

AWESOME PEOPLE



Erasmus+

# INFO PACK



**Project within Erasmus+ accreditation**

**Kopparberg, Sweden**

**27 July-3 Aug2026**

27-07-2026 Arrival day  
03-08-2026 Departure Day

[www.awesomepeople.se](http://www.awesomepeople.se)



**BE CREATIVE**  
YOUTH EXCHANGE

# WELCOME!

You can be one of the 24 participants who will participate in the youth exchange “Be Creative” between 27th of July to 3rd of August 2026 in Sweden. Be Creative is a youth led youth exchange led by a team from Malta who created their own board game and want to teach other young people to do the same!

The youth exchange will be held in Kopparberg, located 219 km west of Stockholm. Kopparberg is a small village famous for the brewery that makes Kopparbergs cider and is located one hour from Örebro - the sixth largest city in Sweden.

There will be participants from Sweden (6+1 group leader) Spain (6+1 group leader), Malta (6+1 group leader), Czechia (6+1 group leader) and 1 project coordinator.

We want you to have a great experience and we prepared this info pack with all the practicalities you need to know and a bit about the project itself. We look forward to meeting you all in Kopparberg!



## AWESOME PEOPLE ABOUT US

Your coordinator and host organisation is Awesome People, a youth NGO founded back in 2013. Awesome People is based in Örebro and Kopparberg with a mission of making people be and feel awesome - one learning experience at a time - for people to create a better world for themselves, for others, and for the planet.



**Check us out!**





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## ABOUT THE PROJECT

The project "Be Creative" consists of one youth exchange in Sweden where you will get:

- Intercultural experience
- Learn about board game design & game-based learning
- Work in international teams
- Collaboratively design own original games

After the youth exchange you will go back home where you will spread the knowledge to other young people in your local community.

We envision the youth exchange to contribute with increased number of young people who increase their creativity and game creation



The **aim** of the project is to **engage** young people in the topic of game based learning and game design, **empower** them with skills of how to create their own original game and **connect** young people from different countries to learn from each other.

### Objectives

- Provide time and space for young people to learn about game based learning and game design.
- Empower young people with skills of how to create their own board game.
- Create prototypes of original games to engage the local community in a test event



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## SCHEDULE

| Date Time     | 27/7 Monday<br>Arrival day | 28/7 Tuesday<br>Day 1  | 29/7 Wednesday<br>Day 2                                       | 30/7 Thursday<br>Day 3                    | 31/7 Friday<br>Day 4  | 1/8 Saturday<br>Day 5                         | 2/8 Sunday<br>Day 6   | 3/8 Monday<br>Departure day   |  |
|---------------|----------------------------|--|---|---|---|---|---|-------------------------------|--|
| 08.30 - 09.30 | ARRIVAL                    | BREAKFAST  | BREAKFAST   | BREAKFAST                                 | BREAKFAST   | BREAKFAST                                     | BREAKFAST   | BREAKFAST                     |  |
| 09.30 - 11.30 |                            | Welcome, get to know each other  | <i>Learning reflection</i><br>Getting into the world of games | <i>Learning reflection</i><br>Game design | <i>Learning reflection</i><br>Going to Örebro<br>Örebro City Game | <i>Learning reflection</i><br>Game prototypes | <i>Learning reflection</i><br>Takeaways from the Board game event<br>Finalizing Board game manuals and planning local workshops | DEPARTURE                     |  |
| 11.30-12.00   |                            | FIKA   | FIKA  | FIKA                                      |   | FIKA  | FIKA  |                               |  |
| 12.00-13.00   |                            | Intro to the project<br>Teambuilding   | Game mechanics & design principles                            | Game design                               |   | Testing & final adjustments                   | Learning journey  |                               |  |
| 13.00-15.00   |                            | LUNCH<br>(13.00-14.30)   | LUNCH   | LUNCH                                     | LUNCH   | LUNCH   | LUNCH   |                               |  |
| 15.00-17.00   |                            | Learning journey<br>Key competences Erasmus+, and an introduction to Youthpass | Learning through games  | Game design                               | Free time<br>17.00 Prison Island!!!                               | Board game event!                             | Evaluation, Youthpass and closing ceremony  |                               |  |
| 17.00-19.00   |                            | FIKA<br>Free time/Swedish team cooking   | FIKA<br>Free time/Spanish team cooking                        | FIKA<br>Free time/Czech team cooking      | 19.00 Dinner in Örebro  | Free time/Maltese team cooking                | FIKA<br>Cleaning and Free time  |                               |  |
| 19.00-        |                            | Welcome Dinner   | Swedish Dinner & Cultural evening                             | Spanish Dinner & Cultural evening         | Czech Dinner & Cultural evening                                   | Going back to Kopparberg                      | Maltese Dinner & Cultural evening   | Dinner<br>See you soon party! |  |

*With reservation for changes*



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## LOGISTICAL INFORMATION

Arrival day **Monday 27/07/2026**- No later than 7 pm in Kopparberg! (Don't forget to check when there is a train to Kopparberg before you purchase your other tickets!) We will not reimburse tickets if you arrive later than 7 pm!

**Departure day Monday 03/08/2026** - Before 11.00!

The best option is to take a flight to Stockholm Arlanda Airport and from there take the train to Kopparberg C (the trip takes 3.5 - 4.5 hours) and costs between 40-50 euro check tickets here: [www.sj.se](http://www.sj.se). Choose Arlanda C to Kopparberg station. The entrance to the train station is located in Sky City at Arlanda airport. If your first connection is the bus, the bus station is outside terminal 4 at Arlanda airport.

You can also check flights to Gothenburg Landvetter airport or Stockholm Skavsta airport. Be sure to check [www.sj.se](http://www.sj.se) for connecting trains and buses to Kopparberg.

**However, we strongly advise *Green Travel* to and from Kopparberg to minimize our project's ecological footprint. Green travel means that you use more than 50% of your trip with a green option (bus/train and NOT plane), green travel gives you a higher travel budget and two more travel days.**

Let us know if you have any questions after checking yourself!

We will meet you up at Kopparberg Station if you provide us with your arrival time and guide you to the house and also take your luggage to the house.

*Kopparberg Station*





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## PRACTICAL INFORMATION

The youth exchange will take place at Awesome People House in Kopparberg, Sweden at Laxbrogatan 24, 714 31 Kopparberg located 5 min walking distance from Kopparberg village center. In the village center there are a few shops, supermarket, pharmacy and more. Map [HERE](#). You will stay in shared 6-9-people bedrooms (mixed country not gender) and have access to shared bathrooms with showers. **Bed linen will be provided but you need to bring your own towel.** We don't wear shoes inside the house so bring slippers if you need. The house has wifi. Accommodation costs are covered by the Erasmus+ program.



Breakfast, lunch, dinner, and coffee breaks (FIKA) will be served in the house. Please, don't forget to mention in the registration form if you have any dietary requirements. All food is covered by the Erasmus+ program. Also, each national team will organise a cultural evening with dinner where you should cook food representative of your country and prepare some games/presentation. For the cultural dinner we need your group leader to send us the list of ingredients needed to serve 30 people.



The weather in Sweden in July/Aug is usually +12 to +21 degrees but please check it out closer to the arrival and pack appropriate clothes. We will update the weather information in the Whatsapp group closer to your arrival.



Sweden's currency is SEK. All places accept bank cards, not all accept cash since Sweden wants to be a cash free society. If you want to take out money there is ATM 5 min walk from the house.



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## TRAVEL REIMBURSEMENT

Accommodation and food are 100% covered by Erasmus+. Travel costs are budgeted according to Erasmus+ conditions (using the European distance calculator from the city where your sending organisation is registered to Kopparberg).

<https://erasmus-plus.ec.europa.eu/resources-and-tools/distance-calculator>

Travel costs exceeding the maximum reimbursable amount will not be covered. If there are any changes in route or special travel requests, please confirm these with the project coordinator **BEFORE** purchasing the tickets. Failure to do so may result in some tickets not being reimbursable. Reimbursements will be made by bank transfer to the organisation or appointed responsible participant **AFTER** dissemination activities are held (within 1 month after the youth exchange based on proof of dissemination) and if all the original documents are provided to the project coordinator.

| Travel distance | Green travel | Non-Green travel |
|-----------------|--------------|------------------|
| 10 – 99 km      | 56 EUR       | 28 EUR           |
| 100 – 499 km    | 285 EUR      | 211 EUR          |
| 500 – 1999 km   | 417 EUR      | 309 EUR          |
| 2000 – 2999 km  | 535 EUR      | 395 EUR          |
| 3000 – 3999 km  | 785 EUR      | 580 EUR          |
| 4000 – 7999 km  | 1188 EUR     | 1188 EUR         |
| 8000 km or more | 1735 EUR     | 1735 EUR         |

### STEP BY STEP

- Fill in the internal evaluation form at the end of the week.
- Fill in the form sent by the Erasmus+ system (Beneficiary Module)
- Upload all your travel confirmations, invoices, and boarding pass to the Google Drive folder. The link will be sent to you.
- Write a small testimonial report of your experience of the youth exchange
- Hold the agreed dissemination activities within 1 month after the youth exchange.
- Send us the testimonial report, pictures and a small report of the dissemination activities latest 1 month after the youth exchange.





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## PARTICIPANT INFORMATION





 Participants of the youth exchange should be young people **16-20** years old identifying themselves as a person with fewer opportunities in comparison to their peers. They should be interested in the topic of games and creating games but don't need to have any previous experience. The group leader should be an **experienced** youth leader 18+ who must participate in preparatory team meetings.


 All participants must be involved in the **preparatory work** organized by the group leaders. All participants must implement a **dissemination event** in their local community within 1 month after the youth exchange and write a dissemination report with personal testimonial.


 Partners should ensure **gender balance** among participants.

 It is mandatory to have valid **travel and medical insurance** (i.e., European Health Insurance Card and travel insurance) during your travel. The host organisation will not cover any personal health costs or additional costs connected with travel. If you need help with this, please contact your sending organisation.

 We encourage you to bring special snacks, and beverages (non-alcoholic) for the cultural evening, any favorite games for the evenings. Don't forget your **towel** and **Health insurance** card!

 Failure to fully participate in the content sessions or inappropriate behavior might result in reimbursement not being given to the participant with a notice provided to the sending organisation or exemption of the participant from the youth exchange.

 In Sweden alcohol is **prohibited** in youth activities and it is against the law to drink alcohol under 18 and you must be 20 years old to buy alcohol. **Do NOT bring any alcohol to the youth exchange!!**

 In Awesome People we encourage people to be themselves and we want all our activities to be a **safe space** for all participants no matter background, gender, sexual identity, religion or other categorization.



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## ERASMUS+ PRIORITIES

### INCLUSION & DIVERSITY



In all Awesome People projects we don't have a participation fee to ensure that we can include people with economical barriers. We always aim to create a safe space where everyone can feel included. Unfortunately our project house is not adjusted for people in wheelchairs. For all other diverse abilities please let us know in advance and we will adjust the project as much as we can for your needs.

In this project we will integrate digital tools and digital awareness all through the program.

### DIGITAL TRANSFORMATION



### ENVIRONMENT & FIGHT AGAINST CLIMATE CHANGE



In this project we will organize an open event where the local community can take part in testing the games developed as one act of participation in democratic life, showing common values & civic engagement!

In Awesome People and in our projects we want to reduce our ecological footprint so we encourage all participants to be as sustainable as possible. Here are some ideas for you!

- Use the Green Travel option!
- Take short showers and **don't shower everyday!**
- Pack lightly!
- Bring your **re-usable bottle** and **re-usable shopping bag** if you have one!
- In Sweden we practice **waste sorting**, be sure to throw trash in the right container!
- Be open to try out **vegan** food!

### PARTICIPATION IN DEMOCRATIC LIFE, COMMON VALUES & CIVIC ENGAGEMENT





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## TO-DO-LIST IF YOU ARE SELECTED



### TO-DO

Fill in the registration form [HERE](#). Latest 5th of April 2026



### TO-DO

Book your flight to Stockholm Arlanda Airport and connecting train from Arlanda to Kopparberg C to fit the budget. Better yet, book your Green Travel all the way to Kopparberg C!



### TO-DO

Join the Whatsapp group for updated information and ongoing activities. You can find it [HERE](#)



### TO-DO

Inform us about your arrival and departure time to [erasmus@awesomepeople.org](mailto:erasmus@awesomepeople.org) so we have a record of when to pick you up. Deadline 25th of July 2026.



### TO-DO

Keep an eye on your mailbox for information about the youth exchange



### TO-DO

Pack your things and bring an AWESOME attitude!



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## QUESTIONS? CONTACT US!

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*Looking forward to see  
you in Kopparberg!*

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