CLIPS
COMMUNITY LEARNING INCUBATOR

ASSISTING NEW COMMUNITY-LED INITIATIVES TO GROW

COMMUNITY LEARNING INCUBATOR PROGRAMME FOR SUSTAINABILITY

www.clips.gen-europe.org

Cooperation for innovation and the exchange of good practices.
Strategic partnerships for adult education

CLIPS
COMMUNITY LEARNING INCUBATOR

THE NEED

Many national networks within Global Ecovillage Network Europe have noticed a strong rise in new ecovillages, community-led initiatives and social transformation groups.

But many fail within the first years of existence – often before they even become land based.

After the first enthusiasm and concrete steps to realize a vision for living life in a different way, challenges arise that can seem unsolvable.

CLIPS is there to help

National Networks of ecovillages can assist new projects to thrive, based on the experience we share. It is core to our function as national networks.

So that is the intention with CLIPS – which is also part of a long term vision of GEN Europe.
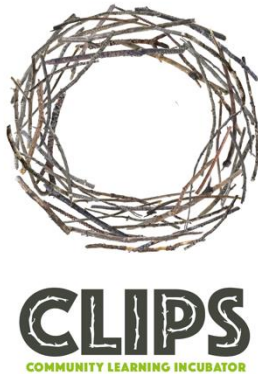
CLIPS I was there first....

From 2015-2017 8 GEN partners joined together in an Erasmus+ project to create an incubator – a support system for community-led initiatives for sustainability across the world: CLIPS.

Existing and experienced communities and networks brought together their expertise to create a facilitated process with *a CLIPS guide, self-assessment tools, a collection of resources and training concepts* based on good practices and direct experience of community life.

CLIPS trainings have been held in various countries and CLIPS is becoming a known concept in GEN Europe.

A comprehensive ICT platform has collected experience and outputs from CLIPS I:

www.clips.gen-europe.org

CLIPS I

Aimed at ecological communities and social transformation groups

Tailored training for groups

Facilitating and coaching group processes

CLIPS
COMMUNITY LEARNING INCUBATOR

Connecting mentors, trainers and activists

Drawing on knowledge from existing communities

A guide and a set of tools to support groups find their way in complex and challenging situations

GEN EUROPE

CLIPS Framework

THE CLIPS MODEL

Developed during CLIPS I.
Presenting different layers of
community – organized within
the 4 dimensions in the wheel
of sustainability
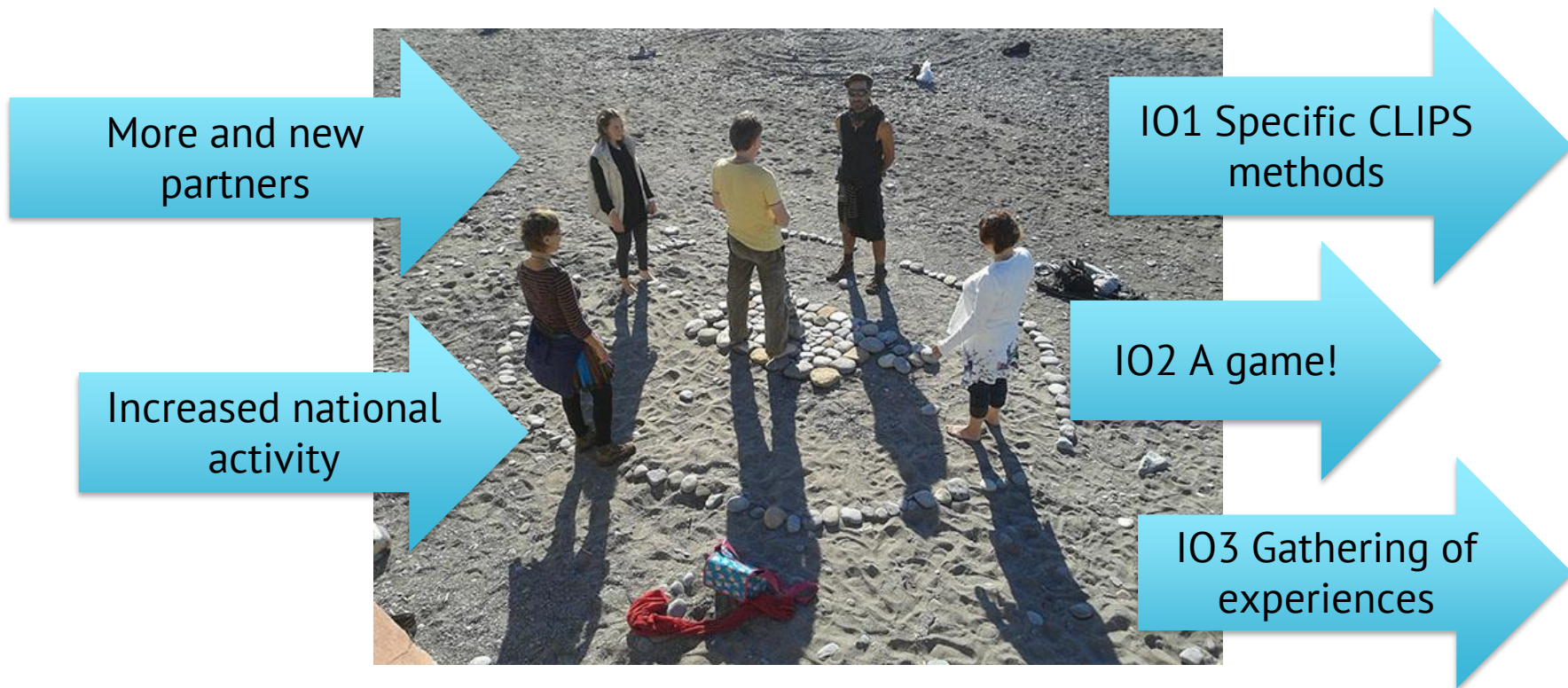
I (the individual)

We (the community)

Intention

Structure

Practice

CLIPS II – expanding quality and outreach

CLIPS might be arranged within a project structure but will never be 'completed'. CLIPS is a process that will continue to develop as new projects, trainers and methods arise. Therefore CLIPS II was formed, adding to CLIPS I.

More and new partners

Increased national activity

IO1 Specific CLIPS methods

IO2 A game!

IO3 Gathering of experiences

OBJECTIVES AND GOALS

The OVERALL OBJECTIVE of CLIPS II is:
To assist COMMUNITY-LED PROJECTS TO THRIVE
through adequate and customizable tools and methods.

CLIPS II pursues the following goals:
1) Develop CLIPS specific tools and methodologies to meet different learning styles (the CLIPS tool box). For trainers to put into action (CLIPS methods and a board game)
2) Build and increase the pool of CLIPS trainers, for wider dissemination and impact
3) Introduce and expand CLIPS to more countries
4) Inspire community led initiatives by introducing examples of good practice through storytelling and video (gathering of narratives + videos in three countries, as a pilot)

TARGET GROUPS
- Active citizens creating community-led sustainable projects; the target group CLIPS trainings are designed for
- Trainers working with the CLIPS framework & tools, delivering CLIPS trainings.
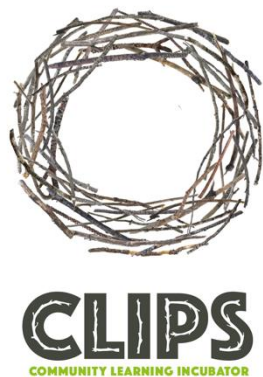
EXPECTED RESULTS IN CLIPS II

On the long term (outcome):
- **Empowerment** for people to become active and initiate community-led sustainable projects
- **Quality and improvement** in the design, management and implementation of community-led sustainable projects
- **Higher success rates** for community-led sustainable project start ups.

On the short term (outputs):
- A selection of **12-20 new methods** unique for CLIPS, well described and easy for others to implement
- An **interactive board game**, with clear instructions for enhanced usability
- A section with experiences gathered and systematized for easy access, including **12 short videos**, **showcasing model examples**, from three selected partner countries, as a pilot
- A selection of **12 narratives** about best practice examples, for inspiration and dissemination to a wider audience.
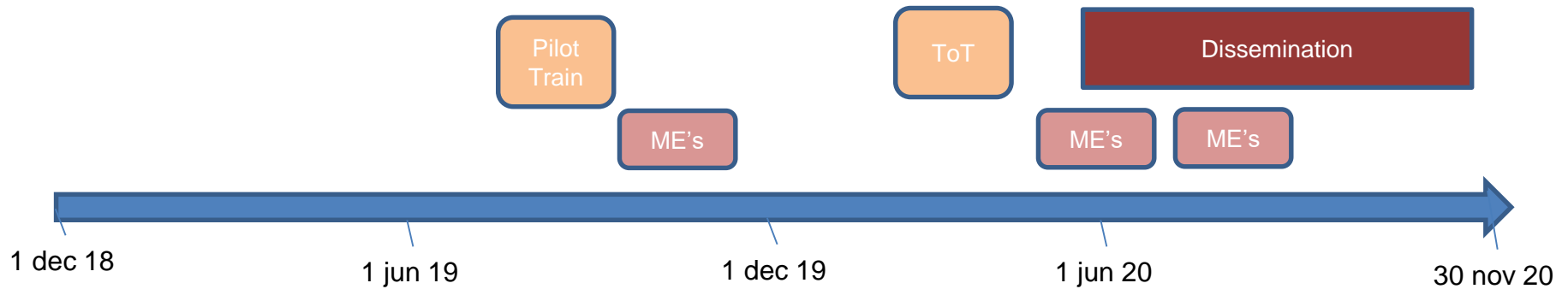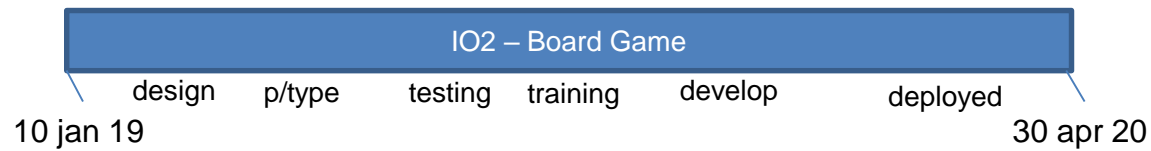
Monies received (1)

ACTIVITY	UNIT PRICE	UNITS	UNIT type	PER YEAR	PROJECT TOTAL
A. Management					
As co-ordinator (GEN EUROPE)	500 €	12	mnths	6.000 €	
As 9 National Partners	250 €	12	mnths	27.000 €	
				33.000 €	**66.000 €**
B. Partnership meetings					
Short distance travel (lump sum including all costs)	575 €	88	# prtcpnts	25.300 €	
Long distance travel (lump sum including all costs) (Finland)	760 €	2	# prtcpnts	760 €	
				26.060 €	**52.120 €**
C. Intellectual Outputs					
C.1. (IO1) METHOD DEVELOPMENT <10 P> {SPN}	74 € - 241 €	64	work days		12.136 €
C.2. (IO2) BOARD GAME <10 P> {SLO}	74 € - 241 €	47	work days		6.884 €
C.3. (IO3) GATHERING EXPERIENCES and VIDEOS <3 P> {DEN}	147 € - 241 €	36	work days		7.428 €
					26.448 €

Monies received (2)

ACTIVITY	UNIT PRICE	UNITS	UNIT type	PER YEAR	PROJECT TOTAL
D. Multiplier Events					
All partners	100 €	133	# prtcpnts		**13.300 €**
E. Training					
TRAINING IN DENMARK - TRAVEL	180 € - 275 €	13	# prtcpnts		3.195 €
TRAINING IN SPAIN - TRAVEL	180 € - 275 €	17	# prtcpnts		4.730 €
					7.925 €
F. Individual Support (accommodation/food/misc.)					
Blended mobility of adult learners - DENMARK - 5 days	290 €	14	# prtcpnts		4.060 €
Short-term joint staff training events - SPAIN - 5 days	530 €	18	# prtcpnts		9.540 €
					13.600 €
G. Special Needs (software for Genny)					**1.200 €**
H. Exceptional Costs (didactic board game: print and design)					**2.500 €**
GRAND TOTAL					**183.093 €**

How monies will be allocated (1)

ACTIVITY	UNIT PRICE	UNITS	UNIT type	Sub TOTAL	PROJECT TOTAL
A. Funds Available					
From Management and implementation					66.000 €
Additional funds available from applying same rate to both trainings					4.320 €
Total Available					**70.320 €**
B. Allocation of Available Funds					
GEN Europe for management, admin and coordination (4,5%)					8.239 €
AI partners for Mgt. and Implementation (incl. CLIPS2 Council meetings - 3 per year, 2 reps per partner attending)	1.200 €	10	prtnrs	12.000 €	24.000 €
Coverage of 25% of exceptional costs (total 2500)					625 €
Financial Project Administrator/Project Coordinator	200 €	24	mnths		4.800 €
Coordination team (3 coordinators per IO)					8.640 €
IO1 - (Method development)	120 €	24	mnths	2.880 €	
IO2 - (Board Game)	120 €	24	mnths	2.880 €	
IO3 - (Experiences/stories/videos)	120 €	24	mnths	2.880 €	
ICT/Communication WG (collaborating with GEN EU ICT/Comms.)	1.500 €				1.500 €

How monies will be allocated (2)

ACTIVITY	UNIT PRICE	UNITS	UNIT type	Sub TOTAL	PROJECT TOTAL
3 trainers for each of the 2 trainings	800 €	6	trnr/training		4.800 €
Application writing team (Ulrike, Camilla, Manja)					2.000 €
National Incubator trainings	700 €	10	prtnrs		7.000 €
National Dissemination	500 €	10	prtnrs		5.000 €
Direct cost for three trainers, at two trainings (transport for one meeting, food and accomodation)	1.400 €	2	trnr/training		2.800 €
Surplus Reserve Budget					916 €
Total Allocation					**70.320 €**

Allocation per partner

	TNM	IO	ME	Travel - 1	Travel - 2	Ind. Support - 1	Ind. Support - 2	Special Needs	Exc. Costs	M&I	Total
GEN Europe	€4.600,00	€3.638,00	1.500,00€	€180,00	550,00€	290,00€	1.060,00€				**11.818,00€**
Ecodorpen Netwerk	€5.750,00	€723,00	1.500,00€	€275,00	550,00€	290,00€	1.060,00€				**10.148,00€**
RIE	€4.600,00	€4.247,00	1.500,00€	€180,00	0,00€	290,00€	1.060,00€				**11.877,00€**
Mimundo	€4.600,00	€7.471,00	1.500,00€	€0,00	180,00€	290,00€	1.060,00€				**15.101,00€**
RIVE	€4.600,00	€2.996,00	2.100,00€	€275,00	550,00€	290,00€	1.060,00€	1.200,00€			**13.071,00€**
Sunny Hill	€4.600,00	€2.192,00	2.100,00€	€275,00	550,00€	290,00€	1.060,00€				**11.067,00€**
ART	€5.750,00	€222,00	1.500,00€	€550,00	720,00€	580,00€	1.060,00€				**10.382,00€**
Felkelo Nap Kozhasznu Egyesulet	€5.750,00	€1.184,00	600,00€	€550,00	550,00€	580,00€	0,00€		2.500,00€		**11.714,00€**
ERO	€5.750,00	€3.133,00	1.000,00€	€360,00	360,00€	580,00€	1.060,00€				**12.243,00€**
Kurjen ekokyläyhdistys	€6.120,00	€642,00	0€	€550,00	720,00€	580,00€	1.060,00€				**9.672,00€**
All										66.000,00€	**66.000,00€**
Total	**52.120,00€**	**26.448,00€**	**13.300,00€**	**€3.195,00**	**4.730,00€**	**4.060,00€**	**9.540,00€**	**1.200,00€**	**2.500,00€**	**66.000,00€**	**183.093,00€**

GEN Council
MD
Project Officer
FIN
NL
SLO
ROM
GER
CLIPS Council
ESP
ITA
DEN
HUN
SWE
Coordination team
Project Coord
IO 1: ESP
IO 2: SLO
IO 3: DEN
Events Team
Comms/ ICT
Training Team

Entity	Occupied by	Responsibility	Activities
GEN Council	Current Council	Accountable to members that project aligns with organisational strategy	Receives reports on progress. Offers oversight relating to SWAs
MD	Genny	Project Champion – seeks synergies with other projects & organisations. Infuse the project with GEN culture and vision. Monitors impact and diffusion of the project	Brings ideas to recycle & reflect
Project Officer	Herman	Accountable to GEN Council that project scope is maintained, that outcomes and the funder's requirements are being met	
CLIPS Council	Project Officer & 9 partners & Proj Coordinator	Provide an oversight role to ensure that the overall project is managed according to the project plan. Also deals with any strategic issues and decisions that arise during the course of the project as well as the allocation of resources.	Meet 3 times per year. Review project outputs for quality assurance. Take strategic decisions

GEN Council

MD

Project Officer

FIN

NL

SLO

ROM

GER

CLIPS Council

ESP

ITA

DEN

HUN   SWE

Coordination team

Project Coord

IO 1: ESP   IO 2: SLO   IO 3: DEN

Events Team

Comms/ICT

Training Team

Entity	Occupied by	Responsibility	Activities
Coordination team	Projects Coordinator & IO leads	Coordinate the work activities needed to achieve the project outputs. Takes tactical and operational decisions (e.g. prioritising activities) and escalates strategic ones to CLIPS council	Meet every 2 to 3 weeks Assess and report on progress within IO's
Project Admin / Coordinator	TBD	Manages project plan and tracks progress against plan. Ensures that the project admin is done timeously and an overall repository of project knowledge is maintained. Coordinates and synchronises the activities of the 3 IO's, 9 events and 2 trainings Manages and reports on project risks and slippages Organises Council meetings and TNM	Sets up project charter, plan and infrastructure Coordinates and compiles progress reports Compiles funder reports Manages the budget and allocation of funds
IO Coordinators	As proposed by lead partners	Manages the individual IO project plans Assigns and manages tasks to team members	Report on task progress
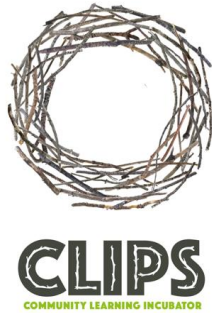
IO1 – CLIPS METHODS

IO partners: Spain (lead), Denmark and Germany

Deliverables: 12-20 methods on the ICT platform
A comprehensive and well described step by step tool kit
appropriate for the Incubator and for its trainings.

Categories of methods to be explored:
1) Adaptation of existing methods/tools **within the GEN family**
(Ecovillage playing cards, Evoneers Journey etc.) to CLIPS
2) Adaptation of existing methods/tools **from our own practice.**
Peer review and further development, part of the CLIPS toolbox.
3) Development of methods on how **to work with the CLIPS
model** with I/We, intention, structure and practice. The same for
the self evaluation tool.
4) Development of **new methods created by common need
and shared creativity**.

- Methods will be tested at trainings and TNM's
- The CLIPS method tool kit will be translated into all partner
languages.
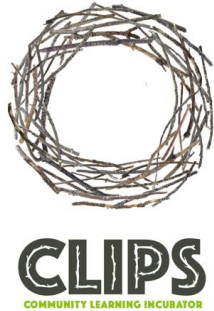
IO1 – BOARD GAME

IO partners: Italy, Slovenia (lead) and Hungary

Description:
The game is to be developed as a simulation of real group dynamics as a cooperative game where players are not competing with each other and solutions are only possible through cooperation.

The game offers an opportunity to experience something new in a non-threatening setting, helping to come out of old patterns and opening the doors to a world of possibilities.
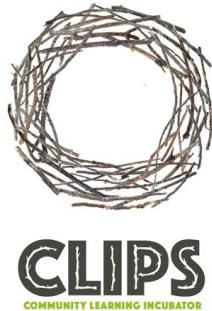
ELEMENTS OF THE GAME
The game is expected to be played by 4 players and it contains several elements:
- board
- 80 challenge cards
- players figures

The graphics for the board and the cards will be available on the ICT platform to download. The board represents the five levels in the CLIPS model: I, We, Intention, Structure and Practice.

IO3 – DATA; STORIES AND VIDEO

IO partners: Denmark (lead), Sweden and Spain

Deliverables for each partner:
10 interviews
3 storytelling examples
3 short videos

IO3 objectives:
- sharing of best practice examples and success stories, thereby assisting new initiatives with both hard/soft data.
- systematizing the experience gathered, making this knowledge and experience available in a comprehensive database format.

PILOT:
This IO will serve as a pilot in 3 countries, for further replication when its feasibility and usage has been tested and documented.

TIMELINE:
Interview results on ICT platform – **August 2019**
Videos and stories on ICT platform – **January 2020**

- To a higher extent than the other IO's to be accessible for external partners and stakeholders and dissemination purposes
- All partners will follow and evaluate this IO at the TNM's.
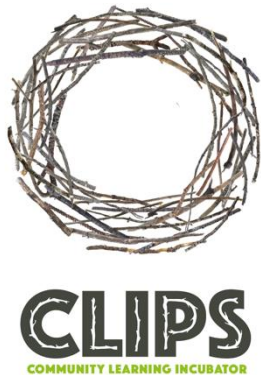
TASKS FOR PARTNERS

CREATORS: Responsible for creating the intellectual outputs. Working groups are formed for each of the 3 intellectual outputs. Their trainers facilitate the trainings and the evaluations, to improve the IO's.

NEWCOMERS/CONTRIBUTORS: The Incubator concept might be new in their countries. The main aim is to introduce the Incubator, but with integration of their contributions (TNM's). They all translate the CLIPS Guide produced in CLIPS I to their languages, from the start, thus capitalizing the results.

ALL PARTNERS:
- form national CLIPS teams
- proactively disseminate CLIPS at national level
- implement national multiplier events and trainings
- translate the IO's into national languages
- select participants to the training events
- take responsibility for scope and adequate quality and documentation of the project activities they are involved in.

FIRST PROJECT KICK OFF MEETING

This fist meeting between all participating partners takes place in January 2019 in Slovenia.
21st, 22nd and 23rd: CLIPS meeting
24th and 25th: IO working groups only

TOPICS:
- Presentation of all partners
- Stocktaking and exchange on best practices for supporting community-led sustainable projects.
- Orientation for less experienced partners on running Erasmus+ projects
- Agreement to tasks & activities during the first year, project goals and products, including a shared understanding of the development of the IO's
- Agreement on requests for all partners on how to contribute meaningfully to the IO's.
- Finetuning of the work plan and division of tasks
- Coordination of the first dissemination activities
- Agreement on monitoring responsibilities.
- Clarification of all questions that might arise.

LET'S GET TO WORK!

http://clips.gen-europe.org