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Introduction and learning goals

Welcome to Gincana Monstra!

- Introduction
- Learning goals

Introduction

In this module we will present a step-by-step approach to creating a Gincana, so that it can be reappropriated, remixed and adapted as open source code. We do not intend to present a closed recipe, but rather to bring a guide of possibilities, sharing our methodology for the realization of the Gincana Monstra, which was an online learning process aimed at defenders with an interest in multiplying this knowledge within their collectives and communities.

The participants had diverse profiles in age, contexts, intersectionalities, and territories where they are inserted. It has as its base and starting point the infrastructures of affection: the construction of feminist solidarity networks, the autonomy of the participants, the joy, the flexibility and the individual and collective anti-capitalist care.

The term "Gincana", here, recalls the idea of a journey to be taken, with different stages through which the participants walk together, abandoning the idea of competition and evoking collaboration. With synchronous and asynchronous activities, which can range from conversation rounds to practical activities with digital tools, including spaces for creativity and collective creation, to the end of the Gincana Monstra, where all the participants are "winners".

This methodology was elaborated so that the themes approached and the proposed sessions and activities can be organized according to the resources available, be it time, availability of the participants, or financial resources. This way, the facilitators can create a thread, or narrative thread, with themes and sessions that, at the end of the course, lead to an accumulation of learning capable of expanding the participants' safety and care strategies. Also central to this is the availability of all the material used for the Gincana itself and its methodologies, with the goal that the participants can appropriate these materials and also facilitate and pass on this knowledge. The intention is that the participants will also be trained as facilitators on the subject.

Throughout the process, new digital tools made by activists for activists are used and presented, which allow the organization and realization of the Gincana Monstra, and which can be adopted by the participants and their groups as safe tools for collective organization. Some examples of these tools are: instant messengers, file storage and sharing, videoconferencing, collaborative document editing; among many others. The focus is not on using the tools, but on adopting them as part of

the process, always respecting the participants' wishes, abilities, time, and contexts. Thus, by the end of the journey, the participants will be familiar with digital technologies, either through the discussions, or by practicing the use of the tools throughout the process. The idea is that while they are learning to use new tools, these will be understood as an important part of the construction and maintenance of their networks of affection, in the maintenance of their struggles and activism, and therefore can be important allies.

The entire methodology believes in horizontality as the basis for learning, and is inspired by Popular Education, collaboration, respect for affective and gender diversity, cultures, ages, and different access, literacy, and contacts with technology.

Learning goals

The methodology of the Gincana Monstra was designed to be a process of strengthening networks, which welcomes and includes the participants, respecting the knowledge, experiences and repertoires they bring with them, based on the assumption that all people already have a knowledge in relation to ancestral and traditional technology. The idea is to encourage the participants to recognize themselves as holders and producers of knowledge of technologies, from ancestral to digital.
Through the meetings, discussions, proposed activities, practices, and support materials, this methodology allows the participants to reflect about individual and collective, anti-capitalist care, and to have contact with tools and practices that will help them in their daily activities so that they can be safer and more protected when using digital technologies. At the end of this module, it is expected that participants

- Get all the information needed to adapt and organise your own version of online Gincana.
- Be aware of all the important steps and minimum resources, to run a Gincana.
- Apply concepts and practices of anti-capitalist self-care and collective care, in learning processes;
- Leave motivated and inspired to multiply the knowledge acquired in their community and activist circles;
- Have a deep reflection on the political role in the use of technology.
- Feel challenged in the construction of learning processes in digital care from a feminist and decolonising approach. The proposal is to present a methodology that allows for the inclusion of different themes to be treated according to the needs, desires, demands, and contexts of the group of participants.

This module includes:

Preparation activities

Guidance and suggestions on how to take the first steps in building and planning a Monster Gincana. It works on the importance of cosmovision, how to make the first approaches, previous information about participants and how to maintain engagement before and during the course.

Learning paths

Addresses the construction of a central trail where the Macro Themes and contents are connected and build a narrative and learning path.

Learning activities

Which deals with the formats of activities, synchronous and asynchronous, in-depth activities or practices to explore concepts and tools related to care, building bridges between feminist care and digital security. It also suggests scripts for conducting the activities.

Post production

Provides suggestions for facilitators on how to keep the network active.

Who Gincana Monstra is for?

For every activist or organisation that wants to organise learning processes in digital care. The information in this module is useful for both online and live activities.

Number of participants

We suggest 8 to 25 people.

Estimated time for the Gincana

01 to 12 months.

Resources

About resources