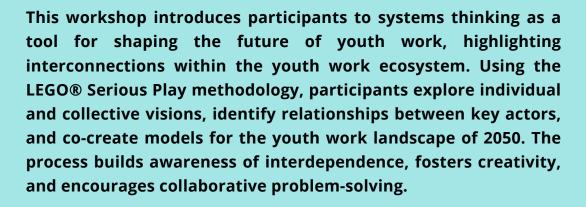


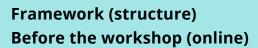
## **System Thinking – Future of Youth Work**

Type of event: 1.5-hour interactive workshop using LEGO® Serious Play methodology

Target group: Youth workers, educators, and stakeholders interested in future-oriented youth work strategies

Short description of the workshop:





Pre-reading/video: Short introduction to systems thinking and examples in citizen science.

Participant expectations poll (Mentimeter or Google Form): "What is one change you would like to see in youth work by 2050?"



During the workshop (in-person)

Introduction & warm-up

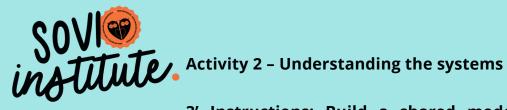
5' Introduction to purpose and LEGO® Serious Play methodology.

3' Quick build challenge: "Build a bridge in one minute."

12' Name round: Share your name and why your bridge is special. Activity 1 – Building individual model

7' Build an individual model representing your vision of the future of youth work.

15' Share the story of your model, supported by guiding questions.



3' Instructions: Build a shared model of future youth work considering the ecosystem (education, community, young people, social care, health, municipality, other actors).

17' Build shared model.

25' Sharing and discussing models - two volunteers present stories.

10' Group Q&A on methodology.

10' Reflection: Summarise how the future of youth work will look and how other actors will perceive it in 2050 (write on moderation cards).

## **Evaluation**

10' Feedback via Mentimeter.

After the workshop (online)

Photo & model gallery (Padlet or Miro): Upload images of models and summaries.

Shared reflection document (Google Docs): Participants note how they will integrate workshop insights into their work.

Follow-up call (1 month later): Exchange on actions taken since the workshop.



