KNIGHTS OF THE ROUND TABLE

LARGE SCALE YOUTH EXCHANGE

GREAT BRITAIN
MAY, JULY, AUGUST 2020

DISCOVER SOCIAL INCLUSION THROUGH OUTDOORS & LARP
Phase #1: Searching for a King
SOUTH ENGLAND
11 NIGHTS IN MAY

Phase #2: Searching for a Grail
ISLE OF WIGHT
11 NIGHTS IN JULY

Phase #3: Searching for Freedom
NORTHERN IRELAND
11 NIGHTS IN AUGUST
INTRODUCTION

Leave the city behind.
In the misty hills of Great Britain, you will enter the shadows of the Stonehenge, the spirit of the medieval time.

Step into the legends and myths of courage and bravery, and re-live the story of Arthurian knights, of the friendship and brotherhood.

Emerge into adventurous 10 days full of games and activities which will support you with discovering what are your behavioral patterns, how do you face the discomfort and struggles, how do you get along with people, how do you create a friendship and meaningful relationships, and what do you consider really important in life.
Knights of the Round Table is a 3 phased Erasmus+ project about social inclusion using the methods of LARP, roleplaying and outdoor education. It consists of 3 Youth Exchanges. As a participant, you can come only to one phase, yet you can join the other phases as a group leader. Wondering which part will suit you the best? Continue to read their detail description.

Welcome

Knights from countries

GREECE
LATVIA
CZECH REPUBLIC
GREAT BRITAIN
LITHUANIA
ROMANIA
SPAIN
TURKEY

SEARCHING FOR A KING
18-29 of May 2020
Seven Sisters National Park, Seaford, South England

SEARCHING FOR A GRAIL
2-13 July 2020
YHA Totland Youth Hostel
Isle of Wight

SEARCHING FOR FREEDOM
24 August - 4 September 2020
Bushmills Youth Hostel
Northern Ireland
LARP

Live-Action Role Playing is a combination of a game and theatre.

The game, because it has rules (e.g. number of lives and ways how to “kill” somebody).

Theatre, because each player is taking and acting the role of a fictional character.

We are using this method for learning purposes:
• it allows us to safely experiment with our behaviours,
• discovering what we agree and disagree with,
• and figuring out more about ourselves.

In every activity, we will be using different LARP schools with different game elements and theatrical approaches.
is more focused on gaming and less on role-playing and theatre.

You will be living as a part of a semi-historical community and competing for resources and power with 3 other groups.

You will decide the level till which you want to be “acting” the role of your own choice.

You will be discovering the following topics:
• How do I behave in a group?
• How do I include myself and others into it?
• How do I react to unpleasant events?
• How to get the best out of me?
GERMAN LARP
SEARCHING FOR GRAIL

puts bigger focus on the theatre, and role-playing.

You will be living in a “castle”. A character you will play will be partly crafter by us, partly by you. This activity will be less about a game, and more focused on your inner experiences.

You will be discovering the following topics:
- What are my personal values?
- How do I face my fears?
- How do I create trust?
- How can I act as a hero in my everyday life?
NORDIC LARP

SEARCHING FOR FREEDOM

is mainly about theatre and full-immerse experience. Game elements are having very little importance.

We are going to be working mainly in smaller groups and with several short terms (approx. 5 hours) LARP sessions.

This activity will focus a lot on creating your own mini-LARP which you can bring back home, but there will be more to discover:
• How do I forgive, forget, and go on with my life?
• How to design, test and implement a LARP?
• How to organize and lead a project?
The project is for you if you're interested in interpersonal relationships, in the topics as cooperation, communication, and intercultural learning, if you are interested in theatre, games, or British legends, or in the question of personal development or non-formal education.

Do any of these topics strike your attention?

**IS THIS FOR YOU?**

**AS A PARTICIPANT, YOU ARE:**
- 18-30 years old
- living in one of the participating countries
- dedicated to actively participate in the whole activity including the dissemination part (see more in the activities description)

**AS A GROUP LEADER, YOU ARE:**
- 20+ years old
- living in one of the participating countries
- youth worker or youth leader (working or having an impact on youth)
- ready to support your national team during the preparation phase, main phase, and dissemination phase
- willing to come on the activity 1 day earlier
- willing to support organisation team with preparing and running of the activity
18 May 2020 - Arrival day
19-28 May 2020 - Youth Exchange
29 May 2020 - Departure day

Uther Pendragon died without leaving a successor. For a minute, the land was at the edge of civil war... But a miracle has happened - at the courtyard of castle Camelot, sword in stone appeared. Sword with a sentence: “Whoso pulleth out this sword from this stone, is right wise King born of all England.”
WHAT YOU WILL LEARN:

- How do I behave in a group?
- How do I include myself and others into it?
- How do I react to unpleasant events?
- How to get the best out of me?
- How to win in a game of life?

WHAT WILL HAPPEN

After your arrival at Foxholle Cottage, you will be divided into 4 teams representing 4 towns of old Britain.

You will become a citizen of medieval Britain, divided Kingdom without a king, and you are loyal servants of your lord who is fighting for power and resources with other lords.

You will be living in a semi-historical community, trading and competing with other “cities”, and training to become knights.

The whole Activity is OUTDOORS. You will be living in tents! Be ready for it!

WHAT WILL HAPPEN

- you like outdoor
- you like to compete and play games
Youth exchange will happen in a Foxhole campsite (campsite, barn, courtyard & facilities), which is located in the middle of a very high conservational value Seven Sisters National Park, few hundred meters from the English Channel Sea and world famous Seven Sisters White Cliffs.

Campsite contains a relatively sheltered flat area for the tents. Here you will spend 11 nights in tents of 3 or 4 persons. Organizers will provide tents and mats (although welcome to bring your own), but participants should bring their own sleeping bags (not just sleeping bags, but very warm sleeping bags)

Facilities include 3 toilets, 1 coldwater shower (and few extra portable), waste recycling, 2 sinks of drinkable water and a space for cooking.

Participants will need to take care of accommodation in terms of cleaning, cooking, and other indoor and outdoor tasks needed for the smooth flow.
It was a memorable day, when Galahad, the son of a Lancelot took his righteous place at a Round Table on a forbidden chair - a place where only a virgin with a pure heart free of any sin could ever sit. Right after that, a golden vessel appeared up the table, floating over it. The Holy Grail, a symbol of purity in each one of us. We saw and we understood and we saddle our horses and rode the vast world to search for the core and purity in each one of us. Only that was the real Holy Grail.
WHAT YOU WILL LEARN:

- What in my life is not working and why, and how do I want to change it?
- What emotions I am experiencing and why, how to accept them and release them?
- How to deal with anger and fear?
- How to act beyond my judgments?
- What are my values and how to honor them?
- How to create an inclusion also for the ones I disagree with? How to conquer the world with love, not a sword?

WHAT WILL HAPPEN

Every participant will choose a specific character from Arthurian legends. Each one of these characters represents certain archetype which you either associate with, or you are curious to learn more about.

As Knights of the Round Table, you will be setting every day on a specific quest in your search for a Holy Grail and you will be interacting among each other based on the roles you decided to take.

You will practice your role-playing and theatrical skills, and you will experience a lot of diverse activities and games while having an opportunity to discover what are the things you consider important in your life - the values you want to carry and promote.

We will be sleeping in a hotel, but most of the activities will be happening outside!

THIS ACTIVITY IS FOR YOU IF:

- you are ready to play games
- you are ready to spend a lot of time outside
- you are interested in theatre and role-play
- you are willing to look inside of you and accept whatever you will find there
Youth Exchange will happen in YHA Isle of Wight Totland hostel, a large, Edwardian house with a seaside location close to downland cliffs and beaches, ideal for quiet country walks. Hostel is 50 minutes away from famous Needles, where Italian inventor established the world’s first radio in 1896. You will stay in rooms of 2-6 persons, sharing with others toilets and showers.
Nobody knows why Mordred hates Arthur so much. But he does. He hates his own father so much he wants to dethrone him, chain him, slay him. So he march to the war... and whole Britain will be turn to the dust.

PHASE III
SEARCHING FOR FREEDOM

24 August 2020 - Arrival day
25 Aug - 3 Sep 2020 - Youth Exchange
4 September 2020 - Departure day
WHAT YOU WILL LEARN:

- A lot about role-playing and LARP method.
- How to work in the international team.
- How to design and implement an educational LARP activity.

WHAT WILL HAPPEN

You will experience a lot of mini-LARL and one big LARP.

Mini-LARPS will take around 4 hours and they will give you the opportunity to experience different topics important for the society, as well as different aspects of the roleplaying.

The big LARP will be focused on the topic of conflict and forgiveness. How will you choose to approach this topic?

Apart of that, you will be working in a small group on creating and beta-testing your own LARP used for learning purposes.

THIS ACTIVITY IS FOR YOU IF:

- you are interested in project management, design, and implementing of activities;
- if you want to discover hard topics in society through fun and interactive way
- if you are working with youngsters and you want to offer them a new way how to approach learning
- if you are enjoying more the theatrical than the gaming part of LARPing
We will spend 11 nights in the Bushmills Youth Hostel, North Coast of Northern Ireland, nearby the Giants Causeway World Heritage Site and Carrick-a-Rede Rope Bridge.
100% accommodation, food and program materials are covered by the grant from Erasmus+

80% traveling costs (only preapproved and the most economical - no first class, no taxi, no special seats, insurances, etc) are covered. Maximum traveling costs
- €20/participant for UK;
- €275/participant for Lithuania, Spain, Latvia, Czech Republic
- €360/participant for Greece, Romania, Turkey

€20 (£18.5) fee to be paid by each participant. This fee goes as a contribution to the administrative costs of the Youth Exchange.

For traveling reimbursement, it is mandatory:
- online tickets: forward emails with e-tickets, boarding passes and invoices, it has to contain price and date.
- offline tickets: bring original receipts (originals), copies will not be accepted.

Reimbursements will be sent as soon as possible, latest 1 December 2020, once (and if) participants take part in
- full duration of the programme
- fill the evaluation forms
- present all the traveling documents
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King Arthur was a legendary British leader who, according to medieval histories and romances, led the defense of Britain against Saxon invaders in the late 5th and early 6th centuries.

There are plenty of books (The Mists of Avalon, The Sword in the Stone, Le Morte d’Arthur, etc.), movies (Camelot, Excalibur, or my favorite Monty Python and the Holy Grail, etc.), video-games and other pop-cultural materials about him.

To share his story in a short:
As a kid, Arthur was taken from its father by a wizard Merlin. Britain was without a king, but the sword in stone appeared in the capital with the inscribed sentence: “Whoso pulleth out this sword of this stone and anvil, is rightwise king born.”

(Good luck with translating that :D)

Something like 16 years later, young Arthur who has no clue about his real father, accidentally pull out the sword and became a king of Britain. He gets married to Guinevere and creates a Round Table where he sits with his knight - the Round Table is the symbol of equality for everybody.

The most skillful knight is Lancelot, and he is so handsome he steals Guinevere’s heart and together they cheat upon their king. Then, the Holy Grails appears in front of the eyes of one of them - the grail with the blood of Christ, and all knights set upon the journey to find this holy relic. (Most of them die while trying it.)

And then the crazy big army of Sax is coming to the shore and Arthur needs to fight them back. He succeeds but dies in the battle.

This is it in a shortcut. There is a lot of dragons, giants, princesses, virgins, witches, wizards, magical sword and other cool stuff in a way, so get ready for it.
Inclusion in action is about feeling like a part of a community, bonded together by a common identity and shared values. It is about acceptance, cooperation, and creating opportunities for each other.

It starts with us – we include ourselves in the community. We make a step for active participation so we are not only complaining about what we disagree with, but we are making an active step for changing it.

Part of social inclusion is also a decision what we don’t want to be part of. But for that, we first need to be sure who we are, what are our values, what we want to stand for.

Inside the project, we will be striving for reaching a personal authenticity and recognizing who we are and what are the values we want to stand for.

In this project, we will avoid the political dimension of the topic and we are going to be working with the question how do we include/exclude ourselves and others.
“From the childhood, I had been fascinated by myths. Especially the legend of the King Arthur, his magical sword Excalibur, Knights of the Round Table, wizard Merlin, the son of Satan, and this whole lot, were striking me with their headless diving to the adventure, with chivalry, honour, and courage, following strong values of these medieval gentlemen in iron (or can of sardines on a horse).

So when this idea came – to make a project about social inclusion through LARP – I got excited from the opportunity to become the hero I had always wanted to be. To become wise Ector, brave Percival, skilled Lancelot, dreaded Kai or any of their peers.

I invite you to join me on this journey. To take the opportunity to play a character from a legend – loyal, faithful, strong (but also devious, treacherous, and mean, if you choose) – and through their characteristics reach the bottom of your heart and discover your qualities and values which you want to be carrying.

So you can live as a HERO in your everyday life.

I am not going to tell you how to do it. I and my team will simply create a condition in which you will figure it out for yourself.”

Vojtěch Žák, designer of the project
A digital native and a devoted change-maker who likes media and being focused on the integration of the new media (online video, blogging, social media, crowd-funding) with non-formal learning and modern educational approaches (Coaching, NLP, Systemic work, Embodied training, DISC profiles etc).

Practiced several fields in life; come up with these core competencies: Training-Facilitation, Coaching, Youth Work, Event Management, Social Media Consultancy & Filmmaking. Believes that the new technologies are not evil but a tool for progression. Always looking for new challenges to go through. Works with the vision to support others to make their lives easier. More here.

I had embodied methods of bodymovement, coaching, systemic work (constellation), storytelling, LARP, theatre, and games. Thanks to it I understood that our life is a story we tell to ourself. It is 100% in our power to rewrite the story according our needs. When we stop being victims to whom life is happening and become accountable who are choosing their life. We can tell stories through our voice, but also through our mind (NLP), through our body (bodymovement) or through world around us (constellation). My strongest point are my observation skills, reframing, thinking outside the box, creativity, and metaphors. Let me be the pen which helps you write your new story.

A social entrepreneur, investor and founder of Abroadship.org, a centre of learning through mobility. Justinas has developed 80+ educational, financial and science based projects and now started the most magnificent project of all times - being a husband and a father. He is now on paternity leave to handle the project with dedication. What is left from the main project, goes to Abroadship.org initiatives, and KNIGHTS of the round table is one of the extending the limits.
PRACTICALS - WHAT TO BRING!

- For the 1st phase you will stay 11 nights outdoors in the tents, thus, please bring a very warm sleeping bag (rated at least 0 or -5 degrees), a towel, toiletries and optionally - a tent and a mat. We provide tents and mats, but for the best tailored comfort to sleep well all those 11 nights, we advice to bring your full outdoors package that suits your needs.
- For the phase II and III you will sleep indoors, thus just need toiletries and a towel.
- Backpack for hiking.
- Head lamp-torch
- It is a country of rain and wind, so prepare well with raincoat for yourself and your backpack! Bring waterproof sturdy and comfy shoes to hike.
- Insurance - this is critical! Please arrange insurance, because we do not provide and are not liable for any incidents.
- Bring camera - lots of great shots to make
- Prepare endurance, Good spirit and Positive vibes!

* We will provide a detailed list of things to take with your upon confirmation.
WEATHER

PHASE I: In May temperature in Foxhole, near Seaford, South England ranges from 10 to 14 degrees, daylight lasts about 16 hours and of course of course of course (not so) beautiful rain is a constant friend and a mandatory discussion subject in all conversations. Since our camp is situated in the valley, there is plenty of humidity and can get cold at night, thus your good sleeping bag is the best investment you can make. Check the weather forecast here.

PHASE III: August is one of the warmest months in Bushmills, Northern Ireland, but expect a rain anyway. Temperature ranges from 11 to 18 degrees, daylight lasts 14 hours a day. Check the weather forecast here.

PHASE II: July is the warmest month in Totland, Isle of Wight. Temperature ranges from 8 to 16 degrees, daylight lasts 16 hours. Check the weather forecast here.
MEDICINE, ALLERGIES & DIET

If you have illness, physical limitations and/or use the medicine, we need to know about, please let us know.

If you are vegetarian or have special diet, let us know, indicating what you can and cannot eat, so that we can arrange the suitable food.

Cooking will be individual and self-driven in the first phase, joint as a whole group in the second phase and provided by a cook on the last phase.
Knights of the round table Phase I: Searching for a King
18-29 May 2020
Apply here: https://forms.gle/q3wftgkVugg8nET77

Knights of the round table Phase II: Searching for a Grail
2-13 July 2020
Apply here: https://forms.gle/myEzA53KV Lug BRsx8

Knights of the round table Phase III: Searching for Freedom
24 August - 4 September 2020
Apply here: https://forms.gle/T17wvAtG92QwW93k6
For information, clarification, logistics, general questions, please contact us at: hello@abroadship.org

KNIGHTS OF THE ROUND TABLE
LONDON, GREAT BRITAIN
Global online platform of opportunities abroad
LARGE SCALE YOUTH EXCHANGE

KNIGHTS
SEARCHING FOR A KING

PHASE I
GREAT BRITAIN
18-29 MAY 2020

DISCOVER SOCIAL INCLUSION THROUGH OUTDOORS & LARP
LARGE SCALE YOUTH EXCHANGE

KNIGHTS
SEARCHING FOR A GRAIL

PHASE II
ISLE OF WIGHT
2 - 13 JULY 2020

DISCOVER SOCIAL INCLUSION THROUGH OUTDOORS & LARP
KNIGHTS OF THE ROUND TABLE

PHASE III
BUSHMILLS, NORTHERN IRELAND
24 AUGUST - 4 SEPTEMBER 2020

DISCOVER SOCIAL INCLUSION THROUGH OUTDOORS & LARP