

CALL FOR PARTICIPANTS

PUZZLES OF TIME

Unlock the past, shape the future

Youth exchange for adultes aged 18 to 30
from Octobre 18 to November 2 2025



The project allows participants to:

- Experience 2 weeks of intercultural communal living;
- Develop their initiative and entrepreneurial spirit;
- Improve their self-confidence;
- Learn to express their ideas effectively;
- Develop their ability to work independently.

Step 1: Immersion

During the first few days, you will participate in activities to get to know each other and foster team dynamics. You will explore the history of Le Créneau Castle and engage in discussions on creativity, problem-solving, and cooperation, thus laying the foundation for the main task of the project: creating an escape game in the castle.

Step 2: Design

You will work in various groups to design the escape game, incorporating the historical elements of the castle, adhering to certain predefined restrictions, and using artificial intelligence tools to support your creative process. This phase will encourage collaboration, critical thinking, and the acquisition of technical skills.

Step 3: Implementation and Reflection

You will finalize and implement your escape game project, testing it and sharing it with the local community. The final days will be dedicated to reflecting on the experience, formalizing the lessons learned, and celebrating the results of the youth exchange.

Le Créneau - Solidarités Jeunesses

INFORMATION

ACCOMMODATION

You will be accommodated in the castle in non-mixed shared rooms (3-8 people per room). Shared bathrooms are available on the floor, with communal living spaces on the ground floor.

DAILY LIFE

Collective living is at the heart of the project. In addition to working on the journalistic project, participants will also contribute to daily tasks such as cooking, cleaning common spaces, and taking care of shared responsibilities. This organization promotes autonomy, cooperation, and a strong sense of community.



Preparation Before the Project

Before your arrival, we ask you to prepare by exploring the essential elements of Puzzles of Time. Here are a few activities (which are not mandatory) to help you immerse yourself in the atmosphere of the escape game:

- ◆ Bring with you a short historical riddle, mystery, or legend from your country. This could inspire elements of the game and enrich the collective experience.
- ◆ If possible, play an escape game (in person or online) and reflect on what you found fun and challenging. What game mechanics particularly caught your attention?
- ◆ If artificial intelligence plays a role in the game, test a chatbot or AI tool and share your thoughts on how it could enhance storytelling or puzzle design.
- ◆ Bring a small object that looks old (real or fake) that could be used as a clue or decoration in the game. This will add a personal and intriguing touch to the atmosphere.

These activities will help you better understand the project and be ready for the adventure ahead.

Le Créneau - Solidarités Jeunesses

ABOUT US

Location of the project

Le Créneau
Château des Prureaux
03130 Montcombroux-les-
Mines, France

Dates

18 Octobre to 2 November
(including the travel dates)

Participants

20 participants 18-30 years
old and 5 leaders 18+

Needs

basic level in English

Cost

Accommodation and meal
will be provided by the
organization.
Travel costs will be
partially covered
according to the
Erasmus+ calculator.

Contact

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Le Créneau is one of the regional branches of Solidarités Jeunesses. It is located in a château in Montcombroux-les-Mines, in a rural area. It has been working for local **social**, **educational** and **cultural** development for 31 years.



The aim of our association is to **bring together people from different social and cultural backgrounds** to create a mix, learn to live and work together, get to **know each other** and share their own experiences in a spirit of **respect and tolerance**. To achieve these objectives, the young people will prepare their own menus, cook as a group, do the housework and organise their activities. Supervised and accompanied by a trained team, they will **experience interculturality**.

