



CLIPS
COMMUNITY LEARNING INCUBATOR



**ASSISTING NEW
COMMUNITY-LED
INITIATIVES TO GROW**



CLIPS

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COMMUNITY LEARNING INCUBATOR PROGRAMME
FOR SUSTAINABILITY

www.clips.gen-europe.org



Co-funded by the
Erasmus+ Programme
of the European Union

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



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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

But CLIPS can help!

National Networks of ecovillages can assist new projects to thrive, based on the experience we share

That is the intention with CLIPS – which is part of a long term vision of GEN Europe



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CLIPS I

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

Long 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, also after the completion of the project. 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



Tailored training
for groups

Aimed at ecological
communities and social
transformation groups

Facilitating and
coaching group
processes

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Connecting
mentors,
trainers and
activists

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

Drawing on
knowledge
from existing
communities





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THE CLIPS MODEL

Presenting different layers of community – organized within the 4 dimensions of sustainability

I (the individual)

We (the community)

Intention

Structure

Practice





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I – THE INDIVIDUAL

Background

Inner conflicts

Personal needs
and desires

Attitudes

Skills





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WE – THE COMMUNITY

Community
identity
and spirit

Culture of
communication

Love
relations

Deep
sharing

Dealing
with conflict

Working
together

Rituals,
celebrations,
joyful activities





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INTENTION

Positioning
in society

Vision, mission
and strategic
goals



Personal and
collective
intention

Integrating
new
members

Resilience,
adapting to
change





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STRUCTURE

Governance and
decision making

Rank and
leadership

Feedback

Economic
structures

Project
management

Legal
organisation





PRACTICE

Building



Community dinners

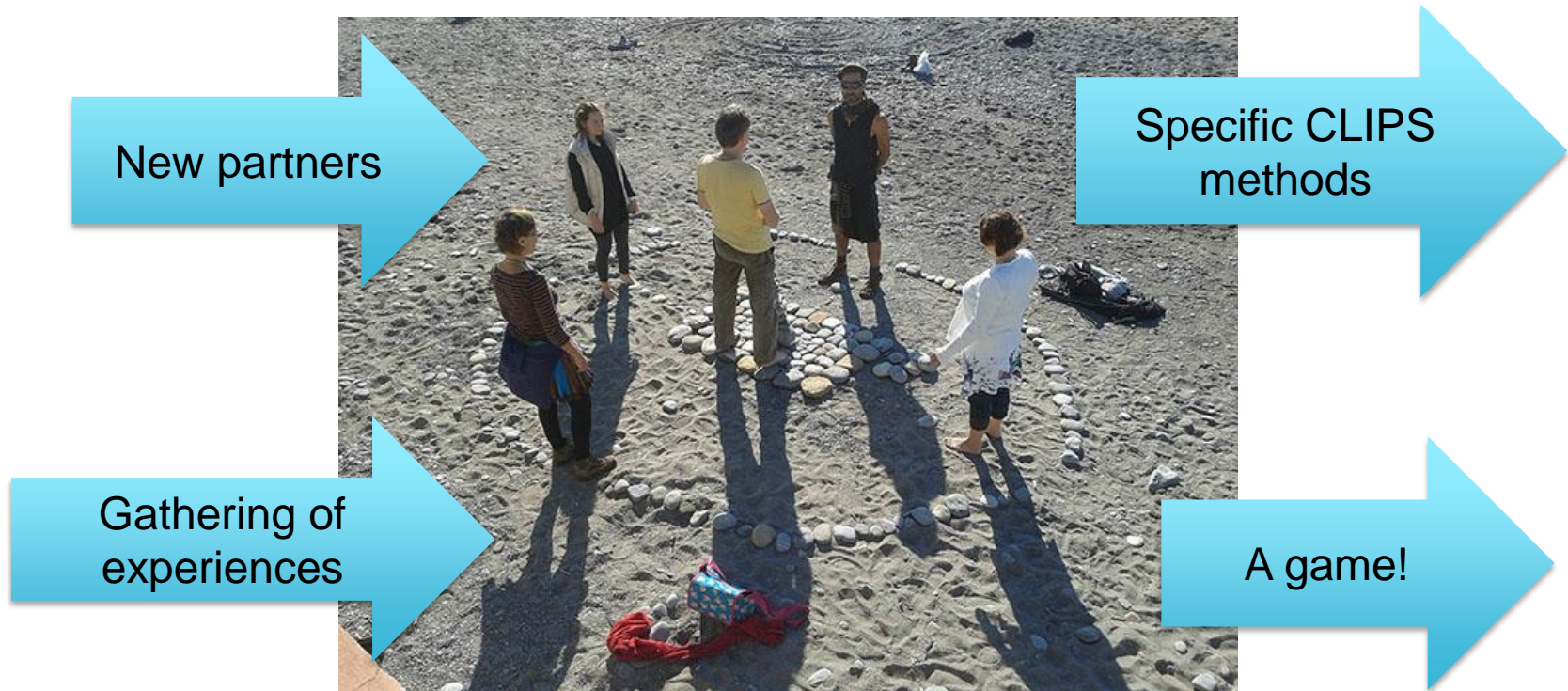
Farming





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





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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 builds on the results of the CLIPS I and pursues the following goals:

- 1) Develop CLIPS specific tools and methodologies catering to 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 (gathering of narratives + videos in three selected countries)

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



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5 TRANSNATIONAL MEETINGS
(Slovenia, Italy, Spain, Denmark,
Germany)

2 trainings
(ToT and pilot,
in Spain and in
Denmark)

IO1:
CLIPS Methods
Toolkit

IO2:
Didactic Board Game

IO3:
Best practice
examples and
success stories



DISSIMINATION
ACTIVITIES

Multiplier events in all
partner countries

Website

www.clips.gen-europe.org





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EXPECTED RESULTS IN CLIPS II

On the long term:

- **Empowerment** for people to become active and initiate community-led sustainable projects
- **Quality improvement** in the design, management and implementation of community-led sustainable projects
- **Higher success rates** for community-led sustainable projects that are starting up.

On the short term:

- A selection of **12-20 new methods** that are unique for CLIPS, well described and thus 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 **three 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 and catering to a different style of learning.



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TRAININGS AND DISSEMINATION

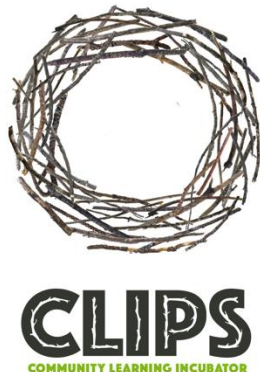
Trainings are means to achieve results, being the capacity to put the methods and materials produced into action.

This will happen in a three-fold roll out:

- 1) **Pilot trainings** to test and improve the outputs, their usability and need for further adaptation.
- 2) A training to build capacity in the partner organisations for more trainers to take ownership and become confident in utilizing the new methods and materials (**CLIPS ToT**).
- 3) **Internal training** involving all trainers participating in the partnership.

The immediate result from these trainings will be an added number of trainers to the **CLIPS Pool of trainers (40 people)**.

The project results will then be disseminated nationally to trainers from different organisations through multiplier events, reaching a **total of 180 CLIPS trainers**.



PROJECT PHASES IN CLIPS II

The **DEVELOPMENT PHASE** is the first step in output production where brainstorming, sharing of experiences, best practice and exchange between the partners plays a vital role in the actual production.

The **TESTING PHASE** leads phase to improvements of the intellectual outputs, insights gained through practical application and feedback processes with different target groups, leading to enhanced quality in all the IO products.

The **CAPACITY BUILDING PHASE** increases the pool of trainers available in all the involved countries.

The **DISSEMINATION PHASE** happens partly in parallel with earlier phases and is crucial to the success and impact.

The **EVALUATION PHASE** closes the cycle of the project's lifetime, giving rise to the learning of how future projects should be formed.



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TASKS FOR PARTNERS

CREATORS: Responsible for creating the intellectual outputs. Working groups are formed for each of the three intellectual outputs. Their trainers facilitate the blended mobilities of learners as well as the short-term joint staff training and evaluation of the pilot trainings, in order to improve the IO's.

NEWCOMERS: The CLIPS concept is new in their countries. The main aim for them is to introduce CLIPS to their countries, but with expression of their needs and integration of their contributions. They translate the CLIPS Guide produced in CLIPS I to their languages, thus capitalizing the results.

ALL PARTNERS:

- pro-actively disseminate on national level
- implement a national multiplier event
- translate the IOs into national languages
- send participants to the learning/teaching/training events
- documentation of the project activities they are involved in



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<http://clips.gen-europe.org>