

Agenda

Welcome everyone and offering technical support if needed

Short **introduction of the facilitator**

Short **presentation of the Wake UP!** project

If needed and participants do not know each other, is recommended for facilitator to provide a **name game** and other **getting-to-know-each-other game(s)**.

Explanation of the **aim of the campaign**

Creation of the cardboards with messages

Rehearsal on the flashmob coreography

Performance of the flashmob

Evaluation – a word that symbolizes how they feel after the workshop

Ending and good bye!