



ЯАРКОUR

RAP and parkOUR: the street art to promote social and cultural inclusion of young people

ERASMUS+ STRATEGIC PARTNERSHIP: CONSTITUTIVE ELEMENTS

- ✓ - The creation of **Intellectual Outputs**,
- ✓ - Functional **Training Activities** for producing IO,
- ✓ - The **Dissemination** of results, also through **Multiplier Events** in EU countries,
- ✓ - **Meetings** between project partners for the implementation of the project

INTELLECTUAL OUTPUTS

01 - NEED ANALISYS

METHODOLOGICAL

02 - CURRICULA

03 - DIDACTIC MATERIALS

04 - GUIDELINES

E-LEARNING PLATFORM AND REPOSITORY

05 - Edu-Docufilm

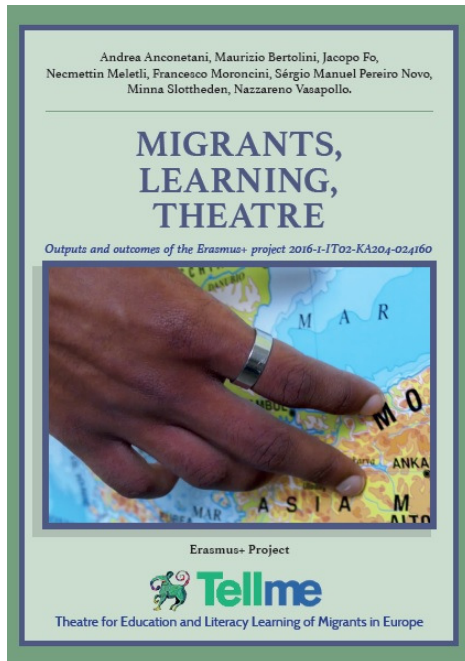
DISSEMI-NATION

06 - Website & Social Media

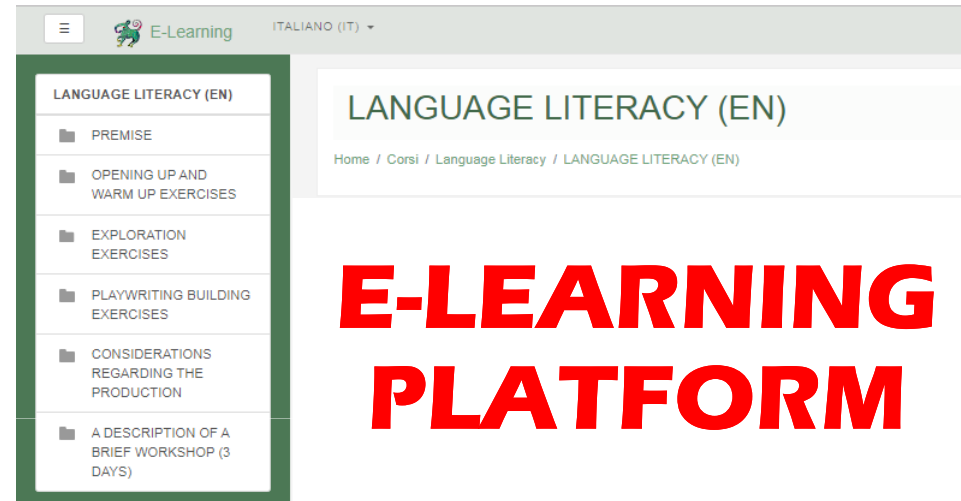
07 - Social Platform

www.tellmeproject.com

HANDBOOK

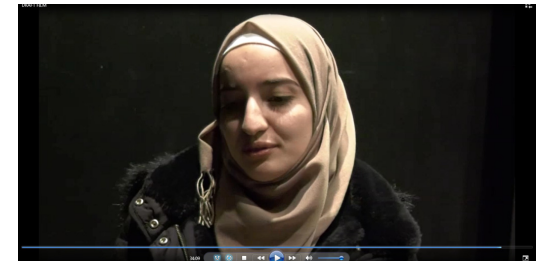


SOCIAL PLATFORM



E-LEARNING PLATFORM

DOCUFILM



www.rapkour.com

STATUS

HANDBOOK

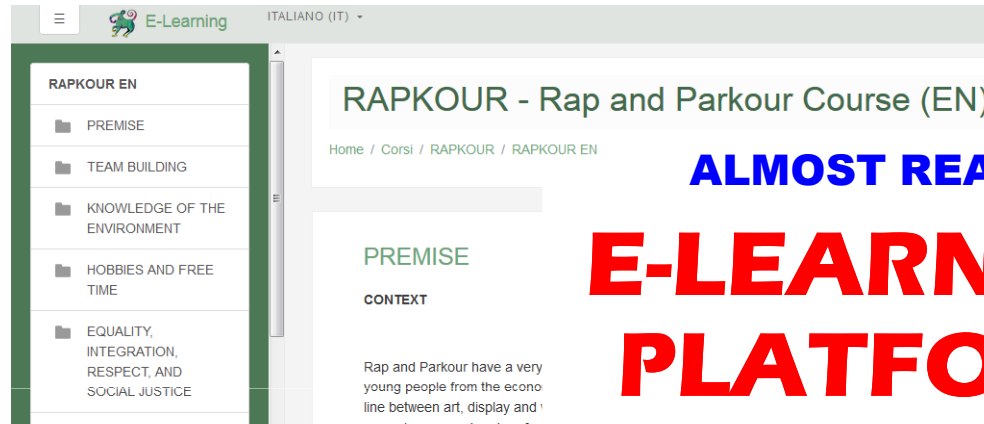


DRAFT V.2

GOAL:

7.02.2020
Ready in EN+PT+IT+ES

30.03.2020 – Ready in FR



ALMOST READY

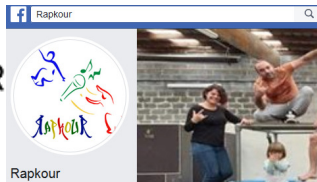
E-LEARNING PLATFORM

WEBTOOLS

ALMOST READY



RAPKOUR



DOCUFILM



???

RAPKOUR PROJECT TIMETABLE v.5

YEAR		2018				2019											2020								
MONTH		S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J		
Work Package - Project Activity		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22		
WP1	Project management																								
	Meetings (No Budget)			1.IT 28-29 Bologna				Skp 15		Skp 17 h.16.00		Skp 17 h.16.00	4.FR 8-13 Roubaix			2.IT 8-13.11 Loreto			3.PT 21-26 Covilhã				5.IT 13-14 Bologna		
WP2	O1 - Need Analysys					DEF																			
WP3	O2 - Curricula									v. B		v.1				v.2				DEF					
	O3 - Learning Materials									v. B		v.1				v.2				DEF					
	O4 - Guidelines									v. B		v.1				v.2				DEF					
	Training events									Course C3 and Workshop C1 Preparation			C3.FR 8-13	Workshop C1 Preparation		C1.IT 8-13.11	Course C2 Preparation		C2.PT 21-26						
WP4	O5 - Edu-Docufilm																			v.1			DEF		
	O6 - Webtools (No Budget)																								
	O7 - E-Learning Platform (No Budget)																								
	Multiplier Events (No Budget)																						E2 - 22 Lisbon?		E3 - 16 Roubaix
																						E5 - 23 Covilhã		E6 - 18+19 Strasbourg	E4 - 13 Bologna
																									E7 - 14 Bologna

HANDBOOK

RAPKOUR

RAP and parkOUR: street tracks (or “art and sport” or “disciplines” or “activities”) to promote youth social and cultural inclusion

PART I - PROJECT GENESIS, STRUCTURE AND PATH

Edited by Nazzeno Vasapollo and Almudena Serra

1. Introduction
2. Project Context, Background and Rationale
3. Project Structure and Timeline
 - 3.1 Intellectual Outputs
 - 3.2 Training Activities
 - 3.3 Dissemination and Multiplier Events
 - 3.4 Meetings
 - 3.5 Timeline
4. Partners
5. Project Team

PART II – NEED ANALYSIS

Edited by Sérgio Manuel Pereira Novo and Almudena Serra

1. Current situation on young people, values and resilience. general analysis.
 - 1.1. vulnerable youth. specific analysis of variables.
2. What is the youth resilience? sociopsychological perspective.
3. the importance of psychoeducational work for the development of youth resilience. key experiences.
4. Youth resilience and arts. parkour and rap, adaptation of urban language.
 - 4.1. The rap.
 - 4.1.1. Origin and youth movements.
 - 4.1.2. The rap in the present day.
 - 4.1.3. The rap as a means of expression and social transformation.
 - 4.2. The parkour.
 - 4.2.1. Origin and youth movements.
 - 4.2.2. The parkour today.
 - 4.2.3. The parkour as a means of expression and social transformation.
5. General conclusions and design of the needs of intervention.

PART III – Papkour: a methodological proposal for social transformation and youth resilience

edited by andrea anconetani, sérgio manuel pereira novo, david pagnon, almudena serra, nazzeno vasapollo

1. What is Papkour?
 - 1.1. Origins of the project.
 - 1.2. Rapkour and youth values. resilience and self-esteem.
 - 1.2.1. Rapkour as a means of social transformation.
2. Curriculum of educational paths
 - 2.1. General and specific objectives.
 - 2.2. Specific and transversal contents.
3. Methodological perspective.
4. Proposal of activities. general programming
 - 4.1. Introduction and rap learning activities
 - 4.2. Parkour introduction and learning activities
 - 4.3. Activities for the development of resilient skills and emotional management.
5. Proposed guide schedule. Youth animators in Rapkour. key competences in the facilitators.
6. General recommendations for the implementation of the program.
7. Evaluation.

WEB MATERIAL OF EXTENSION.

RECOMMENDED APPS FOR USE IN ACTIVITIES.

BIBLIOGRAPHY AND WEBOGRAPHY

ANNESEX

