

## Play2Speak Events...

### Training Courses

A 28hr training course enabling trainers to effectively implement innovating and active learning methods such as simulation games within formal and informal learning structures aiming at socio-economically disadvantaged young adults will take place in:

**May & June 2007**

**Ireland • Netherlands • Greece**

### Upcoming Information Days

4 Information days will be organised, where the project's objectives, benefits and final results will be presented to communication trainers and other educational staff. These information days will take place in:

**March & June 2007**

**Ireland • Netherlands • Greece • Cyprus**

### Opportunity for Participation

If you are a trainer or have an interest in adult education you can actively participate to any of the training courses or information days, learn more about the game and contribute your feedback. For more information you can get in touch with our local representatives presented on back page or visit our website.

### Partners



#### Coordinator

**Quality and Reliability S.A. (Q&R) – Greece**

A Greek company with extensive activity in the domains of IT systems integration, of consulting, of e-learning solutions, of content development

**Web site: [www.qnr.com.gr](http://www.qnr.com.gr)**

Contact Person: **Mrs. Maria Rerra**, e-mail: [m.rerra@qnr.com.gr](mailto:m.rerra@qnr.com.gr)



**New Technologies Laboratory in Communication, Education and the Mass Media-Faculty of Communication and Mass Media Studies – National Kapodistrian University of Athens (NTLab) - Greece**

A Greek university lab with expertise on the development of communication practices in education and the Mass Media.

**Web site: [www.media.uoa.gr](http://www.media.uoa.gr)**

Contact Person: **Mr. Michael Meimaris**, e-mail: [mmeimar@cc.uoa.gr](mailto:mmeimar@cc.uoa.gr)



**National Centre for the Innovation of Education and Training (CINOP) – Netherlands**

A Dutch expertise centre on learning inside the education structure, learning-on-the-job, as well as a combination of both as provided through the apprenticeship system.

**Web site: [www.cinop.nl](http://www.cinop.nl)**

Contact Person: **Mr. Jan Tonneman**, e-mail: [JTonneman@cinop.nl](mailto:JTonneman@cinop.nl)



**Institute for the Development of Employee Advancement Services (IDEAS) – Ireland**

An Irish training institution identifying ways in which new thinking and new services can be introduced into the workplace for the benefit of employees and the enterprise as a whole.

**Web site: [www.ideasinstitute.ie](http://www.ideasinstitute.ie)**

Contact Person: **Mr. Ron Kelly**, e-mail: [rkelly@ideasinstitute.ie](mailto:rkelly@ideasinstitute.ie)



**Consulo Ltd. – Cyprus**

A Cypriot communications consultancy company offering integrated strategic communication services.

**Web site: [www.whyconform.com](http://www.whyconform.com)**

Contact Person: **Mr. Isidoros Kolotas**, e-mail: [ikolotas@whyconform.com](mailto:ikolotas@whyconform.com)

# PLAY2SPEAK

communication training



Learn to be a communication Winner with...

**Play2Speak  
Communication Training**

**Play2Speak Web Site: <http://euprj.instore.gr/play2speak>**

**Play2Speak:** Train Trainers on how to improve Oral Skills of Disadvantaged Young Adults through Simulation Games

**Co-funded by:**  
The European Commission under the  
**Socrates Programme**



## The Value of Oral Communication

Oral communication and particularly debating skills are recognized as a core competence in most job profiles in the service sector as well as in any working environment. This competence is of vital and strategic importance to develop future learning as well as career perspectives and improve the professional performance of financially disadvantaged and unemployed young adults, particularly from disadvantaged socio-economic background.

## Learning through Simulation Games

Role playing and simulation activities are considered very effective tools for learning. Literature research and informal discussions with experts in the field have revealed that a natural way for a person to acquire knowledge in a domain is to be immersed in situations related to this domain and to practice. This can be greatly achieved through simulation games. This is because simulations are an active learning process, which are nourished by team interaction and in which decisions do not occur sequentially, but simultaneously and interactively, just as in business and employment world.

## Play2Speak: Game Combining Communication & Simulation

PLAY2SPEAK is a pilot project funded by SOCRATES Programme. PLAY2SPEAK aims at improving oral communication through simulation activities. In particular, the thematic domain of PLAY2SPEAK is the teaching of oral communication and of debating skills through role playing. PLAY2SPEAK will develop course materials and subsequently deliver a "train the trainers" seminar in order to conduct national seminars on debating and oral communication skills in Ireland, Netherlands and Greece. The project will develop, test, validate, integrate, and finally disseminate the course as widely as possible within the educational community of adult learning trainers.



## The Play2Speak Audience

**Direct Audience:** PLAY2SPEAK targets teachers and trainers involved in adult education as well as managers and administrators of educational/training programmes for adult learners.

**Indirect Audience:** PLAY2SPEAK targets financially disadvantaged and unemployed young adults particularly from socio-economic disadvantaged areas who lack oral communications skills and qualifications and confront difficulties in entering the labour market.

## The Objectives

Play2Speak aims to ...

- Enhance overall teaching skills and methodological tools of adult education and improve their effectiveness.
- Induce changes and increase awareness in the national educational systems of member states by establishing the need for better and more training on basic skills such as oral communication.
- Enhance learning opportunities for socio-economically disadvantaged people to improve crucial basic skills and capabilities such as the communication skills.
- Encourage innovation in the development of educational practices and materials in the area of oral communication skills teaching/training
- Contribute to the Socrates priority for life-long learning and particularly to the policy objective "Making a European Area of Lifelong Learning a Reality".

## The Benefits

Play2Speak will ...

- Develop and improve skills in negotiation, oral communication and teamwork through games simulating rhetorical and debating competitions.
- Improve learning opportunities for socio-economically marginalized young adults improving crucial basic skills and capabilities.
- Develop an adult training course with innovative thematic topic (debating and oral communication skills), and methodologies (role playing) aiming at socio-economically marginalized young adults in need of jobs.
- Produce high quality teaching materials in the domain of rhetorical, debating and oral communication skills.

## The Play2Speak Products

- A 28hr training course (Grundtvig 3) that will take place in Ireland, Netherlands and Greece
- A comprehensive trainer's manual in three languages (GR, DU & EN)
- A trainee's manual in three languages (GR, DU & EN)
- Learning scenarios for role play
- Game play rules

## Time Schedule

PLAY2SPEAK started in October 2005 and will design and develop a training course and relevant manuals by September 2007.

