3	Day 4
Main Topic	<i>Participants' Arrival</i>	<i>Theme</i>	<i>Theme</i>	<i>Theme</i>	<i>Participants' Departure</i>
09h00 - 10h30	Arrivals	introduction to the programme + youth Pass	Good practices LAB 2	fundament building 1: objectives + braindreaming	Departures
10h30-11h00		INTERCULT. BREAK	INTERCULT. BREAK	INTERCULT. BREAK	
11h00 - 13h00		Quiz: I want to know you	Good practices LAB 2	fundament building 2: braindreaming + extraterrestrial follow-up	
13h00-14h30		LUNCH	LUNCH	LUNCH	
14h30-16h00		Good practices LAB 1	Match box 1: ideal game trainer + casper ball	the wedding proposal	
16h00-16h30		INTERCULT. BREAK	INTERCULT. BREAK	INTERCULT. BREAK	
16h30 - 18h30		Good practices LAB 1	Match box 2: wall paper discussion + (s)election!	Youth Pass + Personal outcomes action Plan + final evaluation + closure	
18h30 - 19h00		reflection group + personal diary	reflection group + personal diary		
19h00-20h30		DINNER	DINNER	DINNER	
20h30 - 22h00		discovery channel	game culture art games pub (starting at 21h30) Folk	City night game (Leuven)	

rode draad! + kennismakingsspel + energizers bij elk begin