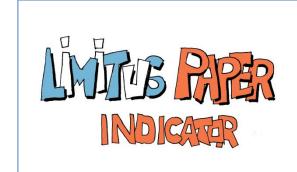








TIMELINE



1

2

3

P2P activity created with thematic playing cards

P2P activity created with manual exercise

P2P activity created with manual exercise













Components







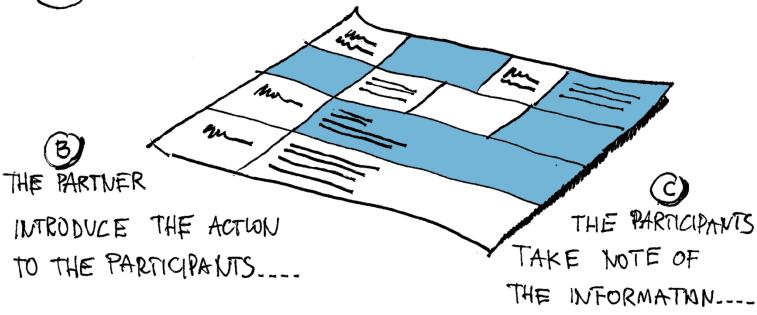








A) THE FIRST PARTICER PLACES THE FIRST ACTUM ON THE GAME TABLE (AREA) ____

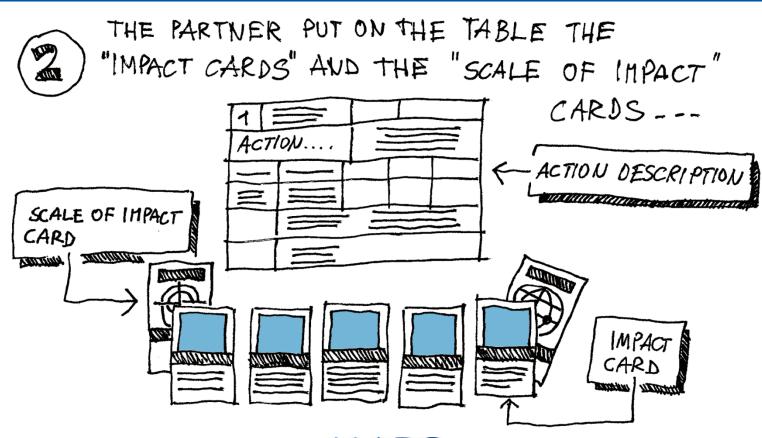














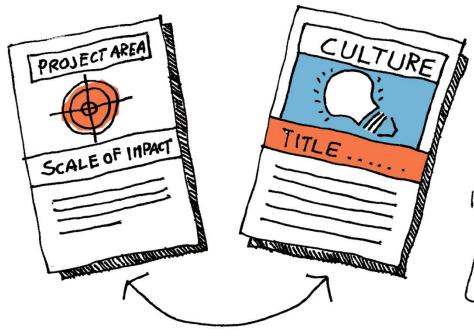








THE IDEA IS TO CONNECT TO EACH ACTION THE POSSIBLE IMPACTS THAT THIS CANGENERATE ---



AND ALSO UNDERSTAND WHAT THE SCALE OF THE IMPACT...













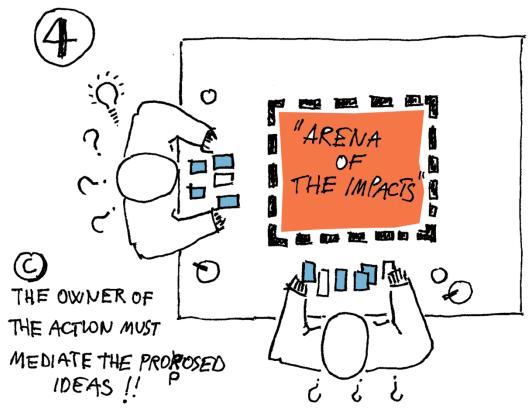












NOW, AFTER THE EXPLANATION OF THE ACTION, THE PLAYERS MUST WORK ON THE IMPACTS TO STARTING A COMPARISON....

PRESENT HIS OWN VISION FOR THE IMPACTS









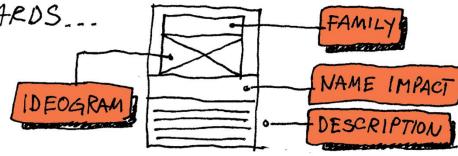


IMPACT CARDS HAVE BEEN ORGANIZED IN (4) FAMILIES: SOCIAL (COHESION/INNOVA MON) - URBAN QUALITY - ECONOMY - CULTURE

BUT EVERY PLAYER CAN THINK OF A NEW FAMILY ... AND DEVELOP IT YOU HAVE AT DISPOSAL





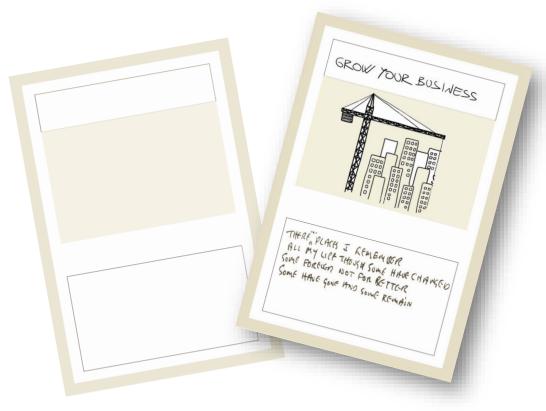










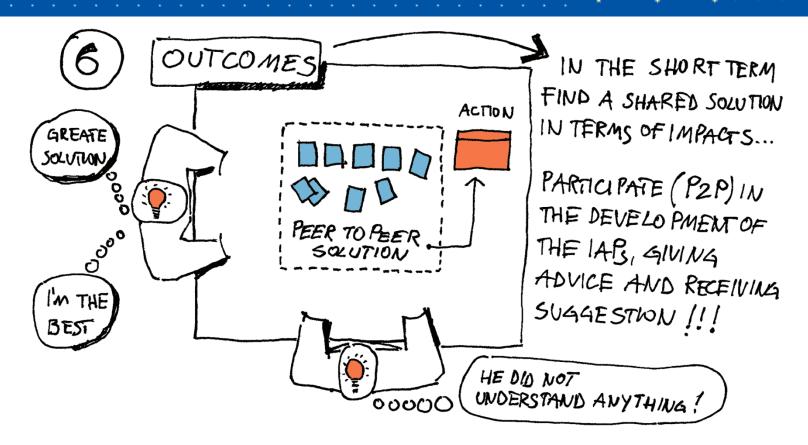










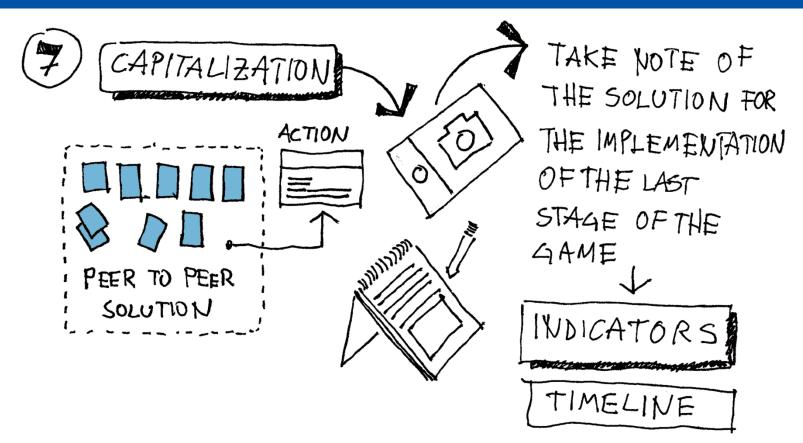


















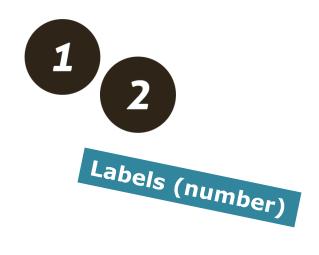






Components







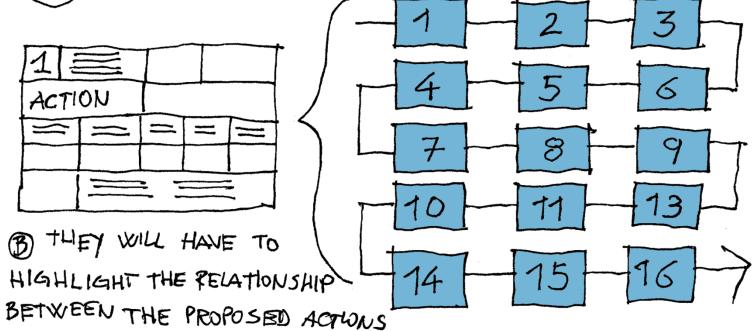








@ STARTING FROM THE ACTION CARDS, PARTNERS WILL HAVE TO PROPOSE THIR "TIMELINE" IDEA!

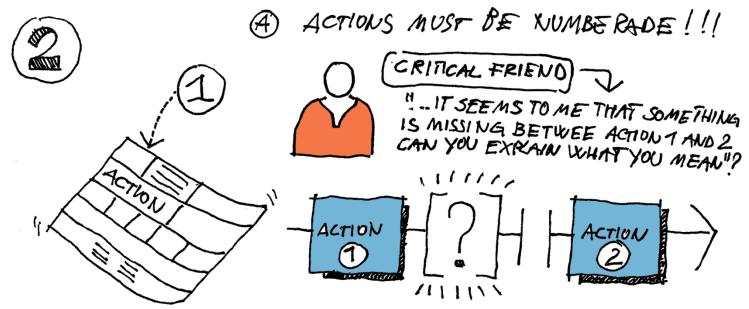












B EACH PARTNER MUST BECOME A "CRITICAL TRIEND", ASK QUESTIONS ABOUT THE SEQUENCE OF ACTIONS AND POINT OUT ANY "MISSING PARTS"











Lead actor		Action name:		
Load actor	Key partners	Outputs	Resources	
				Timescale
Context: (brief description of the or he action is located)	entext in which			
ey activities:			2	

AP:			Action name:	Resources	Timescale
Lead	actor	Key partners	Outputs	Resources	
Contex (brief de the actio	ct: scription of the n is located)	context in which			
Key a	ctivities:				

P:			Action name:		
	d actor	Key partners	Outputs	Resources	Timescale
Lea	d som				
Conte	xt:				
Conte (brief de the actio	xt: escription of the on is located)	context in which			
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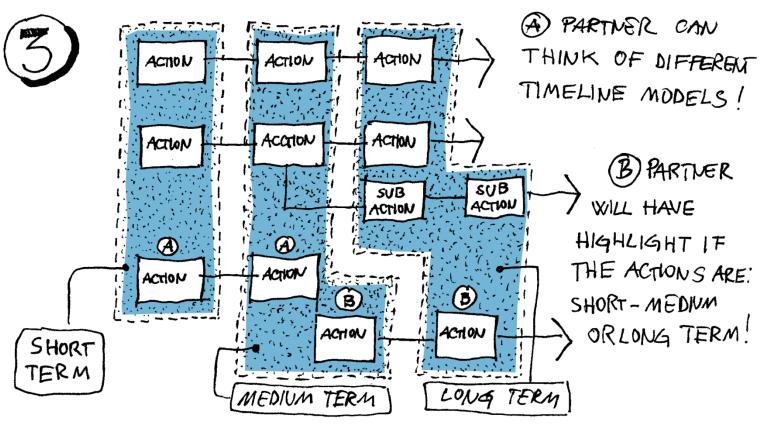










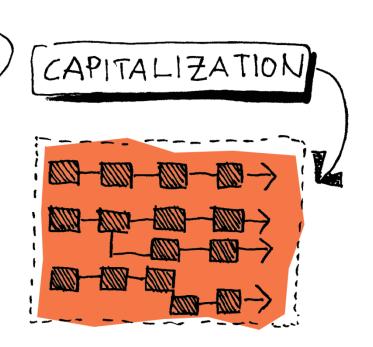












A DEVELOPEMENT OF A TIMELINE TO USE AS A STARTING POINT FOR THE DEFINITION OF















Components

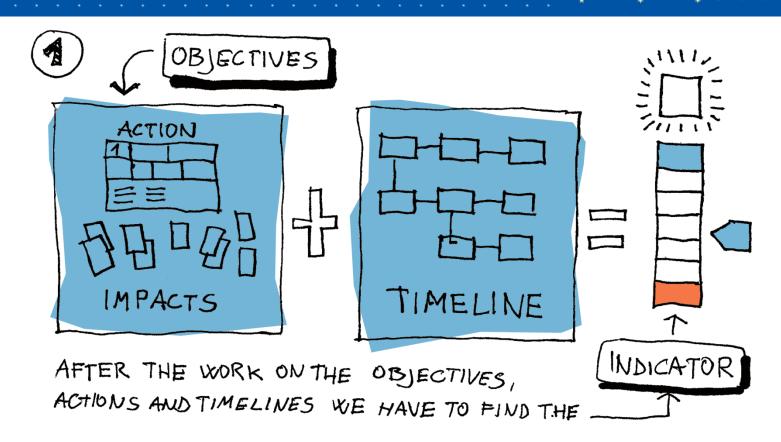












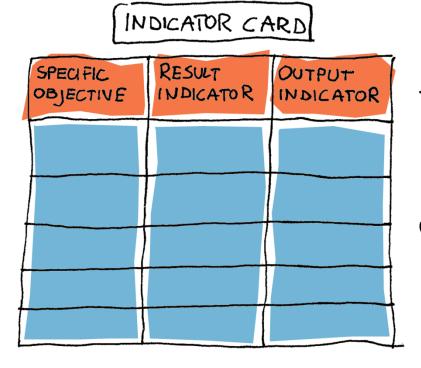












A) THE PLAYERS

(PARTNERS) WILL

HAVE TO WORK WITH

THE INDICATOR CARD

A CARD CONSISTING OF THREE COLUMNS

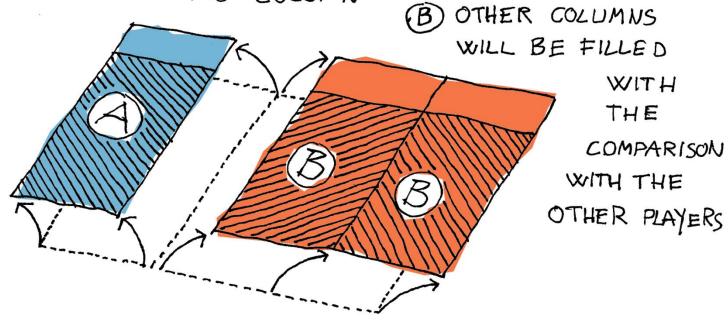








THE FIRST COLUMN

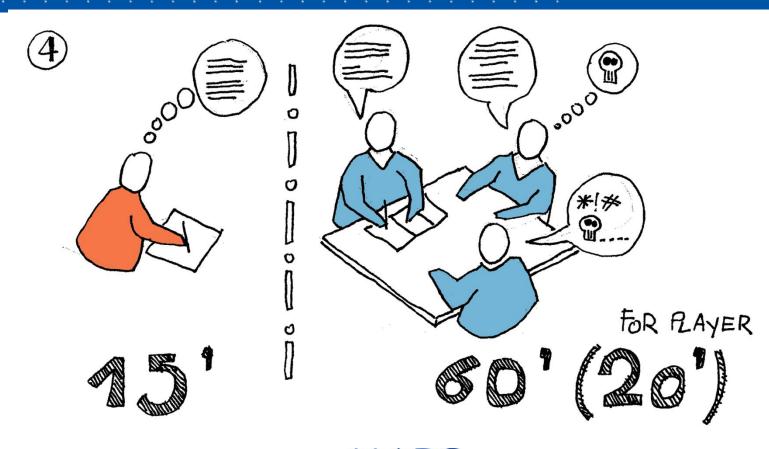










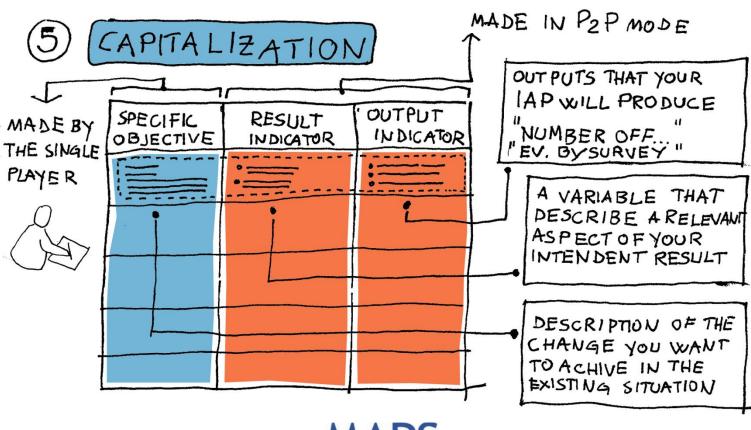










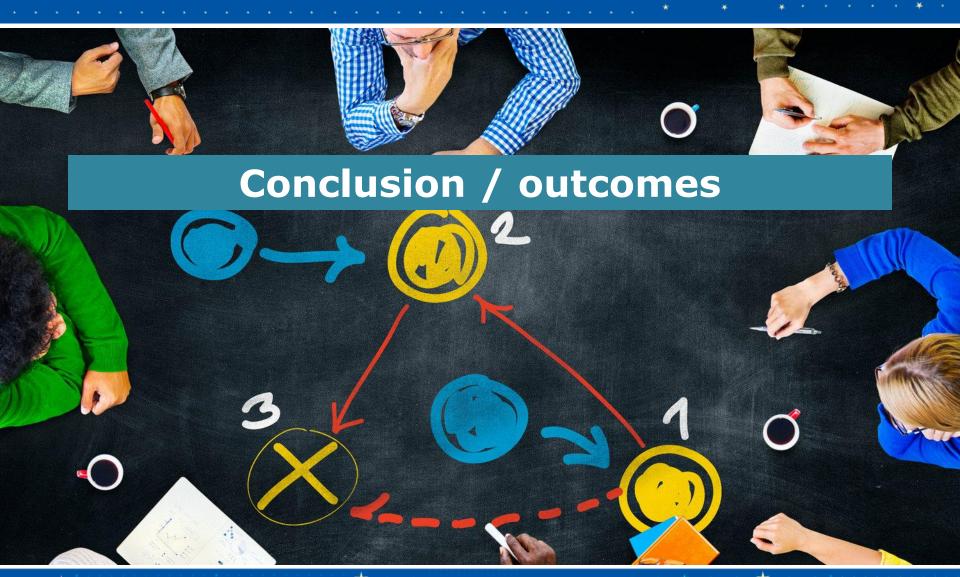






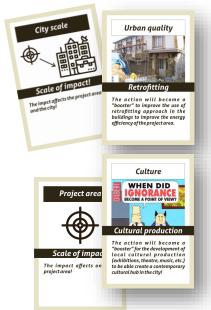








Social cohesion









The action will become a "booster" to generate new strategies, concepts, ideas that meet the social needs of different issues as a working conditions, education, local community development, and welfare.





















			APS Network – Indicators card	M	
		Output indicator	Result indicator	Specific objective	
		A variable that describes the outputs that your action plan will produce. Outputs are the direct products created by the implementation of your action plan	A variable that describes a relevant aspect of your intended result, to measure the change in the situation	Description of the change you want to achieve in the existing situation: the intended result	What is it?
					Result framework for your Integrated Action Plan
ictor	put indic	Out		ve	ectiv
			Result indictor	F	
ict	put indic	Out	Result indictor	ve	framework for your Integrated Action Plan











Grazie Thanks Danke Merci Gracias Ευχαριστώ multumesc Takk dziękuję dakujem hvala tänan kiitos köszönöm aciu Tack děkuji paldies nizzik hair dank u wel



