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COMMUNITY MEMORIES

Mentoring session

Climate f(r)ction project   **Practical Task**

TASK 1

Identify challenges in connecting young people with community memory

Objective: To reflect on the barriers that prevent young people from engaging with community memory and identify solutions.

What are the most common obstacles we encounter when trying to involve young people in memory work?

Lack of intergeneration communication

Not very innovative elements to tell memories

Distance from the past

Little free time

Detachment from everyday life

Why do many young people feel disconnected from local history and heritage?

Globalisation and Internet algorithms (lots of information)

Lack of intergeneration communication and communication in general

No transferability of resources

Barrier	Why it Happens	Possible Solutions
Proximity to the topic covered	It seems a distant fact, Linked to generations older	To show that memory is essential for the construction of the self and not just a distant fact.
Findability of information	The media algorithm rewards large numbers, so it is easier to talk about argometers that cover a wider range of interest	Improving the communication of small businesses and finding points of contact with young people, also through innovative methods
lack of intergenerational communication and transferability of traditions	We no longer talk in the family and everyone prefers to inform us with cell phones. In addition, there is not much willingness for some elderly people to transfer resources	Implement methods that can allow families but also groups of friends to see each other and talk. In addition, make sure to create shared manuals to be used over time.
Little free time	YP are so bombarded with so many extracurricular activities as well as school that we can't find time for ourselves (to walk, do things, etc.)	Add free time in curricula to leave young people free to do things

TASK 2

How to make community memory relevant to young people

Objective: Brainstorm and collect formats and themes suitable for young people to work on memory.

What types of content formats appeal to today's youth?

Short formats and social networks (mainly Instagram):

Video and Games

Easy and speed in finding info/activities

Travel and learning by doing

What topics could make memory more personal and urgent?

Uniqueness of places and people

Sharing with other young people from other European countries

Topics related to the sphere of emotions, love, sensitivity

Business (memories can influence also our professional life)

Format	Theme/Story	Why it works for youth?
1-Instagram Reel	Small urban realities and their commercial/personal success	Possibility to discover the stories of people they only know by sight. Helps to empathize, speed, success
2-Party-Workshop	Our community: what we like it and what we would like change through a party / aperitif	It allows young people to feel listened to and part of the activities of the community in which they live; The aperitif and the party allow them to commit themselves to the organization and see it as "free time" "fun"
3- Video challenge	One week-zero plastic	The challenge keeps the attention high and creates a common topic among the participants. "Challenge" and "competition"
4- Art/ photography exposition	Forgotten places	Creating something yourself will make them feel involved and linked to the issue. perhaps through European meetings
5-Travel & Come Back	Out to come back in	Traveling to discover the similarities and riches of our city and our community, what we can change and what is perfect and we have to preserve
6-Street art	Color the tradition	paintings, graffiti etc. to get back in touch with places and people.

TASK 3

Building models for community engagement,
Strategies for creating effective intergenerational dialogue.

Objective: To identify and organize strategies that can help build conversations and relationships significant between generations.

Discuss examples of successful or failed intergenerational moments (inside or outside your organization)

<u>Outside our NGO:</u> **Community garden**

<u>Inside our NGO:</u> **Cinema Set and projections with magic circles**

What makes a young person feel safe, curious and appreciated when talking to an older person and vice versa?

Total understanding

Freedom

Placement at the same level

Title of Activity	*Past Roots & Future Paths at the Same Level in Freedom*
Objectives	Enabling the elderly to pass on what is slowly being lost. In particular, they were thinking of farming and gardening techniques and also passing on old traditional recipes, perhaps even with the idea of renewing and supplementing them with newer recipes. 'In return' the idea would be to teach the elderly how to use smartphones and computers to entertain themselves or perhaps to keep in touch with their friends and relatives. They could also be given AI basics to solve everyday tasks but also audiovisual tools; **Giving and receiving on the same level, also breaking down taboos.**
Materials needed	Small garden, public or private with basic cultivation tools. For the culinary aspect, a kitchen and cooking utensils would be needed. Plus also fresh raw materials bought on a day–to–day basis. For the digital workshops, on the other hand, the smartphones and personal computers of the elderly have to e used, supplemented with specially purchased materials. An Internet connection would of course be necessary.

Step-by-Step Process	**1 step:** Involving schools and the civil community (local NGOs, Senior committees etc) **2 step:** Organize activities that make the two factions, previously separated and then together, known. This is important to make them both feel the same. **3 step:** provide them with a precise agenda characterized by tasks but also by moments of listening to the activities of others. In this way everyone will be attentive because they will be creators and listeners at the same time, just as the internet world has taught us. **4 step:** provide for non-formal activities that mix traditions and innovation (reels, games, competitions, etc.)
Recomended Duration	6 months + Impact after the project (long tail)
Tips for Engagement	Involve the whole community, establish a reward (like a trip), provide an economic reward

TASK 4

Activity: Design a model activity to be applied in different communities

Objective: To create a prototype of an activity that can be tested and adapted in different communities, using direct observation, interaction and creativity.

What makes a local activity authentic and replicable?

Emotional connession:

Passion of those who organise it:

Well-organised approach:

Simplicity and repeatability in everyday life:

Instagrammability (SMART):

Why is contextual experience (walking, observing, interacting) more powerful than abstract design?

A contextual experience allows for full immersion:

It enables face-to-face human relationships:

It gives an experience, a slow act:

Share 1–2 inspiring micro–activities that started small but had a big impact

Exemples: street interviews, photo scavenger hunts, sound walks

1.
Empty chair activity

Share 1–2 inspiring micro–activities that started small but had a big impact

Exemples: street interviews, photo scavenger hunts, sound walks

2.
Palio di Oria: tournament of the Districts

Share 1–2 inspiring micro-activities that started small but had a big impact

Exemples: street interviews, photo scavenger hunts, sound walks

3.
Urban
photographic
treasure
hunt

Name	*Palio of Intergenerational Memory*
Target	High school students, mentors (Elderly/Retired) and families
Inspiration	Palio di Oria, other Pali and take advantage of our territory rich in greenery and nature.
Format idea	Competition between classes (such as Palio); Each class is given a mentor (a local elder) and a coat of arms/music. The classes, with the help of the mentor, must challenge each other in community games, treasure hunts around the city, artistic activities on memory and forgotten places/people but also on traditions. Each team will be awarded a score and the most titled will win. Young people will have to stay on the streets and free a lot.
Creative elements	Games, videos, treasure hunts, Personalized maps, and meaningful objects or songs connected to each place, something that tells a story, evokes a memory, or sparks emotion, theatre, performance and so on.

Walk, feel, see

TASK 5

Bringing memory to life: fieldwork and documentation – From testimonial to toolkit

Objective: To experiment, record and reflect on the act of collecting a true memory story community and begin to translate that experience into a tool that can be used by others.

Step 1

Interview recording (1)

Step 1

Interview recording (2)

is related to my childhood in Lucania,
when my uncles

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What made testimony powerful?

We felt that the persons interviewed were very keen to tell.
Probably hardly anyone asks them these questions about their
childhood and in the way they spoke we noticed
a strong desire to convey

We also noticed a certain nostalgia;

Ask questions directly and openly, in an informal context.

Step 2

Quick Reflection
and Drafting

What worked (or didn't work) in terms of approach, tone, setting, comfort?

In the first: It worked first to talk without a camera (in fact I say at the beginning "we talked a lot before") and then turn it on.
It also worked to be in an informal setting; It didn't work: more time to really be able to explore more things, it seems that he stopped to talk about the "superficiality of things". Instead, the setting worked, the fact of being alone with the mobile phone, the approach aimed at listening but also the tone of voice (nodding, sometimes saying "wow" etc.)

Step 2

Quick Reflection and Drafting

What worked (or didn't work) in terms of approach, tone, setting, comfort?

In the second: Unfortunately, the person did not want to be photographed in the face, so there was no chance to do a proper interview. A pity because even from her eyes you could see the desire to tell. Perhaps with more time we could have made her feel more comfortable and she would have granted permission to use the camera.

Step 2

Quick Reflection and Drafting

What did this story reveal about the community? On climate, culture or change?

Revealed how much we are losing in our society.

The importance of the little things (a walk, making salsa, playing football, talking) and listening.

On the climate and on society and culture: small things have a big impact on the climate (improvement of cinema), on the improvement of society as well as culture, etc.

We also found that the change happened so suddenly with no middle ground. This is causing problems for all generations.

Step 2

Quick Reflection and Drafting

Title of the activity	*Time in Our Pockets/The Roots We Carry*
Objectives	Sharing common knowledge and memories. Exploring the importance of collecting family memories to help shape personal identity and develop meaningful knowledge and life skills, both for oneself and for others. Eating "little things" that are big for the climate etc.
Who it's for?	Youth workers, students, teachers and trainers.
Materials	Smartphone, a cozy and familiar enviorment (no formal), basic script

Step 3

Transform into Practice

How does it works? (Steps)	**1.** Identify the topic **2.** Identify the character/s **3.** Choose the location/s **4.** Prepare a basic script **5.** Icebreaker and talk a lot first to recorder **6.** Recorder the interview **7.** Edit the footage **8.** Team review and feedback **9.** Moment of reflect **10.** Sharing
Tips	To create a relaxed environment, have an informal chat off-camera with the storytellers before recording
Opcionals	After editing, take time to watch the interviews together with the participants (sharing)

Step 3

Transform into Practice

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Thank you for your attention