

# TIPS FOR ANIMATORS

GUIDE FOR YOUTHWORKERS



TIPS  
WHORTH TO  
REMEMEBER

THEORY  
ANIMATION  
GUIDELINES

PRACTISE  
METHODS YOU  
CAN USE

# INTRODUCTION

Being youth worker is not easy task, which demand daily lot of creativity, energy, knowledge of different methods. You need to learn them all the time in orther to satisfy your target, attract them. This case we: youth workers from: Poland, Italy, Croatia, Greece, Romania, Belgium, France,Hungary, Bulgaria, together we decided to make short guide to make your job easier, and efficient. This is the result of the Erasmus + training called: Community Animators Backpack - which was organised 28.11-05.12.2017 in Leszno, Poland.

During those days we exchange and develop different working methods. We tried to collect some methodology for your work, tools, tips. We realised that even if we are from different countries, its not much difference inside the work approach. Just the level of knowledge,freedom or safety rules.  
Feel free to use our gudie!

On behalf of the project team and participants  
**Marlena Pujza-Kunikowska**  
project coordinator



## USEFUL TIPS FOR SOCIAL ANIMATORS

### ➔ ENJOY YOUR JOB



To be natural animator, you need to like what you are doing. Its important factor for your and your target satisfaction.

Be yourself, show your hapiness, naturality then the energy will go true!

### ➔ MAKE IT ENJOYABLE



According to Wikipedia, If you dont' like some parts of animations you dont need to concentrate of doing that! You can always try to use different methods!

. Maybe some things are popular and you would like to do it, but if you dont like it – it will not work. So put effort either to change yourself and start to like it, either find the methods you like and attract the others with them! Remember: Animation should be-interactive , fun and educational!

### ➔ Set goals for each animation activity



Session planning is an integral part of youth work delivery. The session plan should be contributed to by the entire team before every session as this helps give clarity and direction to the team and also helps to monitor your progress.

Having goals for each session helps you to focus and that focus will make a three hour session fly by. Although I do believe there is a place for spontaneity and natural development of ideas and projects, not having an initial plan in place can leave you open and left in a compromised position

Continue reading at next page >



# BIG SOAP BUBBLES

## HOW TO MAKE A LIQUID

### INGREDIENTS:

1 method:

- 6 cups water (distilled is best but tap water is fine)
- 1/2 cup dish detergent "ultra concentrated".
- 1/2 cup corn starch )
- 1 tbsp baking powder (not baking soda)
- 1 tbsp Glycerine

Pour all of the ingredients into a bowl  
Stir mixture slowly until they are all mixed together.

2 method:

- 1 liter of mid warm water,
- 2 tbsp of washing liquid,
- 1 tbsp of sugar or powder sugar;

## KEEP IN MIND!!!!

### ➔ Never do anything alone



Even if you would like to show something, take the volunteer person to support you and to discover. Involve as many participants you can.

### ➔ Have always plan B



Animation is very dynamic. You should be aware that quite often you need to adopt your plan for reality – so for target you have.

This demand on spot changes. In this case prepare many games, tools in order to be prepared!

### ➔ BE YOURSELF!



, As an animator you are energetic and creative. So don't be stress to use it at your job! Create your own games, dance etc and share it!

### ➔ REMEMBER YOU ARE NOT THE ROBOT!



As your target will like what you are doing, they would like to have more and more animation. Remember take breaks, rest. To show happiness at your work you need to have time for yourself too!:)



## DIY GIANT BUBBLE WAND

All you need are two sticks (any size), two screw eyes (any size), a washer or other smooth weight (any size), and some yarn (any kind). See how flexible this is?

You could replace the sticks with purchased dowels but our idea.. why uses dowels when you have sticks? Because sticks are free. And they grow everywhere:)

Cut two branches, trimming off any side branches or pokie bits. Shoot for around 30- 60 cm

In one end of each branch attach a screw eye. (we pre-drilled our holes with a small drill bit to make this easier.)

Cut a length of kitchen twine or yarn (the best is cotton) approximately 50 cm long and thread through your sticks and your washer. Tie with an overhand knot anywhere you like.

# RHYTHM UPCYCLING

## "WORKSHOP SCENARIO

1. Circus rhythms and their role in social movements from slavery to aftercontemporary street demonstrations and impact on the local community as well international. Getting to know the instruments and looking for elements that we can find around - 1.5 h. Presentation of the idea of upcycling. Used techniques: multimedia presentation, rhythmic energizers, work in small groups

2. Creative creation of instruments and preparation for creating the "street rhythm". Workshop started with a walk and looking around to get in to the surrounding environment, find the elements from which we will create instruments Low cost and taking care of nature and to draw the attention of the local community to taking care of your own environment. Used techniques: recycling, upcycling.

3. The practice of a sambist does - or "Gran Rehearsal" - 1.5 hours Learning rhythms, playing instruments, communication in a music group on the street, dance moves. Used techniques: body orchestra, signs developed in Rhythms of Resistance rhythmic and dance

4. "Rio di Janeiro" on the street - that is, we are going out into the world! - 1 hour Going out into public space with worked out methods and prepared ones materials

5. Evaluation of workshops and discussion on how to use the "rhythm upcycling" method activities for the benefit of the local community and in youth activities transcultural.





# FUNNY GAMES FOR EVERY AGE

## 1. The Sponge:

Simple but fun, especially on a hot day! You divide your group in rows. In front of each row you place a bucket with water and a sponge. At the back you place an empty bucket to collect water. When time starts running the person in the front dips the sponge and passes it to the back and the last person squeezes the water into the bucket. The row that manages to collect the most water wins.

## 2. Mummy Race:

Have team select their mummy - best with very tall or large guys. Then have 4 or 5 "wrappers" whose job it is to cover every exposed surface of the person with toilet paper. Make sure you have plenty of cheap toilet paper. May take 10 or 15 rolls.

## INTERACTIVE GAMES

### NICE & ACTIVE

#### ➔ ANKLE BALLON

Give everyone a balloon and a piece of string or yarn. Have them blow up the balloon and tie it to their ankle. Then announce that they are to try to stomp out other people's balloons while keeping their own safe. Last person with a blown up balloon wins

#### ➔ HUMAN MACHINE

This activity can be used for any size group. If it is a large group, you might want to split them up into teams, but that is not required. One person begins by making one specific movement and sound, then just repeats over and over. Then another person joins by making one specific movement and sound. Continue adding people until everybody has joined and built a "machine"

#### ➔ PRR AND PUKUTU

Ask everyone to imagine two birds. One calls 'prrr' and the other calls 'pukutu'. If you call out 'prrr', all the participants need to stand on their toes and move their elbows out sideways, as if they were a bird ruffling its wings. If you call out 'pukutu', everyone has to stay still and not move a feather



## GUESS THE LEADER

Everyone gets in a big circle. Pick a volunteer to leave the room after you explain the game. Once that volunteer is out of hearing range, pick a volunteer in the room that wants to be leader. Everyone must slyly watch this person and imitate what they do when the other volunteer comes back into the room (cross legs, cross arms, yawn, stick out their tongue). The person who was out of the room will come back in, stand in the middle of the circle and try to see who is the leader (the one everyone is watching). The leader can get bold and make faces, throw their hands in the air, etc. when the person's back is turned and before the person in the middle has a chance to see who started it, everyone is doing it. Give the person in the middle three guesses of who the leader is. Then find a new volunteer and a new leader. You can have the leader be the next volunteer if he is guessed or any way you see fit.

# KLANZA GAMES

## ‘Loch Ness Monster’

Participants are sitting around the sheet. They are holding it at the height of the chin. Underneath, there is one person – a monster. When everybody closes their eyes, monster pulls someone under the scarf. Group opens their eyes and guesses who disappeared. The person who can guess comes in the role of a monster.

**BOAT ON THE SEE**  
**WE THROW A BALL ON THE SCARF. THE PARTICIPANTS OF THE GAME HAVE TO MOVE THE SCARF IN SUCH A WAY, SO AS TO PREVENT THE BALL-BOAT FROM FALLING OUT OF THE SCARF.**

## ‘Jumping of pancake’

The participants are standing in the row. The first person is wrapped in the sheet in this way that she/he can jump on two feet. On signal of the leader, he/she starts to jump to the finishing – line (about 20 steps), next he/she is released and coming back to the row.





**THIS PUBLICATION IS THE  
RESULT OF THE PROJECT :**



**28.11 - 05.12.2017 Leszno, Poland**



**Erasmus+**