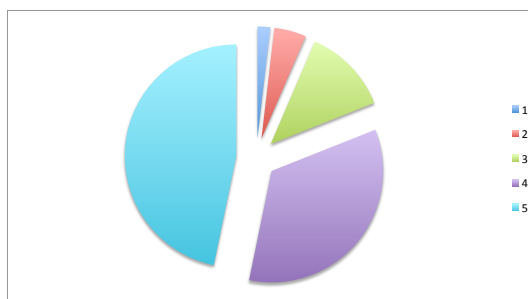
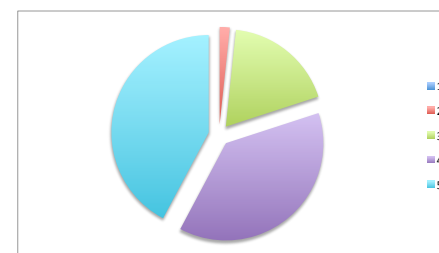


SESSIONS	RATE 1=very bad 5=very good					pax
	1	2	3	4	5	
Getting to know each other	0	1	2	16	17	36
Team-Building	0	0	12	7	17	36
Introduction of the project	0	2	3	11	20	36
Fears and Expectations	0	0	7	13	16	36
Non Formal Education Workshop	0	1	11	6	18	36
Introduction to volunteering	0	3	10	9	14	36
EVS cycle	0	0	6	8	22	36
Volunteers Rights and Responsibilities	0	0	4	12	20	36
Intercultural evening	0	1	4	7	24	36
Finances in EVS	0	5	11	5	15	36
Health, Safety and Crisis management	0	3	10	18	5	36
Conflict Management	1	1	2	6	26	36
Europe Day	1	0	9	10	16	36
Meeting with Volunteers	2	6	10	7	11	36
Meeting the Organisations	0	1	8	12	15	36
Discover Local Reality	0	1	1	8	26	36
Sharing Good Practices	0	1	5	10	20	36
Dissemination and Valorisation	0	2	7	9	18	36
Intercultural Learning	0	3	9	5	19	36
ERASMUS+ Introduction & rules	0	3	7	8	18	36
Project Management	0	1	3	12	20	36
Project Development	0	0	6	14	16	36
Project presentation	0	1	5	17	13	36
NGO Fair	0	4	10	7	15	36
TOTAL	4	40	162	237	421	
OTHER ELEMENTS	1	2	3	4	5	pax
Daily Reflection Groups	1	1	9	10	15	36
Energizers	0	1	1	16	18	36
Information materials provided	1	1	7	10	17	36
Timing of the activities	1	4	5	12	14	36
Ability of the training teams	1	1	2	13	19	36
Info provided by Strauss before the TC	0	2	3	13	18	36
TOTAL	4	10	27	74	101	



SPECIFIC OBJECTIVES	RATE of achievement (1=not at all 5=fully achieved)					pax
	1	2	3	4	5	
To train Youth Workers and leaders in order to insert them in the context of international volunteering	0	0	7	17	12	36
Provide new tools for youth workers and leaders / partner organizations on working with the EVS	0	1	9	14	12	36
Develop new skills for of Youth Workers/leaders on the specifi working environment of EVS opinions and values, to learn from each other and build new initiatives for the future	0	1	8	14	13	36
	0	1	2	8	25	36
Increase the visibility of the Erasmus+ Programme and the quality of EVS projects	0	0	7	15	14	36
TOTAL	0	3	33	68	76	



Pax	Item 1		Item 2		Item 3		Item 4		Knowledge Gained per pax in points	Max Knowledge gainable per pax in points
	Before	After	Before	After	Before	After	Before	After		
1	1	9	1	4	1	7	1	9	25	40
2	5	7	4	4	6	8	7	8	5	40
3	2	7	3	7	2	8	4	9	20	40
4	5	7	4	7	4	7	5	8	11	40
5	6	8	2	5	2	6	1	8	16	40
6	7	9	4	8	5	10	6	9	14	40
7	4	8	4	8	4	8	5	8	15	40
8	6	9	9	9	7	9	7	10	8	40
9	7	9	1	2	0	5	8	7	7	40
10	4	8	8	9	5	8	5	8	11	40
11	2	7	2	8	1	5	1	9	23	40
12	2	8	5	9	3	8	4	9	20	40
13	10	10	9	9	8	9	8	9	2	40
14	4	8	5	8	3	9	0	8	21	40
15	7	8	8	9	7	9	6	7	5	40
16	3	7	2	8	4	8	4	10	20	40
17	4	8	4	6	5	9	5	9	14	40
18	8	10	2	5	5	7	9	10	8	40
19	3	8	1	6	3	10	1	10	26	40
20	0	5	4	8	0	3	1	5	16	40
21	6	8	5	8	5	8	8	9	9	40
22	2	7	3	7	5	9	6	9	16	40
23	1	7	3	7	1	7	2	8	22	40
24	4	7	3	7	3	6	5	7	12	40
25	1	6	2	3	2	4	4	9	13	40
26	6	9	6	8	6	8	6	9	10	40
27	1	6	3	7	1	7	8	9	16	40
28	3	7	5	6	2	6	5	8	12	40
29	2	7	4	7	5	8	6	8	13	40
30	8	9	9	9	3	6	5	10	9	40
31	1	6	1	4	1	4	1	5	15	40
32	1	7	3	8	3	8	4	10	22	40
33	5	8	1	4	3	6	7	9	11	40
34	6	9	8	9	6	6	5	10	9	40
35	3	6	5	7	7	9	8	9	8	40
36	3	6	6	9	7	10	7	7	9	40
Knowledge gained per	132		100		130		131		Knowledge Gained	493
Maximum Knowledge gainable per item	360		360		360		360		Max. Knowledge gainable	1440

What has changed after the Training Course?	1= No knowlegde 2=Fully Aware
Overall understanding of EVS System and the Support System	item 1
Overall understanding of Erasmus+ Programme and its possibilities	item 2
Perspectives for Improving or Implement new Practices	item 3
Inspiration and motivation for implementing new ideas and projects to support EVS	item 4

PROJECT EFFECTIVENESS AND DATA REVIEW

Final evaluation shows very good results and all of the objectives propose can be considered achieved. In detail: SESSIONS datas and the relative chart say that almost the 49% of the participants evaluated the session as "very good", 27% as "good", 19% "not bad, not good", 5% bad and 0% marked "very bad" - OTHER ELEMENTS SESSION shows that 47% of the participants marked "very good", 34% marked "good", 13% "not bad, not good", 5% bad and 2% marked "very bad" OBJECTIVES chart says that 42% of the participants think that the specific objectives are "fully achieved", 48% "achieved", 18% "partly achieved, partly not achieved", 2% "not achieved", 0% "not at all". THE LAST DATAS says in quantitative terms how much the participants learned on various aspects thanks to the project. They were asked how large was their knowledge about 4 items BEFORE the training, evaluate it in numbers from 1 to 10, and to record how it changed AFTER the training, writing another number. Results show that every single participant learned an average of +13,69 points of Knowledge on the related items. There are cases of high learning (like pax 19,11 and 32) who were less experienced youth workers, and case of poor gaining (pax 13 and 15) but, as shown, they were already very experienced in the themes and they had anyway a gain in knowledge. Average experience participants had a gaining in Knowledge of around 13-18 points.