

Welcome to use *the Juggle Card Pack!*

You are looking at the Juggle-cardpack. It's filled with ideas and tips for how to use different creative methods as part of your work. Methods presented in the cards are social circus, dance and theatre, creative use of digital methods, outdoor learning and gamification. You can use the cardpack with the help of the Juggle-manual. There you can find more information regarding the use of these methods and see suggestions for lesson plans. The exercises help to develop and enhance various key competences needed in the journey of lifelong learning.

The cards are divided for three categories and eight sub-categories based on the LifeComp's categorisation of key competences of lifelong learning. The categories are:
Social competence (cards on green color base): exercises for collaboration, communication and empathy

Personal competence (cards on purple color base): exercises for flexibility, self-regulation and wellbeing. Learning to learn competence (cards on yellow color base): exercises for growth mindset and critical thinking. Juggle-cardpack has been created in the Erasmus+-project Juggle – Creative ways to develop key competences of lifelong learning (2020-2023). Some of the circus pictures on the cards have been taken during the project Magical learning (ESF 2019-2021) where Sirkus Magenta and Live collaborated on a national level in Finland. On the Juggle-project six organisations working in the field of vocational and special education collaborated to create tools for educators to support the development of key competences of lifelong learning for students with special needs. However, you can use these cards with various groups of people with or without special needs.

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