



Engaging Youth and Communities

Promoting the recognition of Mobile Youth Centre initiatives

ACTIVITIES BOOK

Mobile Youth Work

Engaging Youth and Communities.

Promoting the recognition of Mobile Youth Centre initiatives.



Learn more about the project:

Scan the QR code to access additional resources and updates.

This publication was developed by the Mobile Youth Work project team, a collaboration between Roter Baum Berlin (Germany), Curba de Cultură (Romania), Strauss APS (Italy), and Le Fagotin (Belgium).

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This database gathers a wide range of activities implemented by Mobile Youth Centres across Europe. The activities were collected through a structured methodology combining questionnaires and partner exchanges. Data was gathered from youth workers and organisations, then reviewed, translated, and organised to ensure clarity, accessibility, and relevance.

The database aims to inspire practitioners and support youth engagement, participation, and learning in diverse local contexts.



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01 School Break Presence

“Presence During Breaks in Schools” (locally referred to as Pausenpräsenz) started as a “**try and error**” approach to reach as many young people as possible at once and raise awareness about the **mobile youth centre**. The concept turned out to be highly effective.

The activity involves setting up a welcoming, playful space **once a week** during school breaks using **sports equipment and drinks**. The setup is done in a **very visible area of the schoolyard**, allowing young people to interact, play, and get to know the youth centre team.

Goals and Benefits

- Create awareness and connection between the youth centre and students.
- Foster **peer-to-peer interaction**, especially among students who may not know each other well despite attending the same school.
- Encourage youth to **express their needs and expectations** regarding youth work.
- Build trust and familiarity with the youth centre team.

Location Type:

Small urban area

Target Group:

Youngsters aged **11+**

Contact Organisation:

Roter Baum Berlin

Implementation tips

Preparation tip: The biggest challenge is gaining the school's approval. It's important to **clearly communicate the value of the project** to school administrators—emphasizing that it's an **enrichment** to student life rather than a demand on the school.

Takes place **on the same weekday each week**, which helps students anticipate and engage with the activity.

Facilitators **build the setup** in a visible schoolyard spot, offer refreshments, and casually converse with the students.

Materials Used

- Sports gear (balls, badminton, balance boards, frisbees, etc.)
- Table
- Cups
- Tea (iced in summer, hot in winter)
- Transportation tools for materials

Media & Consent

No **photos/videos** are taken during this activity due to school restrictions.

For other events, a **parental consent form** (provided by the organization) is required for media documentation and publication.

Reflection and Evaluation

- **Observations Made:**
 - What materials were used and by whom (age, interests, etc.)
 - Presence of **social groups vs. isolated students**
 - **Gender appeal**—Is the activity more attractive to boys, girls, or all genders?
- **Outcome Measurement:**
 - Increase in attendance at the **mobile youth centre (MYC)** in the afternoon is a key indicator of success.
 - Helps gauge the **impact of visibility and first engagement** during school hours.

02 Graffiti Workshop



“This **Graffiti Workshop** is designed to tap into young people's creativity, helping them explore both their **personal and collective identities** through **artistic expression**. The workshop offers an inclusive space for **creative freedom** while also providing an opportunity for group cohesion and self-reflection. This activity is ideal for **urban settings** and can be run with little to no preparation, as long as the weather is appropriate.

Location Type:

Urban area

Target Group:

Young people aged 12–27
(can be adapted for younger children)

Contact Organisation:

Roter Baum Berlin

Goals and Benefits

- Encourage **creative self-expression**
- Support young people in **exploring identity and belonging**
- Promote **collaboration and group creativity**
- Provide a sense of **ownership and accomplishment**

Implementation tips

- No complex preparation needed—**check the weather** in advance (cannot be done in rain).
- **Finish with enough time for the artwork to dry**, so the graffiti wall can be packed up properly.
- Participants are encouraged to:
 - Brainstorm a concept
 - Sketch on paper to understand space and layout
 - Choose appropriate colors
 - Plan techniques and spray thickness

Materials Used

- Spray paints
- Protective gloves and masks
- Graffiti wall (portable or fixed)
- Paper and pens (for sketching designs in advance)

Media & Consent

No consent or documentation required for this activity.

No media is published or recorded.

Reflection and Evaluation

- A **brief reflection at the start** helps participants (especially groups) clarify what they want to create and why.
- Discussion topics include: the **meaning** of the artwork, how the **process** reflects individual or group identity, and **collaborative decision-making**.
- The experience is much more impactful when at least one youth worker has **basic graffiti skills**, to guide the process and avoid misuse of materials.

03 Mobile Youth Centres in Action



The **Mobile Youth Centre in Marzahn-Hellersdorf (MKJZ-MaHe)** brings youth work directly to the neighborhoods where young people live. It's a dynamic space that **encourages participation, supports democratic engagement**, and helps youth discover what's happening in their community. The centre operates in an **urban setting** and is built to be flexible, inclusive, and engaging for a wide age range—though its main efforts are focused on **teenagers and young adults**.

📍 Location Type:

Urban area

🎯 Target Group:

All young people aged **6–27**, with a primary focus on teenagers and young adults

👤 Contact Organisation:

Roter Baum Berlin

Goals and Benefits

- Promote **youth participation** and active citizenship
- Introduce **local activities and resources** to young people
- Support **democratic learning and dialogue**
- Create a **safe, fun, and welcoming environment**

Implementation tips

The Mobile Youth Centre is equipped to **pop up in different urban spaces**, offering diverse experiences to young people. Its activities are not strictly scheduled, allowing for **spontaneous interaction** and **flexible engagement**.

While no specific design or preparation is required before each session, staff remain responsive to the youth's needs and interests at the moment.

Materials Used

- A wide range of **sports activities** and equipment
- **Games and playful engagement tools**
- **Tables and couches** for relaxation and conversation
- **Electricity** via battery power
- **Mobile kitchen** for food-based activities
- **Mobile graffiti wall** for artistic expression

Media & Consent

- **No personal data is collected** from young participants.
- Updates and communication take place via the **official Instagram** account.

Reflection and Evaluation

- **Reflection Process:**
Discussion of engagement, challenges, and learning outcomes occurs during **weekly team meetings**.
- **Evaluation Strategy:**
Internal reviews take place both:
 - **Weekly**, at the team level
 - **Annually**, during international Mobile Youth Centre (MYC) gatherings in **Berlin**

04 Movie Nights

Movie Nights is an outreach initiative aimed at delivering the **cinema experience to young people in remote rural areas** who often lack access to such opportunities. It transforms a public or semi-private space into a **pop-up outdoor or indoor cinema**, creating an inclusive and cultural moment for community youth. The experience may be enhanced with a **group discussion (debrief)** after the film to share thoughts and reflections.

Location Type:

Rural area

Target Group:

No specific age group - open to all young people

Contact Organisation:

Curba de Cultură

Goals and Benefits

- Bring **cultural and entertainment experiences** to rural youth
- Foster **community bonding and shared experience**
- Encourage **discussion and media reflection**
- Offer a **free and accessible cinema setting** in otherwise underserved areas

Implementation tips

1. Check legal permissions for public movie screening.
2. Gather and verify all materials before leaving for the location.
3. Promote the event in advance through social media or local networks.
4. On site setup:
 - Set up projector, screen, speakers, laptop, and all cables.
 - Arrange seating to ensure clear visibility for everyone.
5. Screen the movie.
6. Optionally, host a debriefing session to discuss the film's themes and impressions.
7. Pack up all equipment and clear the space after the event.

Materials Used

- Projector or TV screen
- Laptop or computer
- Speakers
- The selected movie
- Seating (chairs, benches, yoga mats, cushions, etc.)
- All necessary **cables** for power, sound, and image
- **Electricity source**
- **Dark outdoor or indoor location** with sufficient space and no disruptions

Media & Consent

- At the start of the activity, participants **sign an attendance list** that includes a **GDPR agreement**.
- Participants can **opt out of appearing in photos or publications** by indicating their preference in the form.

Reflection and Evaluation

- A **debriefing session** is sometimes held post-film to encourage sharing of personal insights and emotions.
- Organizers **count participants** and collect **verbal feedback** to evaluate the movie selection and overall enjoyment.

05 Mobile Cooperative Toy Library

“Coop’Osons” is a **mobile cooperative toy library** that brings the joy of **cooperative play** directly into communities. Originally a fixed ludothèque in a rural village with limited access, it transformed into a mobile unit after COVID-19, making games more accessible and helping to **reduce isolation**, especially among families who would not typically visit a traditional toy library.

This project emphasizes **inclusion, social connection**, and the **rediscovery of play** for all age groups and abilities.

Location Type:

Small urban area

Target Group:

Open to **all families**, including **people with disabilities**

Contact Organisation:

De Bouche à Oreille

Goals and Benefits

- Encourage the **rediscovery of cooperative games**
- Promote the **joy of playing together**
- Create **social bonds** and **reduce isolation**
- Reach **underserved communities and families**

Implementation tips

1. **Announcement of presence** via Facebook, email, and local partners
 2. **Arrival ahead of time** to set up games and tables
 3. **Games are displayed** according to age categories
 4. Activity typically lasts **2 hours** and is open to **free public access**
 5. Visitors:
 - Return borrowed games and pick new ones
 - Can **sign up on-site** if new
 - Receive guidance and advice on game selection
 6. All returned games are **checked for completeness and condition**
 - Repaired if necessary before being lent out again
- At the end, games and materials are packed back into the caravan and returned to base

Materials Used

- Mobile **caravan** fully stocked with games
- Tables for organizing games by **age group**
- Easy access space for caravan **maneuvering and safe participation**
- Shelter from rain is ideal but not mandatory

Media & Consent

Participant data is never shared and is used **exclusively for internal communication** about the toy library’s activities.

Reflection and Evaluation

- The shift to a mobile format was prompted by the **limited reach** of the fixed ludothèque.
- The initiative **successfully expanded reach**, bringing play into homes that otherwise might not have participated.
- Some **families reintroduced games into their daily lives** thanks to the service.
- However, the project is **resource-intensive**, and there's a **need for more volunteers**.

06 Ulični zmaji - Street Dragons

Ulični zmaji (Street Dragons) is a **street-based outreach program** that brings **consistent support, connection, and visibility** to young people in public spaces. With weekly visits to key locations around Ljubljana, including marginalized and high-risk zones, the program provides **non-intrusive presence, casual interaction**, and access to activities and support, always on a **voluntary basis**.

- 📍 **Location Type:** Small urban area
- 🎯 **Target Group:** Young people aged **12 to 29**, particularly those who spend time **on the streets, in schoolyards, or between apartment buildings**. One site is located at an **autonomous social and cultural centre** in Ljubljana's city centre, reaching **vulnerable youth** (e.g., homeless, drug users).

Goals and Benefits

- Meet **young people where they are**, including those at risk or on the margins
- Build **trust, familiarity, and visibility** in public spaces
- Offer **access to basic social interaction**, recreational tools, and a sense of community
- Support **emergency access and early intervention**
- Provide a **low-barrier point of contact** for vulnerable populations

Implementation tips

1. **Two workers** per outing, always clearly visible in bright attire
2. Weekly presence in **the same locations** builds predictability and trust
3. If no youth are present, workers **walk the neighborhood** to connect with others
4. Approach is **friendly and voluntary**: staff explain the project and offer casual conversation
5. If engagement occurs, time is spent **talking, playing games, or just being present**
6. Each session lasts **approximately 2 hours**
7. Afterward, the team conducts a **short reflection discussion**

Materials Used

- Workers wear **bright green jackets** with the organization's logo
- Items brought vary by location and needs, but may include:
 - **Sports equipment**
 - **Social and card games**
 - **Warm drinks and snacks**

Media & Consent

- **Instagram Stories** or photos are only shared **with verbal consent** from participants
- Otherwise, data is recorded **anonymously in Logbook**
- Any names shared in internal meetings remain **strictly confidential**

Reflection and Evaluation

- After each field session, youth workers **reflect together** on how the outing went, challenges, and successes
- A **monthly meeting** brings the whole team together to share updates and learn from each terrain
- Staff use **Logbook**, a digital system to document:
 - Number of workers and participants
 - Activities conducted
 - Observations and incidents

The **Millenium Van** is a **mobile, music-powered community experience** that brings people together through spontaneous performances and participatory entertainment. Functioning like a "4-wheel show," the van hosts **live jams, dance, and visual performances** that create a dynamic atmosphere and **energize public spaces**. Its mission is simple: **music as a tool for interaction and inclusion**, transforming everyday environments into vibrant stages for expression.

Goals and Benefits

- Foster **community involvement** through shared music experiences
- Encourage **creative self-expression** via music, dance, and visuals
- Break down barriers and bring **people of different backgrounds together**
- Turn urban spaces into **lively, inclusive performance arenas**

Location Type:

Urban area

Target Group:

Youth and adults aged
14 to 40

Implementation tips

1. **The van arrives** in a chosen urban space
2. **Music is played** using an audio setup, drawing the crowd
3. Participants are **encouraged to join**:
 - Playing instruments
 - Dancing
 - Contributing visually (e.g., with light, art, or movement)
4. The event unfolds **organically**, creating a **fluid, collaborative show**
5. The energy is **centered on engagement**, where each participant becomes a performer

Materials Used

- **Audio system** capable of supporting open-air music sessions
- **Musical instruments** and access to sound gear
- **Visual effects** or light-based performances (optional)

Media & Consent

- Any media collected for promotion (e.g., Instagram content) is managed with attention to consent and representation
- Focus is on capturing the **spirit of the moment**, rather than individuals unless explicitly permitted

Reflection and Evaluation

- The **impact is felt through energy and participation**: how well people interact, engage, and express themselves
- The team evaluates each session based on its **engagement level and atmosphere**

08 Mobile Youth Outreach Program



Streetwork is a **mobile youth outreach program** aimed at supporting **vulnerable young people** directly in their living environments. The project also extends to anyone seeking **guidance, information, or emotional support**, promoting **low-threshold access** to social resources. With political support and funding, the program provides **street-based social work** through structured presence and consistent follow-up.

Location Type:

Urban area

Target Group:

Primarily **young people in precarious situations**, but also anyone in need of information or support

Contact Organisation:

Jugendbüro

Goals and Benefits

- Offer **personalized support** to young people in precarious situations
- Help build **self-confidence** and empower youth
- Provide **accessible, approachable guidance** and practical help
- Promote social inclusion and long-term well-being

Implementation tips

- Activities are based on a **needs analysis with political support**
- The streetwork team **moves through neighborhoods** and meets youth in places where they naturally gather
- Support can include **casual conversations, active listening, sharing resources**, or connecting youth to formal services
- Sessions are grounded in a **low-threshold, trust-based approach**, ensuring accessibility for all
- Ongoing **conceptual guidance** is embedded in the program design (see internal concept documentation)

Materials Used

- **Two fully-equipped minibuses**, each with a **small mobile kitchen**
- Access to **various private or semi-private meeting spots** for conversations and support sessions
- **Consistent subsidies** to purchase additional materials or resources as needed

Media & Consent

- The team follows **national legislation** closely regarding data privacy and consent
- No unnecessary data is collected; communication remains **discreet and professional**
- Online visibility is limited to **official Jugendbüro website** and **controlled Streetwork social channels**

Reflection and Evaluation

- Two **annual reports** provide in-depth analysis of progress
- **Weekly team meetings** and **monthly supervision sessions** ensure quality and reflect on best practices
- **Direct communication with the team coordinator** is part of the routine for feedback and improvement

09 Mobile Activities in rural area

The **Mobile Youth Center** is a **traveling initiative** created to **introduce rural youth to the concept of a youth center**, encourage **social engagement**, and build **confidence**. This government-led program brings **interactive activities, games, and entertainment** directly to schools in remote villages, making youth services accessible where they are most needed.

📍 Location Type:

Rural area

🎯 Target Group:

Youngsters from rural areas

Goals and Benefits

- Introduce the concept and benefits of **youth centers** to rural communities
- Promote **social interaction**, team spirit, and **self-confidence**
- Create an **inclusive and joyful environment** for young people
- Provide exposure to **creative and educational** experiences

Implementation tips

1. **Youth leaders and volunteers** travel to village schools
2. Activities start with **introduction and ice-breaker games**
3. The full day includes:
 - A variety of **group games**
 - **Painting, reading, and creative workshops**
 - **Music and dance sessions**
 - **Movie screening** in the garden
4. The experience is designed to be **interactive and joyful**, fostering trust and engagement

Materials Used

The team brings a variety of equipment and supplies:

- Small **tables and chairs**
- **Toys and game materials**
- **Face painting kits**
- **Music tools**
- Supplies for **energizer activities**
- **Hula hoops, brain games, books, and craft materials**
- Equipment to **watch movies outdoors** in the garden
- **Gifts and small prizes** for the participants

Media & Consent

- As a **government organization**, the project operates within **standard privacy and ethical guidelines**
- No recent media is available for this specific activity

Reflection and Evaluation

- **Reflection** is done **collectively through applause**, celebrating the day together
- Participants also complete a **simple feedback survey**, rating which activities they liked the most
- Evaluations are **quantitative and informal**, allowing youth to express preferences freely

The **Consulting Young People** initiative transforms the **Mobile Youth Centre (MYC)** into a **giant suggestion box** where young people can safely and freely express their views. Through **anonymous interviews**, the project gathers **expectations, needs, and ideas** from the youth and then **presents them directly to local decision-makers**, bridging the gap between the young community and municipal authorities.

Goals and Benefits

- Create a **platform for young voices** in the municipality
- Foster **civic engagement** and **active participation** in local life
- Collect **ideas and needs** from young people in a non-intrusive, respectful way
- Support **co-creation of youth-led projects** in partnership with local government

- **Location Type:** Rural area
- **Target Group:** Young people aged **12 to 26**, with a focus on **12 to 18**

Implementation tips

1. **Mail invitations** are distributed throughout the municipality, explaining the project and listing the schedule per village
2. The MYC visits each location as planned
3. **Youngsters are invited** to participate in a **filmed or recorded interview**, answering a set of questions anonymously
4. At the end, they are asked if they'd like to **stay involved** in the next steps: **co-designing youth projects**
5. Two follow-up meetings are held:
 - One with **local decision-makers** to present the collected insights
 - One with the **interested young people** to plan concrete next steps

Materials Used

- The Mobile Youth Centre is equipped for **audio/video recording**
- Interviews are prompted through a **computer presentation** to minimize pressure and allow privacy
- Young people are offered a **drink** after the interview as a thank-you gesture
- **Invitations and schedules** are sent via mailbox to every household in the municipality

Media & Consent

- No public media or content is shared
- Recordings are **used privately** and respectfully to amplify youth voices to authorities

Reflection and Evaluation

- Direct **conversation with participants** after the interviews for feedback
- Recorded answers are used only **internally**, not for publication
- All recordings are **anonymized**, ensuring a **safe and respectful** environment for self-expression

11 Outdoor Conversations

"Sports and Walking Around" is a dynamic and flexible outdoor activity that starts with **team-based sports games** and transitions into a **walk-and-talk session**, creating a casual and meaningful environment to open discussions on topics such as **mental health, education**, and daily life. It's designed to **build trust, promote physical health**, and **connect youth workers with young people** in a natural, relaxed setting.

📍 Location Type:

Rural area

🎯 Target Group:

Open to **everyone**, inclusive of all age groups

Goals and Benefits

- Encourage **teamwork and physical activity**
- Use walking as a tool for **deeper conversation and reflection**
- Improve **connection between youth workers and participants**
- Gain **insight into youth interests and needs**
- Create a space where **mental health and personal topics** can be discussed casually

Implementation tips

1. **Arrival** at the location and welcoming the participants
2. **Youth choose** the preferred sports activity for the day
3. Play begins – youth workers **actively join the games**
4. After games, take a **short break**
5. If weather allows, go for a **group walk**, using it as a chance for **conversation** about interests, issues, and ideas
6. Focus on **building relationships and understanding youth perspectives**

Materials Used

- Preferably a **sports field**, but not necessary
- **Balls and simple sports equipment** (football, basketball, volleyball)
- Open outdoor space for walking
- No major setup is needed – the activity is **flexible and adaptable** to any location

Media & Consent

- **Registration forms** are completed before each activity
- Participants can opt-in for **photo and video consent**
- Sharing personal contact info is **voluntary and based on trust**
- No obligation to provide personal data beyond what's necessary for participation

Reflection and Evaluation

- At the end of each session, participants are invited to **share their feelings and experiences**
- Everyone is encouraged to express how the activity impacted them, promoting **open dialogue and self-awareness**

"Sport Activities" is a **fun-first, mobile sports program** designed to bring play and social interaction to young people in rural areas without sports infrastructure. Using **portable equipment**, the Mobile Youth Center creates spontaneous playgrounds where youth can **connect, play, and have a great time together**.

Location Type:

Rural area

Target Group:

Young people aged 12-20+

Goals and Benefits

- Promote **social interaction** and **new friendships**
- Offer access to **recreational sports** in underserved areas
- Encourage **inclusion and collaboration** through team play
- Provide **healthy and joyful experiences** for youth
- Strengthen the **presence of youth workers** in informal community settings

Implementation tips

1. **Arrival and space organization** to set up sports zones
2. **Invite local youth** to join – no registration needed
3. **Start playing together** – youth workers initiate the games
4. Once the atmosphere is friendly and active, young people **take the lead** and continue playing freely
5. The goal: **just have fun and enjoy being together**

Materials Used

The Mobile Youth Center brings all needed equipment:

- Foldable **soccer goals**
- Foldable **badminton net**
- Adaptable **ping pong net**
- Various **balls** and lightweight game gear

The only requirement is an **open, safe space** where young people can move freely.

Media & Consent

- No structured data collection
- Photos and videos are generally **not published**, or shared without showing faces
- Focus remains on **protecting privacy and keeping the moment spontaneous**

Reflection and Evaluation

- **No formal reflection process** is applied
- **Informal conversations** with young people help workers stay in touch with their experiences and needs

13 Photo Booth - Instant Memories



Photo Booth is a **light-hearted, creative activity** inside the Mobile Youth Center (MYC), transformed into a colorful photo studio. Youngsters can **dress up, pose, and take polaroid photos**, creating lasting memories of their time with the MYC – and leaving behind a fun visual footprint for others to enjoy.

- 📍 **Location Type:** Rural area
- 🎯 **Target Group:** Young people aged 12-26

Goals and Benefits

- Offer a **joyful, relaxed activity**
- Strengthen **connection and engagement** with the MYC
- Create a **welcoming, informal space** for self-expression
- Build a **sense of belonging** through shared memories
- No formal learning outcomes – **just have fun**

Implementation tips

1. **Set up the MYC** as a decorated photobooth with props and lighting
2. Invite young people to **dress up and take polaroid photos**
3. Each photo is **kept inside the MYC** as part of a collective wall of memories
4. The process is **voluntary and informal**, focused entirely on fun

Materials Used

- **Polaroid camera** with film
- A variety of **costumes, accessories, wigs, hats**
- **Decorations** inside the MYC to create a themed photo space

The MYC becomes a temporary **photo studio**, inviting creativity and laughter.

Media & Consent

- **Photos are never published**
- Polaroid prints are **displayed only inside the MYC**
- Respect for privacy and **no digital storage** or sharing

Reflection and Evaluation

- No formal reflection
- **Informal conversations** with young people to enhance connection

Location Type:

Urban area

Target Group:

Teenagers and young adults aged 14-27

Contact Organisation:

Roter Baum Berlin

Goals and Benefits

- Promote **self-efficacy** and **personal responsibility**
- Strengthen **teamwork**, **communication**, and **conflict resolution** skills
- Teach **organizational** and **event-planning** abilities
- Facilitate **youth participation** and **democratic decision-making**
- Encourage **creative expression** and **cultural identity**

Materials Used

- **Technical equipment**, stages, and creative materials
- Logistical support from **youth educators (Roter Baum)**
- Cooperation with **local authorities** on permits and safety
- Access to **public spaces** in the community
- Strategies to **mobilize young participants**

Implementation tips

1. **Kick-off meeting** to brainstorm ideas with young people
2. Create **working groups** (e.g. music, tech, outreach)
3. Youngsters plan the event with **professional support**
4. Deliver the event – e.g. **open-air concerts, workshops, mini-festivals**
5. After the event, the team **reflects and evaluates** the experience

Media & Consent

- All data is **GDPR-compliant**
- Consent is collected prior to participation
- No data is shared with third parties
- Participants are informed about their **data rights**

Reflection and Evaluation

- **Structured reflection sessions** with all participants
- **Feedback forms** to assess team dynamics and personal growth
- Celebration of milestones and **shared achievements**
- Participant **feedback** via forms and open discussions
- Continuous **observation** by youth experts
- Event **documentation and analysis**
- **Long-term tracking** of youth engagement and personal development

Location Type:

Rural area

Target Group:

Young people and individuals in need (e.g. refugees), especially in rural areas

Goals and Benefits

- Promote personal responsibility and solidarity through reuse and sustainability
- Develop practical skills such as sewing, repairing, and upcycling clothing
- Encourage social entrepreneurship and ecological awareness among youth
- Strengthen youth engagement within local and rural communities

Implementation tips

1. Collection Phase – Youth launch a clothing donation call via social media
2. Sorting & Repair – Clothes are sorted, repaired, or transformed during the weekly sewing workshop
3. Event Setup – A partner organization or reception center is contacted to host the mobile second-hand shop
4. Social Sale – Clothes are sold at symbolic prices (€1–€2) to residents or people in need
5. Community Interaction – Encourages dialogue, dignity, and awareness around reuse and circular economy

Materials Used

- Sewing machines and sewing materials
- Donated clothing, hangers, and basic market/display equipment
- Logistical support from youth centers or partner organizations
- Access to public locations or reception centers
- Social media strategies to mobilize donations and participation

Reflection and Evaluation

- Reflection meetings with participating youth after activities
- Ongoing discussions during weekly workshops
- Celebration of milestones (e.g. number of clothes reused, impact stories)
- Annual evaluation with partner centers and involved youth
- Continuous observation of personal growth and responsibility
- Documentation through photos, storytelling, or activity reports

Media & Consent

- Consent is collected prior to participation
- No personal data shared with third parties
- Participants are informed of their rights and data protection (GDPR compliant)

📍 Location Type:

Urban area

🎯 Target Group:

Teenagers and young people aged 12–27 (possible for younger children as well)

👤 Contact Organisation:

Roter Baum Berlin

Goals and Benefits

- Children learn the basics of healthy eating and how to prepare balanced meals.
- Development of basic cooking skills (measuring, mixing, supervised cutting, following recipes).
- Practice of teamwork, role-sharing, and collaboration in meal preparation.

Implementation tips

1. **Introduction (0–10 min)** - Welcome, presentation, handwashing, hygiene rules, safety briefing.
2. **Demonstration (10–15 min)**- Facilitator shows recipe, cutting techniques, explains ingredients.
3. **Cooking in Groups (15–35 min)** - Children wash, cut, mix ingredients, prepare simple meal (salad, wrap, fruit bowl).
4. **Tasting & Sharing (35–50 min)** - Participants taste and share their dish.
5. **Clean-up & Closing (50–60 min)** - Cleaning tools, waste separation, feedback and farewell.

Materials Used

- **Serving Equipment:** Plates, cups, bowls (reusable or eco-friendly), napkins or kitchen towels, trash bags with waste separation.
- **Ingredients & Supplies:** Vegetables, grains, proteins, herbs, spices (salt, pepper, oil), storage containers, cooler if needed.
- **Space:** Safe outdoor or semi-outdoor area (playground, community square, courtyard).

Reflection and Evaluation

- Group reflection: Participants share one thing they would try at home or change next time.
- Observation: Engagement, teamwork, safety, participation.
- Feedback: Verbal group questions – enjoyment, learning, willingness to repeat.
- Learning Outcomes: Hygiene, cooking skills, collaboration, interest in healthy food.
- Practical Results: Completion of recipe, cooperation, tasting new food.
- Facilitator Review: Post-session review on improvements (materials, timing, dynamics).

Location Type:

Small urban area

Target Group:

Open to everybody

Contact Organisation:

Roter Baum Berlin

Goals and Benefits

- Introduce participants to the basics of screenprinting as an artistic and craft technique.
- Encourage creative thinking, self-expression, and experimentation through the design process.
- Develop fine motor skills, precision, and an understanding of how design is transferred onto fabric.
- Foster collaboration and peer learning through shared materials and mutual support

Implementation tips

- **Design Drawing and Printing (0–20 min):** Participants create and sketch their own designs while learning basic composition and contrast principles for screenprinting.
- **Screen Preparation (20–40 min):** Facilitators demonstrate how screens are prepared (emulsion, drying, design transfer), or present the process if done in advance.
- **Screenprinting on Fabric (40–70 min):** Participants print their designs on T-shirts or tote bags using a squeegee, experimenting with pressure, color, and placement.
- **Drying and Sharing (70–90 min):** Prints are left to dry while participants present their work and reflect on their ideas.
- **Clean-up and Closing (90–100 min):** Participants clean tools and spaces together, followed by a short group reflection.

Materials Used

- Screenprinting tools (frame, mesh, squeegee, inks, tape).
- Pre-prepared screen with design (requires time and a dark room for light-sensitive emulsion).
- T-shirts or tote bags for printing, protective table covers, water for cleaning, paper towels.
- A small, well-ventilated urban area with flat tables and enough space for participants to work safely.

Reflection and Evaluation

- **Observation:** Engagement, creativity, teamwork, safety awareness, and ability to follow instructions.
- **Feedback:** Group discussion or short questionnaire on enjoyment, learning, and interest in continuing.
- **Learning Outcomes:** Basic understanding of screenprinting, improved creativity and manual skills, increased confidence, and teamwork experience.
- **Practical Results:** Each participant produces a personalized printed item (T-shirt or tote bag).
- **Facilitator Review:** Post-session reflection on materials, timing, group management, and overall engagement.

18 Portable Instant Photo Printer

Location Type:

Small urban area

Target Group:

Everyone

Contact Organisation:

Roter Baum Berlin

Goals and Benefits

- Encourage social interaction and spontaneous participation through a creative and fun photo activity.
- Offer participants the opportunity to express individuality and self-image using accessories and posing.
- Promote awareness of digital privacy and the importance of managing personal images responsibly.
- Strengthen community spirit by creating tangible memories of shared events and encounters.

Implementation tips

- 1. Choosing Accessories (0–5 min):** Participants select the accessories or background they want to use for their picture, encouraging creativity and self-expression.
- 2. Taking the Picture (5–10 min):** A staff member takes the photo using the smartphone connected to the portable printer. Participants are invited to pose and enjoy the process.
- 3. Printing and Sharing (10–15 min):** The photo is printed immediately and given to the participant as a keepsake or event souvenir.
- 4. Deleting the Picture (15 min):** After printing, the image is immediately deleted from the smartphone to ensure privacy and data protection.

Materials Used

- Portable instant photo printer (Bluetooth/WiFi connection).
- Smartphone connected to the printer.
- Funny accessories and decorative backgrounds for photos (hats, glasses, signs, etc.).
- Small table or mobile station for setting up the equipment.
- Requires electricity or a fully charged power bank, and stable WiFi/Bluetooth connection.

Media & Consent

Photos are taken only with participants' verbal consent, printed on-site, and immediately deleted from the smartphone after printing. No images are stored or shared digitally.

Reflection and Evaluation

- **Observation:** Engagement, creativity, social interaction, respect for privacy, and participants' enthusiasm.
- **Feedback:** Quick verbal feedback during or after the event – satisfaction, fun factor, and understanding of privacy rules.
- **Learning Outcomes:** Improved awareness of digital privacy, strengthened social bonds, and creative self-expression through photography.
- **Practical Results:** Printed photos given to participants as personal souvenirs; enhanced visibility and community atmosphere at the event.
- **Facilitator Review:** Post-activity notes on technical setup, crowd management, privacy procedures, and potential improvements for future events.

📍 Location Type:

Small urban area (park, community square, or mobile youth center zone with shade or tables available)

🎯 Target Group:

Everyone

👤 Contact Organisation:

Roter Baum Berlin

Goals and Benefits

- Foster social interaction, communication, and collaboration through shared play experiences.
- Encourage inclusion by offering an easy and enjoyable way for new participants to join the group.
- Develop strategic thinking, patience, and respect for rules in a relaxed and playful setting
- Promote care and responsibility for shared materials and communal spaces.

Implementation tips

1. Setup and Introduction (0–10 min)

Facilitators prepare the games, introduce available options, and explain basic rules and objectives. Participants form small groups according to interest or age.

2. Gameplay (10–50 min)

Groups play one or more rounds, practicing turn-taking, problem-solving, and teamwork. Facilitators may support new players, clarify rules, and encourage fair play.

3. Sharing and Transition (50–60 min)

Short discussion on how the game went, what strategies worked, or what moments were fun. Participants help clean up and store the materials properly.

Materials Used

- Board games suitable for different age groups and levels (e.g. strategy, cooperation, trivia, or quick-play games).
- Tables and chairs in a comfortable, accessible outdoor or semi-outdoor setting.
- Storage box or bag for organizing and protecting game materials.

Space:

- The environment should allow for small group interactions and a calm atmosphere conducive to play.

Note:

Choose games according to the number of participants and their familiarity with board gaming.

Reflection and Evaluation

Guided short reflection:

- What did you enjoy about playing together?
- How did teamwork or communication help during the game?
- What values or skills from the game could be useful in real life?

Observation: Group dynamics, inclusion of new participants, cooperation, respect for rules, and enjoyment levels.

Feedback: Informal verbal feedback – Did participants feel welcome? Was the activity engaging?

Learning Outcomes: Improved social and emotional skills, understanding of teamwork and fair play, and sense of belonging in the group.

Practical Results: Positive group atmosphere, strengthened relationships, and maintained materials ready for reuse.

Facilitator Review: Notes on which games worked best, time management, and strategies for involving quieter participants.

Location Type:

Small urban area (e.g. community space, courtyard, or mobile youth centre spot), ideally calm and shaded for relaxed focus.

Target Group:

Everybody

Contact Organisation:

Roter Baum Berlin

Goals and Benefits

- Develop fine motor skills, patience, and creativity through manual art and craft work.
- Encourage focus and mindfulness by engaging participants in a calm and detailed activity.
- Create an informal environment that supports communication, peer connection, and emotional expression.
- Foster responsibility and care for shared materials and tools.

Implementation tips

1. Introduction and Material Setup (0–10 min)

Facilitators present available materials and show basic techniques for tying, threading, and combining colors. Participants choose what they want to create (bracelet, necklace, or keychain).

2. Creative Process (10–45 min)

Participants design and create their own items, experimenting with colors, patterns, and materials. Facilitators support as needed, while allowing autonomy and creativity.

3. Sharing and Finishing (45–60 min)

Once completed, participants can show their creations, exchange ideas, or gift their handmade items to others. Facilitators encourage appreciation and mutual feedback.

4. Clean-up (60–70 min)

Participants help sort remaining materials and clean the workspace, promoting shared responsibility.

Materials Used

- Threads, cords, strings, colorful beads, hooks, clasps, and scissors.
- Small trays or containers to sort materials and avoid loss.
- Tables and seating in a comfortable, accessible area.

Reflection and Evaluation

Guided short reflection or informal conversation:

- What did you enjoy most about making your bracelet or necklace?
- How did you decide on colors or patterns?
- Did the activity help you relax or connect with others?

Observation: Engagement level, creativity, patience, cooperation, and respectful use of materials.

Feedback: Verbal group sharing – what participants learned, how they felt, and whether they'd like to try similar crafts again.

Learning Outcomes: Improved manual dexterity, artistic sense, ability to concentrate and express creativity, and strengthened social bonds.

Practical Results: Completed handmade items (bracelets, necklaces, or keychains) demonstrating participants' effort and creativity.

Facilitator Review: Reflection on material quality, group atmosphere, and conversational dynamics observed during the activity.

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