



YOU PART

Engage. Connect. Empower

YOUTHFUL CITY WALK

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YOUTHFUL CITY WALK

FACTS

Age of participants: 15 - 26

Number of participants: 15 - 25

Duration: 60 - 180 minutes

GOALS

To enhance the role of young people in recent history (drivers of changes, participation in public life, student strikes and demonstrations, youth associations and facilities, etc.) beyond usual tourist sightseeing points and historical data.

ADDITIONAL INFORMATIONS FOR FACILITATORS

- An ideal number of participants in one group for a “normal” tour is 15, maximum for one facilitator is 25. Divide the participants in case of a bigger number.
- If you need to speak to the group stop them in an appropriate safe place where they do not obstruct (pedestrian or other) traffic - never on a corner of a street crossroads or on a bike path. Wait with the start of your speech until the last participant in the group has arrived and turn to the group with your face. Do not speak while walking because only few participants would hear you. If you get an interesting question, stop in an appropriate place, repeat the question for all participants and then give your answer.
- If your voice is too weak for the given density of street traffic use a battery-driven loudspeaker. It is not recommended to use headphones for every participant, in such a case you would probably not be able to keep the participants in a compact group.

The walk could also be made in a form of a team contest (city quest). For this purpose, you can sometimes use QR codes made accessible by the municipality at points of interest if those are available in the respective town.

A very participative and funny way of a city walk is to let the group vote at each street crossing which turn would they select (left, right, straight - not backwards). The result route is similar to the random moving pattern of molecules.

Another possibility is to give each team a blind map of a small part of the town (e.g. a neighbourhood) and a set of, say 20 photographs with short legends. Give the teams a sharp deadline when they have to finish the quest and submit the map with marked places of the photographs identified in the reality. The number of the identified objects is decisive - not the time.

PREPARATIONS

Thorough preparations are needed especially for the walk in a form of a city quest. Pick a topic to guide the tour (graffiti art, social work, resistance, ...). Prepare a division of the participants in teams (how many) and prepare routes (perhaps also blind maps and photographs with legends, give a number of data to share) for them. It can be done in a paper or electronic form (smartphones).

MATERIALS – FOR “CITY QUEST”

blind maps, photographs with legends, several data, analog or digital

INSTRUCTIONS – FOR “CLASSICAL”

Step 1

Give an appointment for the start.

Step 2

Explain the basic rules of the activity (how to move safely in the street, how long it will take, presentation of the guide and of the tour).

Step 3

A “classical” tour should not be longer than 1,5 hours, then youngsters usually lose their concentration and/or get tired. If the chosen topics requires a longer tour do a “sitting” break of 10-15 minutes after each hour. You can foresee 5-10 stops er hour depending on distances of the stops, the tour should altogether be not longer than 3 km.

Step 4

End the tour in the starting place or in a place of the planned meal or at the venue/accommodation.

Step 5

Allow group reflections of the tour when back at the venue.



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PROJECT PARTNERS



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