

# PROBLEM SOLVING WORKSHOP

KEY COMPETENCES

ENTREPRENEURSHIP

PERIOD

AFTER

PLAY MODE

INDIVIDUAL

## AIM OF THE MISSION

To help the pre-departure students understand various contexts of a mobility, support them in the preparation process, equip them with actual knowledge derived from others' experiences, motivate them to engage actively in their future mobilities and provide means to deal with potential risks, fears (e.g. the language barrier). Sample topics: managing pocket money, doing shopping, language barrier, communicating at work, anecdotes/funny moments etc.

## TIPS AND TRICKS

Why don't you organise a webinar or a zoom meeting?

## DESCRIPTION OF THE ACTIVITY

Connect with your friends to introduce them the real world of mobility.

**Prepare cases to present to your audience; think and include these elements: What happened, When, Who was involved, How you acted, How it finished**

**Create an intriguing introduction for each case to set the mood and help your friends get in the context better.**

**Write questions for players - "What would you do?" etc.**

**Prepare for a debrief session to draw conclusions, facilitate discussion, help formulate "best practices bank" or "TO-DOs collection".**

## ADDITIONAL DETAILS

DURATION

1,5 hours

QR code generator, MIRO or Jamboard or Padlet; Instagram

SUITABLE APPS

INTERNET NEEDED

YES  NO

1 hour

DEBRIEF

MATERIAL NEEDED

