Project Number: 2018-1-PL01-KA201-050865

Parsifal

First Project Partners Meeting

Florence (IT)

4 – 5 December 2018

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Project Number: 2018-1-PL01-KA201-050865

FIRST PARTNERS MEETING

Florence, 4 – 5 December 2018

Project Information

1. Agenda of meeting
2. Project Information
3. Project Summary
4. Project Presentation
5. Calendar of Activities
6. Calendar of Deadlines
7. Passwords for the Portal
8. Partners' List
9. Partners' Book

Templates and tools for carrying out the project activities

IO1 Student's Assessment Toolkit

- IO1.A – List of legends / tales
- IO1.B – Legends / tales description

Multiplier Events

- ME.1 – Multiplier Event Description
- ME.2 – Multiplier Event Programme
- ME.3 – Multiplier Event List of Participants
- ME.4 – Multiplier Event Minutes

PM1 - Project Management

- PM1.A – Student Information
- PM1.B – Lecturer Information
- PM1.C – Role of the Target Groups
- PM1.D – In Progress Activities Reports (to be filled in online)
- PM1.E – Financial Manual (external annex)
- PM1.G – Template of Mobility Declaration

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PM2 - Dissemination

- PM2.A – Dissemination Event Description (to be filled in online)
- PM2.B – How to Write the Best Practice Dissemination Report

PM3 - Exploitation

- PM3.A – Associated Partner Letter
- PM3.B – Associated Partner Information
- PM3.C – Exploitation Links

PM4 Quality and Monitoring Plan

- PM4.A – Quality Plan
- PM4.C – End Users' Evaluation Questionnaires for Intellectual Outputs
- PM4.D – Tool for questionnaires analysis
- PM4.F – Guidelines for the evaluation report on testing activity

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Project Number: 2018-1-PL01-KA201-050865

FIRST PROJECT PARTNERS MEETING

Florence (IT), 4 – 5 December 2018

AGENDA OF THE MEETING

Timetable of 4 December 2018

9:30 Start of the Meeting

1		Welcome of Participants	CKZiU and Pixel
2		Adoption of the agenda	Pixel
3		Presentation of each partner of the project	All partners

11:00 – 11:15 Coffee Break

4		Introduction to the project context and background	CKZiU, Pixel
5		Target Group Involvement: o *Presentation of the templates for carrying out the activities*	Pixel
6		Presentation of the 3 Intellectual Outputs	
	6.1	Intellectual output 1: On-line Repository of legends and traditional tales o *Presentation of the templates for carrying out the activities*	CKZiU, Pixel
	6.2	Presentation by each partner of a legend / traditional tale	All partners

13:00 – 14:00 Lunch Break

	6.3	Intellectual output 2: Essays on European legends, myths and traditional tales o *Presentation of the planned activities and expected results*	CKZiU, Pixel
	6.4	Intellectual output 3: On-line Interactive map of the areas of cultural relevance and the related Legends/tales o *Presentation of the planned activities and expected results*	CKZiU, Pixel

16:00 – 16:15 Coffee Break

8		Presentation of the project's events	
	8.1	Multiplayer events (ME) o *Presentation of the templates for carrying out the activities*	Pixel

17:30 End of 1st Meeting Day

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Project Number: 2018-1-PL01-KA201-050865

Timetable of 5 December 2018

9:30 Start of the Meeting

8		Presentation of the Project Management Activities (PM)	
	8.1	Presentation and analysis of PM1: Coordination of Activities o *Presentation of the Form for the production of in progress activities reports available online on the project web site*	Pixel
	8.2	Presentation of the financial reporting of the project o *Presentation of the financial manual*	Pixel

11:00 – 11:15 Coffee Break

	8.3	Presentation and analysis of PM2: Dissemination o *Presentation of the form to report the dissemination events* o *Presentation of the Guidelines for writing the Best Practice Dissemination Report*	Pixel
	8.4	Presentation and analysis of PM3: Exploitation o *Presentation and discussion of the Forms for the involvement of associated partners* o *Presentation and discussion of the Forms for the collection of the exploitation links*	Pixel

13:00 – 14:00 Lunch Break

	8.5	Presentation and analysis of PM4: Evaluation o *Presentation of the activities to be carried out* o *Presentation of the evaluation report on the testing activities*	Pixel
9		Contractual Issues and definition of partners' role	CKZiU
10		Calendar of Activities and Reminder on Project Deadlines	Pixel and CKZiU
11		Schedule of Future Meetings	All partners
12		Any Other Business	All partners
13		Meeting Evaluation	All partners

16:00 End of the meeting

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Project Number: 2018-1-PL01-KA201-050865

Parsifal

the Legends Researcher

Funding Programme	Erasmus + Cooperation for innovation and the exchange of good practice KA2 - Strategic Partnerships for School Education
Project Number	2018-1-PL01-KA201-050865
Project Applicant	CKZiU - Centrum Ksztalcenia Zawodowego i Ustawicznego (PL)
Start Date	01/10/2018
End Date	31/08/2020
Total Budget	Total Budget: € 259 346,00
Deadline for Financial Reports	Progress: 30 May 2019 Progress: 30 September 2019 Final: 15 September 2020

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Project Number: 2018-1-PL01-KA201-050865

Parsifal, the Legends Researcher

Erasmus+ Programme

Strategic Partnerships for school education

Context

European policies in education focus, among others, on basic skills such as literacy, numeracy, science. These are identified as the foundation for further learning and a gateway to employment and social inclusion. The results of the PISA survey, the OECD's Programme for International Student Assessment, showed that almost one out of five 15-year-olds in the EU has insufficient reading and writing skills. This is a serious threat in a social and economic environment dominated by the written word, both online and in print, where individuals can contribute and participate actively only if they are able to appropriately read and write.

School education plays a strategic role to provide students with the necessary reading and writing skills to foster the awareness of the challenges and potentials offered by new technologies.

Needs and Objectives

Within this context the project identifies the following needs and related objectives to be achieved:

- Improvement of secondary school students' achievements in literacy and digital skills making reference to the cultural heritage surrounding the students that will have to be presented to other European students through the reference to traditional tales and stories that are linked to it.
- Promotion of a multidisciplinary approaches in education based on references to be made to historical, cultural, geographical and artistic issues in the presentation of the local cultural heritage of the students.
- Promotion of a learner-centred pedagogical approaches where each single student involved in the project - supported by their teachers and the project experts - will find his/her own way to present sample of the local cultural heritage to other European students involved.
- Integration of ICT in the learning process as the presentation of the samples of the local cultural heritage will be made through the development of an online interactive map as well as an App.
- Exploitation of new forms of flexible learning based on an appropriate use of ICT as the project's deliverables will be available online and on mobile. It will therefore be possible for the students involved to learn about the European cultural heritage of the regions involved, presented referring to traditional tales and stories by other students, via their computer and via their mobile telephones.
- Creation of a transnational network of secondary schools that will be directly involved in the project activities as associated partners. The schools will actively be involved in the research activity and the production of the deliverables to be compared at transnational level. The schools will be encouraged to continue the activity also beyond the Parsifal project, in the framework of eTwinning projects that will possibly start as it already happened in the

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framework of previous European projects with schools in which the partnership was and is involved.

Intellectual Outputs

In order to achieve the above mentioned aims the following outputs will be delivered:

1) On-line Repository of legends and traditional tales related to the cultural heritage of the regions involved in the project. The repository will be available both in English and in the national language of the country. The repository will present the legends and tales through different media (videos, photos, texts). The repository will be searchable according to different criteria such as country (i.e the partner countries), topic (e.g. art, history, tradition etc); artistic subject (e.g. palace, sculpture, painting, object etc).

The Repository will contain, for every traditional tale and legend linked to the local cultural heritage a:

- Collection of videos, images and hypertexts;
- Collection of cultural and historical references;
- A transnational comparative analysis aimed at identifying the common European roots of the different geographical areas involved.

2) Essays on European legends, myths and traditional tales related to the cultural heritage. The traditional tales and legends presented in the on-line repository and the related interactive map will be analysed and compared at transnational level in order to identify the common European roots. This will also develop a sense of belonging to a United Europe. The results of the transnational comparative analysis will be presented in the related Essays.

3) On-line Interactive map – also available in mobile as an App – where it will be possible for the student to identify the hot spots where there are places/objects with a cultural relevance that are presented through the legends and traditional tales related to them according to the media and approaches described above (i.e. photos/videos/hypertexts, relevant references, transnational analysis).

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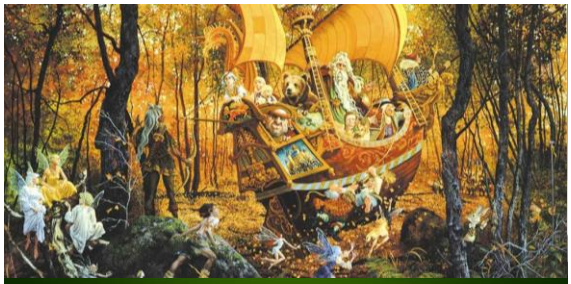

Parsifal, the Legends Researcher

Kick off meeting, Florence, 4 – 5 December 2018

Funding Programme

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European Commission funded through the Polish National Agency the Fiction project in the framework of the Erasmus+ Programme – Strategic Partnerships for School Education Action.

Project number: 2018-1-PL01-KA201-050865

The Context

- Young people make an extensive use of the technical potential of ICT based devices. .
- This, without appropriate guidance, might lead to insufficient reading and writing skills.
- The educational system needs to teach how to exploit technologies as a mean to promote and reinforce literacy skills, benefiting from their attractive potential.

Objective

The objectives of the Parsifal project are:

- to use ICT to allow students to improve literacy
- To acquire the knowledge of the cultural heritage surrounding them
- To carry out a comparative analysis with the cultural heritage of other European areas.

The Target Group

- School Teachers
- Students
- School Directors
- Policy Makers in the Field of Education

Expected Results

The main project tangible results are:

- On-line repository of legends and traditional tales
- Essays with transnational comparative analysis
- Online interactive map

Project Activities

The Project at a Glance

Involvement of target groups	December 2018 – January 2019
On-line Repository of legends	October 2018 – November 2019
Essays on European legends, myths and traditional tales	July 2019 – January 2020
On-line Interactive map	January 2020 - June 2020
Multiplier Events	May 2020 – July 2020

Target Groups Involvement

PM1: Project Management 1/4

Actions to be Carried Out

- Involvement of target groups:
  - 13 schools
  - 35 teacher
  - 700 students

PM1: Project Management 3/4

Templates and Tools

- PM1.A – School Information
- PM1.B – School letter
- PM1.C – Role of the school

PM1: Project Management 2/4

Expected Results

CKZiU (PL), Montale (IT), Kauno Jono (LT)
- 5 teachers
- 100 students

ZAT (BG), EuroED (RO)
- 5 schools
- 10 teachers
- 200 students

PM1: Project Management 4/4

Deadlines

- **30 January 2019**
  All Partners
  - Upload on the project portal the target group information

Intellectual Output 1

On-line Repository of Legends

IO1: On-line Repository of Legends 1/5

Actions to be Carried Out

IO1.1) Creation of all templates needed for carrying out the activities	1 November 2018 30 November 2018
IO1.2) Identification of legends / tales	1 December 2018 31 January 2019
IO1.3) Analysis and description of legends / tales	1 February 2019 30 June2019
IO1.4) Translation of national legends/ tales in national language	1 October 2019 30 September 2019
IO1.5) Comparative analysis of legends/ tales	1 July 2019 30 November 2019

IO1: On-line Repository of Legends 2/5

Templates and Tools

- IO1.A – List of legends / tales
- IO1.B – Legends / tales description

IO1: On-line Repository of Legends 3/5

Expected Results

Production per partner of:

- 1 list of 5 legends / tales pointing out the most relevant elements related to:
  - Geographical localisation
  - Possibile similarities with other legends / tales
- Analysis and description of legends / tales
- Availability of the legends /tales in English and in the national language
- Comparative analysis of legends /tales

IO1: On-line Repository of Legends 4/5

Deadlines

31 January 2019
All partners
Identification of 5 legends / tales per partner

31 March 2019
All partners
Upload of 2 legends / tales

30 June 2019
All partners
Upload of a total number of 5 legends / tales

IO1: On-line Repository of Legends 5/6

Deadlines

30 September 2019
All partners
Translation of national legends/ tales in national language

30 November 2019
All partners
Comparative analysis of legends/ tales

Intellectual Output 2

Essays on European Legends, Myths and Traditional Tales

IO2: Essays on European Legends 1/4

Actions to be Carried Out

IO2.1) Creation of all templates needed for carrying out the activities	1 June 2019 30 June 2019
IO2.2) Production of the draft version of the Essays	1 July 2019 30 November 2019
IO2.3) Online Transnational discussion on the draft version	1 December 2019 31 December 2019
IO2.4) Production of the final version of the Essays	1 January 2020 30 January 2020

IO2: Essays on European Legends 2/4

Templates and Tools

- IO2.A – Table of contents
- IO2.B – Guideline for transnational discussion

IO2: Essays on European Legends 3/4

Expected Results

5 Essays (1 per country) pointing out for each of the 5 legends identified at national level similarities and differences with the legends in the other countries in terms of:

- Main characters and animals, real and mythological
- Connection with the art heritage
- Environments
- Recurring situations and challenges
- Similar moral and ethical meaning and purposes

IO2: Essays on European Legends 4/4

Deadlines

30 June 2019
Pixel (IT), CKZiU(PL)
Creation of the Templates

30 November 2019
All partners
Production of the draft version of the Essays

31 December 2019
All partners
Online Transnational discussion on the draft version

30 January 2020
All partners
Production of the final version of the Essays

Intellectual Output 3

On-line Interactive Map of the Areas of Cultural Relevance and the Related Legends / Tales

IO3: On-line Interactive Map 1/4

Actions to be Carried Out

IO2.1) Creation of all templates needed for carrying out the activities	1 January 2020 31 January 2020
IO2.2) Uploading of legends on the map	1 May 2020 30 June 2020

IO3: On-line Interactive Map 2/4

Templates and Tools

- IO3.A – Legends on the Map

IO3: On-line Interactive Map 3/4

Expected Results

Creation of interactive didactical map related to the 25 legends and traditional tales identified in IO1.

The map will be available as a web portal and as an App.

IO3: On-line Interactive Map 4/4

Deadlines

31 January 2020
Pixel (IT), CKZiU(PL)
Creation of the Templates

30 April 2020
All partners
Uploading on the map of the places related to 3 legends/ tales

30 June 2020
All partners
Uploading on the map of the places related to a total number of 5legends/ tales

Multiplier Events

Multiplier Events1/4

Actions to be Carried Out

- Organisation of a final conference in Poland
- Organisation of a 5 dissemination events at national level in:
  - Bulgaria
  - Italy
  - Lithuania
  - Poland
  - Romania

Multiplier Events 3/4

Templates and Tools

ME.1 – Multiplier Event Description
ME.2 – Multiplier Event Programme
ME.3 – Multiplier Event List of Participants
ME.4 – Multiplier Event Minutes

Multiplier Events 2/4

Expected Results

5 Dissemination Events

CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)

Involvement of 30 teachers/policy makers (only participants from organisations other than the beneficiaries)

1 Final Conference

CKZiU (PL)

Involvement of 40 teachers/policy makers (only participants from organisations other than the beneficiaries)

Multiplier Events 4/4

Deadlines

30 June 2020

CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)

Sending of documents related to the multiplier events

30 July 2020

CKZiU (PL)

Sending of documents related to the multiplier events

Project Management

PM1 - Coordination of activities

PM1 - Coordination of activities 1/4

Actions to be Carried Out

- Attendance to the partners meeting
  - 1st Meeting: Florence (IT), November 2018
  - 2nd Meeting: Kaunas (LT), July 2019
  - 3rd Meeting: Sofia (BG), February 2020
  - 4th Meeting: Sosnowich (PL), July 2020
- Production of project reports

PM1 - Coordination of activities 3/4

Templates and Tools

PM1.D – In progress activities reports

PM1.E – Financial Manual (*external annex*)

PM1.F – Financial Forms

PM1.G - Template of Mobility Declaration

PM1 - Coordination of activities 2/4

Expected Results

Production of:

- Three months period online Activities Reports
- Yearly Financial Report

PM1 - Coordination of activities 4/4

Deadlines

All partners

- **Every three months** (28 February 2019-2020, 30 May 2019-2020, 30 August 2019-2020, 30 October 2019)
  - Production of Activities Report Forms
- **30 May 2019, 30 September 2019, 15 September 2020**

Financial Reports

Project Management

PM2 - Dissemination

PM2 - Dissemination 1/5

Actions to be Carried Out

- Development and translation of project brochures
- Organization of at least 1 dissemination event on the project every month
- Creation of a Facebook page
- Production of the best practice dissemination report
- Production of transnational dissemination report

PM2 - Dissemination 3/4

Templates and Tools

- PM2.A – In progress dissemination reports
- PM2.B – How to write the Best Practice Dissemination Report

PM2 - Dissemination 3/5

Expected Results

Project Brochure in all partners languages

Database of dissemination events on the portal

Facebook Page

National Best Practice Dissemination Report

Transnational Dissemination Report

PM2 - Dissemination 4/5

Deadlines

Every three months (28 February 2019-2020, 30 May 2019-2020, 30 August 2019-2020, 30 October 2019)

All partners

Upload of 1 dissemination events per month

Every month

All partners

Contribute to the Facebook page

15 December 2018

CZKiU (PL)

Development of project brochure

PM2 - Dissemination 5/5

Deadlines

30 January 2019

All partners

Translation of project brochure

15 September 2019

All partners

Progress Best Practice Dissemination Report

30 June 2020

All partners

Final Best Practice Dissemination Report

Project Management

PM3 - Exploitation

PM3- Exploitation 1/4

Actions to be Carried Out

Involvement in the project of associated partners

Collection of exploitation links

PM3- Exploitation 2/4

Templates and Tools

PM3.A - Associated Partner Letter

PM3.B - Associated Partner Information

PM3.C - Exploitation links

PM3 - Exploitation 3/4

Expected Results

Involvement of 6 associated partners

Collection of 6 exploitation links

PM3: Exploitation 4/4

Deadlines

15 September 2019
All Partners
Involvement of 3 associated partners
Collection of 3 exploitation links

30 June 2020
All Partners
Involvement of a total number of 6 associated partners
Collection of a total number of 6 exploitation links

Project Management

PM4 - Quality and Monitoring Plan

PM4: Quality and Monitoring Plan 1/4

Actions to be Carried Out

Collection of testimonials

Production of testing evaluation report

Production of transnational evaluation report

PM4: Quality and Monitoring Plan 2/4

Templates and Tools

- PM4.A – Quality Plan
- PM4.B – Project Meeting Evaluation Questionnaire *(partners)*
- PM4.C – Project Evaluation Questionnaire *(partners)*
- PM4.D – Evaluation Questionnaires for Intellectual Outputs *(end users)*
- PM4.E – Tool for questionnaires analysis
- PM4.F – How to write the Evaluation Report on Intellectual Outputs

PM4: Quality and Monitoring Plan 3/4

Expected Results

Pixel

3 issues of the Quality Plan

CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)

- 6 testimonials
- 20 evaluation questionnaires
- 1 Testing Evaluation Report

TA4: Quality and Monitoring Plan 4/4

Deadlines

30 June 2020

CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)

Collection of 6 testimonials

Collection of 20 evaluation questionnaires

Sending an evaluation report per country on the IOs

Thank you for Your Attention

Thanks for your attention!

Questions?

2018-1-PL01-KA201-050865

Parsifal, the Legends Researcher

	Oct-18	Nov-18	Dec-18	Jan-19	Feb-19	Mar-19	Apr-19	May-19	Jun-19	Jul-19	Aug-19	Sep-19	Oct-19	Nov-19	Dec-19	Jan-20	Feb-20	Mar-20	Apr-20	May-20	Jun-20	Jul-20	Aug-20
Intellectual Output 1: On-line Repository of legends																							
Creation of templates																							
Identification of legends / tales																							
Description of legends / tales																							
Translation in national language of legends / tales																							
Comparative analysis of legends / tales																							
Intellectual Output 2: Essays on European legends, myths and traditional tales																							
Creation of templates																							
Production of the draft version of the Essays																							
Online transnational discussion																							
Production of the final version of the Essays																							
Intellectual Output 3: On-line Interactive map																							
Creation of templates																							
Uploading of the references of the legends/ tales on the map																							
Project Management																							
Creation of templates																							
Partners Meetings																							
Involvement of target groups																							
Progress Report on activities																							
Financial Report																							
Events																							
Multiplier events (ME)																							
Final Conference (ME)																							

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CALENDAR OF ACTIVITIES

INTELLECTUAL OUTPUTS (IO)

IO1 – ON-LINE REPOSITORY OF LEGENDS

Activities	Partners Involved	Time schedule
Activities IO1.1) Creation of all templates needed for carrying out the activities **Expected results**: Template IO1.A – List of legends / tales Template IO1.B – Legends / tales description	Pixel (IT), CZKiU (PL)	Start Date: 1 November 2018 End Date: 30 November 2018
Activities IO1.2) Identification of legends / tales **Expected results** - 1 list per country of legends / tales **Templates** IO1.A – List of legends / tales	CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)	Start Date: 1 December 2018 End Date: 31 January 2019
Activities IO1.3) Analysis and description of legends / tales **Expected results** - Availability of 2 legends / tales per country **Templates** IO1.B – Legends / tales description	CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)	Start Date: 1 February 2019 End Date: 31 March 2019

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Activities IO1.3) Analysis and description of legends / tales **Expected results** - Availability of a total number of 5 legends / tales per country **Templates** IO1.B – Legends / tales description	CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)	Start Date: 1 April 2019 End Date: 30 June 2019
Activities IO1.4) Translation of national legends/ tales in national language **Expected results** National legends / tales available in national language	CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)	Start Date: 1 October 2019 End Date: 30 September 2019
Activities IO1.5) Comparative analysis of legends/ tales **Expected results** - Finalisation of the online repository of tales	CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)	Start Date: 1 July 2019 End Date: 30 November 2019

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IO2 – ESSAYS ON EUROPEAN LEGENDS, MYTHS AND TRADITIONAL TALES		
Activities	**Partners Involved**	**Time schedule**
Activities IO2.1) Creation of all the templates needed for carrying out the activities **Expected results**: Template: IO2.A – Table of contents Template: IO2.B – Guideline for transnational discussion	Pixel (IT), CZKiU (PL)	Start Date: 1 June 2019 End Date: 30 June 2019
Activities IO2.2) Production of the draft version of the Essays **Expected results** - Draft version of the Essays **Templates and Tools** IO2.A – Table of contents	CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)	Start Date: 1 July 2019 End Date: 30 November 2019
Activities IO2.3) Online Transnational discussion on the draft version **Expected results** - Contributions from the partners to the draft version **Templates and Tools** IO2.B – Guideline for transnational discussion	CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)	Start Date: 1 December 2019 End Date: 31 December 2019
Activities IO2.4) Production of the final version of the Essays **Expected results** - Final version of the Essays	CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)	Start Date: 1 January 2020 End Date: 30 January 2020

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IO3 – ON-LINE INTERACTIVE MAP OF THE AREAS OF CULTURAL RELEVANCE AND THE RELATED LEGENDS / TALES		
Activities	**Partners Involved**	**Time schedule**
Activities IO2.1) Creation of all the templates needed for carrying out the activities **Expected results**: Template: IO3.A – Legends on the Map	Pixel (IT), CZKiU (PL)	Start Date: 1 January 2020 End Date: 31 January 2020
Activities IO2.2) Uploading of 3 legends/ tales on the map **Expected results** - 15 legends on the map **Templates and Tools** IO3.A – Legends on the Map	CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)	Start Date: 1 February 2020 End Date: 30 April 2020
Activities IO2.3) Uploading of a total number of 5 legends/ tales on the map **Expected results** - Contributions from the partners to the draft version **Templates and Tools** IO2.B – Guideline for transnational discussion	CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)	Start Date: 1 May 2020 End Date: 30 June 2020

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ME - MULTIPLIER EVENTS		
Activities	**Partners Involved**	**Time schedule**
Activities ME1) Organisation of an event for 30 (Bulgarian/Italian/Lithuanian/Polish/Romanian) teachers/policy makers in order to present, discuss the project results and address their sustainability in the national system. **Expected results** Event with 30 participants **Templates and Tools** Template: ME.1 – Multiplier Event Description Template: ME.2 – Multiplier Event Programme Template: ME.3 – Multiplier Event List of Participants Template: ME.4 – Multiplier Event Minutes	CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)	End Date: 30 June 2020
Activities ME2) Organisation of the final conference for 40 teachers, policy makers in order to present, discuss the project results and address their sustainability in the national system. **Expected results** Event with 40 participants **Templates and Tools** Template: ME.1 – Multiplier Event Description Template: ME.2 – Multiplier Event Programme Template: ME.3 – Multiplier Event List of Participants Template: ME.4 – Multiplier Event Minutes	CKZiU (PL)	End Date: 30 July 2020

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PM - PROJECT MANAGEMENT

PM1 - Coordination of activities		
Activities	**Partners Involved**	**Time schedule**
Activities PM1.1) Creation of all the templates for carrying out the activities **Expected results**: Template: PM1.A – School Information Template: PM1.B – School letter Template: PM1.C – Role of the school Template: PM1.D – In progress activities reports Template: PM1.E – Financial Manual Template: PM1.F – Financial Forms Template: PM1.G - Template of Mobility Declaration	Pixel (IT)	Start Date: 1 November 2018 End Date: 30 November 2018
Activities PM1.2) Participation in Partners Meetings 1st Meeting: Florence (IT) 2nd Meeting: Kaunas (LT) 3rd Meeting: Sofia (BG) 4th Meeting: Sosnowich (PL)	All partners	1° meeting: December 2018 2° meeting: July 2019 3° meeting: February 2020 4° meeting: July 2020
Activities PM1.3) Selection and involvement for testing activities, by each partner school, of: - 5 teachers - 100 students Upload on the project portal of the School Presentation Forms **Expected results** - Online Database of Schools **Templates and Tools** PM1.A – School Information PM1.C – Role of the School	CKZiU (PL), Montale (IT), Kauno Jono (LT)	Start Date: 1 December 2018 End Date: 30 January 2019

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Activities PM1.3) Selection and involvement for testing activities, by each partner, of - 5 schools - 10 teachers - 200 students Upload on the project portal of the School Presentation Forms Sending to Pixel the scanned version of the school letters. **Expected results** - Online Database of Schools **Templates and Tools** PM1.A – School Information PM1.B – School Participation letter PM1.C – Role of the School	ZAT (BG), EuroED (RO)	Start Date: 1 December 2018 End Date: 30 January 2019
Activities PM1.3) In Progress reporting on activities Production and Uploading of Project Activities Report Forms **Expected results by each partner** In progress Project Activities Report **Templates and Tools** PM1.D – In progress activities reports	All partners	28 February 2019-2020 30 May 2019-2020, 30 August 2019-2020, 30 October 2019
Activities PM1.5) Financial Report Production of Project Financial Report **Expected results by each partner** Project Financial Report **Templates and Tools** PM1.E – Financial Manual PM1.F – Financial Forms (external annex)	All partners	Progress: 30 May 2019 Progress: 30 September 2019 Final: 15 September 2020

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PM2 - Dissemination		
Activities	**Partners Involved**	**Time schedule**
Activities PM2.1) Creation of all the templates needed for carrying out the activities **Expected results**: Template: PM2.A – In progress dissemination reports Template: PM2.B – How to write the Best Practice Dissemination Report	Pixel (IT)	Start Date: 1 November 2018 End Date: 30 November 2018
Activities PM2.2) Development of project logo and brochure **Expected results** Project brochure	CKZiU (PL)	Start Date: 1 September 2018 End Date: 15 December 2018
Activities PM2.3) Creation of a Facebook page **Expected results** Facebook page	Pixel (IT)	Start Date: 1 December 2018 End Date: 30 December 2018
Activities PM2.4) Dissemination trough Facebook: - Partners must upload at least 1 post per month on the activities carried out at national level	All partners	Start Date: 1 January 2019 End Date: 30 August 2020
Activities PM2.5) Translation of project brochure **Expected results** Project brochure in national language	CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)	Start Date: 15 December 2018 End Date: 30 January 2019

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Activities PM2.6) Organization of 1 dissemination event on the project every month and uploading the dissemination events description on the project web site **Expected results by each partner** Filling in of the dissemination form on the project web site (every three months) **Templates and Tools** PM2.A – In progress dissemination reports	All partners	28 February 2019-2020 30 May 2019-2020, 30 August 2019-2020, 30 October 2019
Activities PM2.7) Production of the best practice dissemination report **Expected results by each partner** One progress and one final Best Practice Dissemination Report **Templates and Tools** PM2.B – How to write the Best Practice Dissemination Report	All partners	*End Date for Year 1:* 15 September 2019 *End Date for Year 2:* 30 June 2020

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PM3 - Exploitation		
Activities, Tools, Results	**Partners Involved**	**Time schedule**
Activities PM3.1) Creation of all the forms, guidelines and documents needed for carrying out the activities **Expected results**: Template: PM3.A - Associated Partner Letter Template: PM3.B - Associated Partner Information Template: PM3.C - Exploitation links	Pixel (IT)	Start Date: 1 November 2018 End Date: 30 November 2018
Activities PM3.2) Involvement in the project of at least 6 organizations (3 per year) operating in the field of education, who will join the project as associated partner filling in the Associate partner form. They will be also inserted as Associate Partners on the project portal. **Expected results by each partner** - 6 letters of participation in the project as associate partners (3 per year) - 6 Associate Partners template filled in (3 per year) **Templates and Tools** PM3.A - Associated Partner Letter PM3.B - Associated Partner Information	All partners	*End Date for Year 1:* 15 September 2019 *End Date for Year 2:* 30 June 2020
Activities PM3.3) Publication of announcements on 6 portals (3 per year) or websites addressed to teachers **Expected results by each partner** - 6 exploitation links (3 per year) **Templates and Tools** PM3.C - Exploitation links	All partners	*End Date for Year 1:* 15 September 2019 *End Date for Year 2:* 30 June 2020

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PM4 - Quality and Monitoring Plan		
Activities	**Partners Involved**	**Time schedule**
Activities PM4.1) Creation of templates needed for carrying out the activities **Expected results**: PM4.A – Quality Plan Template: PM4.B – Project Meeting Evaluation Questionnaire Template: PM4.C – Teachers' Evaluation Questionnaires for Intellectual Outputs Template: PM4.D – Tool for questionnaires analysis Template: PM4.E – How to write the Evaluation Report on Intellectual Outputs	Pixel (IT)	Start Date: 1 November 2018 End Date: 30 November 2018
Activities PM4.2) Production of the issues of the Quality Plan **Expected results:** 3 issues of the Quality Plan	Pixel (IT)	1st issues: October 2018 2nd issue: September 2019 3rd issue: August 2020
Activities PM4.3) Evaluation of the Intellectual outputs: - Collection of 3 testimonials - Collection of 20 evaluation questionnaires - Sending of evaluation report on the IOs **Expected results:** National Evaluation Report **Templates and Tools** PM4.C – Teachers' Evaluation Questionnaires for Intellectual Outputs PM4.D – Tool for questionnaires analysis PM4.E – How to write the Evaluation Report on Intellectual Outputs	CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)	Start Date: 1 May 2020 End Date: 15 September 2020

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Project Number: 2018-1-PL01-KA201-050865

CALENDAR OF DEADLINES

IO1 – On-line Repository of Legends

Deadline	Results	Partner	Template and Tools
31 January 2019	Identification of 5 legends / tales per partner	All partners	IO1.A – List of legends / tales
31 March 2019	Upload on the project portal of 2 legends / tales	All partners	IO1.B – Legends / tales description
30 June 2019	Upload of a total number of 5 legends / tales	All partners	IO1.B – Legends / tales description
30 September 2019	Translation of national legends/ tales in national language	All partners	
30 November 2019	Comparative analysis of legends/ tales	All partners	IO1.D – Guidelines
30 September 2019	Production of the Guidelines for policy makers and school directors	All partners	IO1.D – Guidelines

IO2 – Essays on European Legends, Myths and Traditional Tales

Deadline	Results	Partners Involved	Template and Tools
30 June 2019	Creation of all the templates needed for carrying out the activities	Pixel (IT), CKZiU(PL)	
30 November 2019	Production of the draft version of the Essays	All partners	IO2.A – Table of contents
31 December 2019	Online Transnational discussion on the draft version	All partners	IO2.B – Guideline for transnational discussion
30 January 2020	Production of the final version of the Essays	All partners	IO2.A – Table of contents

IO3 – On-line Interactive Map of the Areas Related to Legends / Tales

Deadline	Results	Partners Involved	Template and Tools
31 January 2020	Creation of all the templates needed for carrying out the activities	Pixel (IT), CKZiU(PL)	
30 April 2020	Uploading on the map of the places related to 3 legends/ tales	All partners	IO3.A – Legends on the Map
30 June 2020	Uploading on the map of the places related to a total number of 5legends/ tales	All partners	IO3.A – Legends on the Map

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Multiplier Events

Deadline	Results	Partner	Template and Tools
30 June 2020	Organisation of an event for 30 (Bulgarian / Italian / Lithuanian / Polish / Romanian) teachers/policy makers in order to present, discuss the project results and address their sustainability in the national system. Sending of documents related to the multiplier events	CKZiU (PL), ZAT (BG), Montale (IT), Kauno Jono (LT), EuroED (RO)	ME.1 - Multiplier Event Form ME.2 - Programme Template ME.3 - List of Participants Template ME.4 - Minutes form
30 July 2020	Organisation of the final conference for 40 Polish teachers/policy makers in order to present, discuss the project results and address their sustainability in the national system. Sending of documents related to the multiplier events	CKZiU (PL)	ME.1 - Multiplier Event Form ME.2 - Programme Template ME.3 - List of Participants Template ME.4 - Minutes form

Project Management

PM1 - Coordination of Activities			
Deadline	**Results**	**Partner**	**Template and Tools**
30 January 2019	Selection and involvement, by each partner, of: • 5 teachers • 100 students Upload on the project portal of the related information	CKZiU (PL), Montale (IT), Kauno Jono (LT)	PM1.A – School Information PM1.B – School letter PM1.C – Role of the school
30 January 2019	Selection and involvement, by each partner, of: • 5 schools • 10 teachers • 200 students	ZAT (BG), EuroED (RO)	PM1.A – School Information PM1.B – School letter PM1.C – Role of the school
28 February 2019-2020, 30 May 2019-2020, 30 August 2019-2020, 30 October 2019	Production and Uploading of Project Activities Report	All partners	https://parsifal.pixel-online.org/wip.php
30 May 2019, 30 September 2019, 15 September 2020	Production of Financial Reports	All partners	PM1.E – Financial Manual PM1.F – Financial Forms

PM2 - Dissemination			
Deadline	**Results**	**Partner**	**Template and Tools**
15 December 2018	Development of project brochure	CKZiU (PL)	
30 December 2018	Creation of a Facebook page	Pixel (IT)	
30 January 2019	Translation of project brochure	All partners	
28 February 2019-2020, 30 May 2019-2020, 30 August 2019-2020, 30 October 2019	Organization of 1 dissemination event on the project every month and uploading the dissemination events description on the project web site (every three months)	All partners	https://parsifal.pixel-online.org/diss.php
15 September 2019 30 June 2020	Production of the progress Best Practice Dissemination Report	All partners	Template: PM2.B – How to write the Best Practice Dissemination Report

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PM3 - Exploitation			
Deadline	**Results**	**Partner**	**Template and Tools**
15 September 2019	- Upload on the project portal of 3 associated partners. - Sending to Pixel of 3 exploitation links	All partners	PM3.A - Associated Partner Letter PM3.B - Associated Partner Information
30 June 2020	- Upload on the project portal a total number of 6 associated partners. - Sending to Pixel a total number of 6 exploitation links	All partners	PM3.C - Exploitation links

PM4 - Quality and Monitoring Plan			
Deadline	**Results**	**Partner**	**Template and Tools**
30 June 2020	- Collection of 6 testimonials - Collection of 20 evaluation questionnaires - Sending an evaluation report per country on the IOs	All partners	PM4.D – Evaluation Questionnaires for Intellectual Outputs (end users) PM4.E – Tool for questionnaires analysis PM4.F – How to write the Evaluation Report on Intellectual Outputs

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Project Number: 2018-1-PL01-KA201-050865

List of Partners

BULGARIA

Zinev Art Technologies
Mladost 4, bl. 425, entr. 3, fl. 2, ap. 53
1715 Sofia
Tel: 0035924342244
Web Site: www.zatbg.org , www.artsbg.net

Contact Person: Zornitsa Staneva email: zinevart@gmail.com

ITALY

Pixel
Via Luigi Lanzi 12
50134 Firenze, Italy
Tel: 0039 055 48 97 00
Fax: 0039 055 462 88 73
Web Site: www.pixel-online.net

Contact Person: Elisabetta Delle Donne email: eli@pixel-online.net
Lorenzo Martellini email: lorenzo@pixel-online.net

IIS Montale-Nuovo IPC
Via Timavo 63, 16132 Genova
Tel: (+39) 010 3761308
Web Site: http://www.iscsmontalegenova.gov.it

Contact Person: Giovanni Vallebona email: gianni.vallebona@libero.it
ds@iismontalegenova.it
Rossella Risso email: rossella.risso@iismontalegenova.it
rossella166@gmail.com
Mariagrazia Morello email: mariagrazia.morello@iismontalegenova.it

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LITHUANIA

Kauno Jono ir Petro Vileišių mokykla
Demokratų g. 36, Kaunas LT-48420, Lithuania
Tel: +370 37 36 28 27
Web Site: https://vileisiumokykla.lt

Contact Person: Vida Drąsutė email: vida.drasute@gmail.com
Gediminas Grėsius email: gediminas.gresius@gmail.com

POLAND

Centrum Kształcenia Zawodowego i Ustawicznego
41-200 Sosnowiec, ul. Kilińskiego 25
Tel: (032)-266-07-34
WebSite: http://www.ckziu25.sosnowiec.pl/

Contact person: Agnieszka Godlewska email: agodlewska@o2.pl
Ewa Bartosińska email: e.bartosinska@wp.pl

ROMANIA

Fundatia EuroEd
Florilor 1C
Tel: 0040232525850
WebSite: www.euroed.ro

Contact person: Andreea Corina Ionel email: andreea.cleminte@euroed.ro
Anca Constantin email: anca.constantin@euroed.ro

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Project Number: 2018-1-PL01-KA201-050865

Centrum Kształcenia Zawodowego i Ustawicznego

Name of the organisation	Centrum Kształcenia Zawodowego i Ustawicznego
Address	41-200 Sosnowiec, ul. Kilińskiego 25
Tel	(032)-266-07-34
Fax	(032)-266-07-34
Web site	http://www.ckziu25.sosnowiec.pl/

Name of the contact person	Agnieszka Godlewska
Function	teacher
Address	41-200 Sosnowiec, ul. Kilińskiego 25
Tel	+48 504013424
Fax	(032)-266-07-34
E-mail	agodlewska@o2.pl

Name of the contact person	Ewa Bartosińska
Function	Vice head teacher
Address	41-200 Sosnowiec, ul. Kilińskiego 25
Tel	+48 607303075
Fax	(032)-266-07-34
E-mail	e.bartosinska@wp.pl

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Project Number: 2018-1-PL01-KA201-050865

Type of organisation

SME	School	x	University	Public Authority
Training	No Profit	NGO		

Fields of action

SMEs	Youth x	Universities	Public Authorities
Equal opportunities	Schools x	Unemployed	

Description of the organisation

Centre of Vocational and Continual Education (CKZiU) in Sosnowiec, Kilińskiego 25, was established in June 2013 under the resolution of the City Council of Sosnowiec, integrating 9 technical and vocational schools, together with a school for disabled students and general school for adults. CKZiU focuses on education of youth, tutoring various vocational courses, organising vocational exams and certifications, vocational counselling and cooperation with employers and organisations. In 2016/17 school year, CKZiU is educating 1324 students (41 disabled) in 42 vocations, 21 on technical level. They do not only learn general and vocational subjects but also undergo practical training in local companies - the school has signed cooperation agreements with Promet, Arcellor Mittal, Renault Tandem, Peugeot L'Emir, Janus, PKP PLK and others. The programme of students' vocational training is continually updated, according to the dynamic changes of local job market. CKZiU is a school that cares about the best laboratory equipment and modern school workshops, often sponsored by the companies where students do their practical training. CKZiU received cars and equipment for our workshops from car dealers, multimedia labs, professional language labs and many others.

Teachers working in CKZiU are a diverse group, from young, starting their career to mature specialists. They create a dynamic team complementing each other with innovation, experience, methodology and directions of development. The school has recently introduced an electronic diary that helps us to contact the parents, the contact between other teachers, head teachers and enables the permanent monitoring of student's attendance and results.

Experience of the organization in previous European projects

To expand its educational offer, since 2006 CKZiU has been coordinating and participating in numerous European projects under Socrates, Comenius, Leonardo da Vinci, Gruntvig POWER and Erasmus+ projects:
2006 – Road to Europe
2008 – Invest in your future
2008 – Work without barriers
2009 – bilateral partnership Films Illustrate our Culture
2009 - Work+Education=Job (European Social Fund)
2010 – Knowledge and skills a guarantee of better job
2010 – bilateral partnership „Actions Speak Louder than Words"
2010 - bilateral partnership „Make my Town Green"
2011 – multilateral project „The 21st Century Hazards"
2011 - Modern school – a start for career
2012 – First step to professional career
2012 - Vocation skills guarantee a job in my region
2013 – Good job – good future
2014 - Vocational training = a chance for better start
2015 - Career starts at school
2016 – Education through Experience
2016 - YEES – Youth Entrepreneurship and Employment Support
2016 – Professional development in European dimension
2017 - Career starts at school vol. 2
2017 – European dimenson of teaching
2017 – Youth activity for development and creative learning (EVS Youth Programme)
2018 – Good practice provides the best learning

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Project Number: 2018-1-PL01-KA201-050865

Experience and Expertise of the organization in the project's subject area

Apart from vocational subjects, CKZiU educates youth in literature, history, civics, subjects connected with culture and tradition. Moreover, our teachers organize various extra-curricular activities and workshops during which students can develop their talents and interests in these fields (theatre workshop, literature contests, public books reading, poetical and literature events for foster homes and pensioners' homes, and the like)

Contributions that can be provided to the project

CKZiU is an experienced institution in implementation of projects under the "Long Life Learning Programs" and POKL. Summing up the experience developed in the period between 2006 and 2014, CKZiU realized the following projects: 11 two-year mobility projects, one LDV project partnership, a study visit and pilot project VETPRO-Com. CKZiU continued the good practice with 3 projects of vocational training for students, 1 project for teachers' development and 1 in strategic partnership. In 2017 CKZiU has already applied for a project for vocational training for students, a project for vocational development of teachers and accreditation in European Voluntary Service.

CKZiU' experience, related to the implementation of EU projects, allowed it to implement support for the institution itself, students and staff for obtaining measurable results in the acquisition of new linguistic, social and cultural skills. In addition, thanks to the experience in EU projects, CKZiU ensured the development of the school and its position on the local education market.

CKZiU takes up a challenge imposed by national and European labour market - to prepare students for professional and social life - this is its mission. School management focuses on continuous development and improvement of teaching staff, in order to meet the requirements of the education market - provides, coaching, individual counselling; analyses the difficulties associated with use of new procedures and rules in the current work.

Reasons of involvement in the project

The idea of the project addresses problems that we, as a school, face in the context of educating youth. Their level of literacy is decreasing, mainly due to the excessive use of modern media. We believe that the combination of modern IT device as a tool and culture and tradition as topic is a successful way to evoke interest in reading among young people.

Contact Person's Experience and Expertise

Ewa Bartosińska – vice head teacher, supervises the projects' realisation, expenses and financial clearance, writes projects and coordinates them for CKZiU One of the projects she wrote and implemented receives a Star Project award. She has a diploma in economy and postgraduate studies in European finds management.

Tasks:
- manager of the project
- monitoring realization of the project activities
- monitoring deadlines

Experience:
- postgraduate studies in European funds management
- implementation of LdV and POKL projects
- implementation of Comenius projects
- participation in mobilites of educational staff projects
- management skills
- knowledge of English
- know-how of Mobility Tool, ECAS, Online FRSE, eForm and Europass systems.

Agnieszka Godlewska – English language teacher. She is responsible for contacts with partner institutions in international projects, writes projects and coordinates them for CKZiU.

Tasks:
- contacting partner institutions
- preparing databases of project participants
- preparing conferences, working meetings, international meetings
- coordinating the promotion of the project (website, media, etc.)

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- compiling documentation for National Agency
- participating in project meetings and preparatory visits
- translating documents

Experience:
- author and coordinator of Comenius Erasmus+ and Power projects
- implementation of Comenius and Grundtvig projects
- participation in professional development Comenius, LdV and Erasmus+ courses
- participation in study visits, project meetings, youth exchanges, vocational training mobilities,
- know-how of Mobility Tool, ECAS, Online FRSE, eForm and Europass systems
- excellent knowledge of English.

Zinev Art Technologies

Name of the organisation	Zinev Art Technologies
Address	Mladost 4, bl. 425, entr. 3, fl. 2, ap. 53 1715 Sofia, Bulgaria
Tel	0035924342244
Fax	
Web site	www.zatbg.org www.artsbg.net

Logo of the organisation

Name of the contact person	Zornitsa Staneva
Function	Project manager
Address	Mladost 4, bl. 425, entr. 3, fl. 2, ap. 53 1715 Sofia, Bulgaria
Tel	0035924342244
Fax	
E-mail	zinevart@gmail.com

Name of the contact person	Dr. Miglena Molhova
Function	Project coordinator
Address	Mladost 4, bl. 425, entr. 3, fl. 2, ap. 53 1715 Sofia, Bulgaria
Tel	0035924342244; 00359886576727
Fax	
E-mail	zinevart@gmail.com

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Project Number: 2018-1-PL01-KA201-050865

Type of organisation

SME	X	School		University		Public Authority	
Training	X	No Profit		NGO			

Fields of action

SMEs	X	Youth		Universities		Public Authorities	X
Equal opportunities		Schools	X	Unemployed			

Description of the organisation

Zinev Art Technologies Ltd. is a company developing, implementing and managing European projects and providing consultations in the spheres of culture, art, Internet-based activities and education, VET, e-learning and school education development, as well as regional development. ZAT team has a long-term experience in implementing successful EU projects under the LdV, eLearning and Lifelong Learning programmes. ZAT also provides school administrations, SMEs, NGOs and local authorities with EU project development/implementation and regional development services and trainings. ZAT is a part of a network of school and VET partners throughout the country, developed and maintained under the "eTalent" (2007 eLearning programme), "Michelangelo" (2008, LLP), "OnAir" (2009, LLP), "I am not scared" (2010, LLP), "Archilandia skills" (2013, OP Human resources development) and "Goerudio" (2014, LLP) projects.
ZAT is an experienced organization with a broad scope of collaborators and partners within the country and abroad, which will be made available for the benefit of the project.
ZAT has built, tested and is currently applying a successful approach in organizing the participation of particular active parties on behalf of the involved targeted organizations – trainers, trainees, interns, unemployed people, interested in getting a new type of qualification and hence employment opportunity;
ZAT has already participated in projects using media and ICT resources for educational purpose (OnAir & REVIT);
ZAT has a team of experts, who have been involved in activities directed at studying youth training needs and suggesting approaches and methods for development of successful training programs, but also paying special attention to matching the needs of the labor market with the services offered by the educational system at school level.

Experience of the organization in previous European projects

In 2017 ZAT started working on the GoScience project – focused on enhancing comprehension in science teaching and learning (goscience.eu), DoWellScience project – focused on developing an application and desktop online system to help students and teachers to study and teach sciences in high schools (dowellscience.eu), SWOT project – focused on WBL in the field of enogastronomy and toursim (swot.pixel-online.org)

In November 2016 ZAT started implementing the "Excellence in VET" project – Change management forwarding to excellence in vocational educational institutions. The project is focused on both experience exchange among VET institutions and practical implementation of identified change management. It emphasizes continuous growth and improvements at organizational level in a long-term vision, identifying not only effective ways to be shared, but also weakest approaches to be changed and improved by learning form each other practices. Website: http://evet.lv

In January 2014 ZAT started implementing the Goerudio project – **Promoting science education.** The Goerudio project, funded by the European Commission in the framework of the Lifelong Learning Programme – KA4. The project's contractor is Riga State Technical School (LV). The Goerudio project aims to promote scientific knowledge at all level of education by implementing innovative strategies.

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Website: http://goerudio.pixel-online.org/

As of June 2013 ZAT started implementing the "ARCHILANDIA SKILLS – SUPPORTING THE FUTURE THROUGH RESTORATION OF THE PAST project. Contract number BG051PO001-7.0.07-0013-C0001. The project is implemented with the financial support of the Human Resources Development Operational Programme 2007-2013, co-financed by the European Social Fund of the European Union. http://archilandia.wordpress.com

As of September 2012 ZAT is implementing the „EcoTASK: Exchange of approaches and strategies for development of eco-awareness" project, supported under Grundtvig Learning partnerships subprogramme of the Lifelong Learning Programme of the EU. From this page you will be able to gain access to information in Bulgarian on the activities and results of the project.

During November 2010 started the "I am not scared" project supported within the framework of the Lifelong Learning Programme (KA1 Policy Cooperation and Innovation), contract number: 511645-2010-LLP-IT-KA1-KA1SCR. More information about the project can be found here as well as on the project portal: http://projects.pixel-online.org/iamnotscared/info/index.php.

During November 2008 started the "On Air: European media education" project**,** co-funded by the EC under the Lifelong learning programme, sub-programme Comenius, contract number: 142299-LLP-1-2008-1-IT-COMENIUS-CMP. Here as well as on the project portal www.onair.medmediaeducation.it you can find additional information on the project.

As of Jan 2009 ZAT started work as a partner under the "REVIT: Revitalizing Small Remote Schools for LifeLong Distance e-Learning" project, supported under the "Lifelong Learning Programme/ Transversal Programme / KA3: ICT", Project No: 143664-LLP-1-2008-GR-KA3-KA3MP.
The project is lead and coordianted by Research Academic Computer Technology Institute /RA-CTI/, Greece.
Further information on the project is available on the project portal: http://revit.cti.gr/index.php

Project: "Michelangelo: Unlocking European Fine Art"
Financed by the European Commission under the Lifelong Learning programme – sub-programme Comenius. Contract number: 134318-LLP-1-20071-IT-Comenius
For more information visit the project web-site: http://projects.pixel-online.org/michelangelo/info/index.phpProject "ETALENT: Valorization of eLearning projects results focused on the effects of ICT application and innovation introduction on youth talent development"**,** co-financed by the eLearning program of the EU, contract number: 2006-4504/001-001 ELE ELEB14. Project coordinator is the Municipality of Novo selo. Partners: Zinev Art Technologies Ltd., Sofia, Bulgaria; ESODE Srl., Cagliari, Italy; Deutsche Angestellten-Akademie /DAA/ Braunschweig, Germany. The overall objective of the project is to valorize successful eLearning projects results through the prism of the effects, which ICT applications and innovation introductions in schools have on youth talent development. Project web-site: www.e-talent.eu.

Experience and Expertise of the organization in the project's subject area

ZAT implemented the "ARCHILANDIA SKILLS – SUPPORTING THE FUTURE THROUGH RESTORATION OF THE PAST" project, which was supported under the operational programme "Human resources development" during 2013-2015. We worked with a network of VET providing partners around the country, which will be involved in the present project as well. We have long-term interests in the field of tangible and intangible heritage and our team was involved in the implementation of the "FOCAL" LLP project, which used culture and traditions for creating communication bridges between different generations.
The activities we carried out under the "Archilandia skills" project included:
1.Research: cultural and architectural resources of the territory, restoration skills and crafts as a solution for improving the employment opportunities and territorial management at an EU level.
2. Transfer of a training program for provision of services in the sphere of evaluation of cultural and architectural heritage of the territory, qualification for restoration and maintenance of the local architectural heritage, based on the ARCHILANDIA approach, opportunities for using new technologies for organizing these services.
3. Promotion and dissemination of information on the project results, exchange of information, good practices and experience.
4. Exchange of program and project managers, project team members, trainers and experience on site.
We have also implemented intangible heritage and traditions researches, we interviewed representatives of older generations, restored memories and spread them among younger generations (done in the framework of FOCAL project part of which ZAT team was). The project aimed to explore and reveal similarities and differences between countries, exchange of cultural experience, present the culture and maintain intergeneration dialogue between youth and seniors. This was shown through the following components: Culture and cultural heritage, Traditional meals and customs, The old traditions associated with nature and its monitoring, The landscape and architecture: cultural heritage and the present values of the most beautiful areas of the country, Religion, Intellect and art, Each country in the world (as a state and its representation of what it is famous in the world).

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Project Number: 2018-1-PL01-KA201-050865

Contributions that can be provided to the project

ZAT's team has worked in the project subject area from different perspectives and can contribute with skills and knowledge of what is considered to be cultural heritage, how people connect to it, how the European and international community and authorities work on the topic. We have also put into practice different approaches for study of cultural heritage and protection of it.

Reasons of involvement in the project

There is a number of sources for investigation of ethnic culture, such as written, iconographic, audio sources (songs and chants), various studies (customs, traditions, rituals). However, the challenge in modern society does not relate to the sources for investigation, but to the new ways for disseminating the cultural (especially the intangible one) heritage not only within our own countries but throughout the world. One of the biggest drawbacks of the research of ethnic culture is that it is often confined only within a certain country and nation, without caring or even expressing interest in neither distant cultures nor immediately adjacent neighboring cultures. At times when Europe is struck by attack after attack of crises, appreciation of the other's ethnic culture will be one of the important steps for understanding that all nations are an inseparable, inherent part of Europe and the world. All nations and countries have a place in this world and the world would be a much better place if each and every one of us is open and willing enough to share and learn about the others. We would like to contribute to the process of knowing better different cultures and respecting them.

Contact Person's Experience and Expertise

Zornitsa Staneva – skills and experience
A master in BA and international economic relations Zornitsa is an experienced project manager with a number of successful pilot, TOI and valorisation projects under the LdV 2000-2006 programme. Since the year 2007 she has participated in a number of new EU projects, among which: "eTalent" /eLearning/, "Michelangelo" and "OnAir" /Comenius, LLP/, "REVIT" /KA3, LLP/, "I am not scared" /KA1, LLP/, „Innovative approaches for identifying and responding to VET needs of disadvantaged youth" /OP Human resources development/ and the "Archilandia skills: Supporting the future through the restoration of the past" /OP "Human resources development"/ project. Zornitsa is also an external expert with the Ministry of agriculture and foods and has been providing expertise for the formation of a number of local action groups under the LEADER approach.
Dr. Miglena Molhova-Vladova – skills and experience
Miglena, doctor in economics, shares the same experiences under EU projects. Miglena has studied carefully and implemented successfully the entire scope of project life, including project development, implementation, reporting and organizing everybody's work as a target oriented team. Miglena is very experienced in developing and implementing valorization initiatives and her strengths in dissemination and exploitation will be quite valuable under the current project. Her educational background and 15 years of experience as university professor and pedagogical materials developer will also be invaluable for the successful project implementation. She is an expert in scientific (research/development) activities with focus on training programs and methodologies.

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Project Number: 2018-1-PL01-KA201-050865

IIS Montale – Nuovo IPC

Name of the organisation	IIS Montale-Nuovo IPC
Address	Via Timavo 63, 16132 Genova
Tel	(+39) 010 3761308
Fax	(+39) 010 384686
Web site	http://www.iscsmontalegenova.gov.it

Name of the contact person	Mr. Giovanni Vallebona
Function	Headmaster
Address	Via delle Eriche 100, 16132 Genova
Tel	+393282152550
Fax	(+39) 010 384686
E-mail	gianni.vallebona@libero.it ds@iismontalegenova.it

Name of the contact person	Ms Rossella Risso
Function	Teacher (English language and literature)
Address	Pz G. Rensi 5, 16145 GENOVA
Tel	(+39) 3470892273
Fax	(+39) 010 384686
E-mail	rossella.risso@iismontalegenova.it rossella166@gmail.com

Name of the contact person	Ms Mariagrazia Morello
Function	Teacher (Italian language and literature; History)
Address	Via Privata al Poggio 41, Serra Riccò (Genova)
Tel	(+39) 3287092432
Fax	(+39) 010 384686
E-mail	mariagrazia.morello@iismontalegenova.it

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Project Number: 2018-1-PL01-KA201-050865

Type of organisation:

SME	☐	School	√	University	☐	Public Authority	☐
Training	☐	No Profit	☐	NGO	☐		

Fields of action:

SMEs	☐	Youth	√	Universities	☐	Public Authorities	☐
Equal opportunities	☐	Schools	√	Unemployed	☐		

Description of the organisation

Istituto Superiore Statale "E. Montale" is a high school in Genova with 1830 students (15% are foreigners) and 174 teachers.
The main Courses concern Economy, Foreign languages and Tourism .
The school organizes stages and training events in cooperation with different companies and it also has a traditional experience both in international exchanges and projects; some important past projects were Comenius, Leonardo da Vinci projects and Transfrontaliero (theatre in Liguria, Sardinia, Corsica and Tuscany). Our school enhances the development of an open mind and supports all the projects which involve international and intercultural experiences.
Istituto Superiore Statale "E. Montale" is located in the east side of the city, with pupils from families with different cultural and economic backgrounds.
Our city is Genova, with a beautiful harbor and beautiful beaches, and was declared a UNESCO World Heritage Site. We are about 30 minutes from Portofino and Santa Margherita to the East and about an hour from San Remo to the West. The study of foreign languages is a priority for our city and especially for our school.

Experience of the organization in previous European projects

2007 Comenius 2.2.c.course COMP@CTIVE (ES-2006-018) Palma di Majorca (E)
2007 How to create open and safe atmosphere in school? Poland
2011/13 Comenius Project - **"I will be a student"** 2010- 1- PLI-COM06 - 113732
2011 Seminario internazionale del Network Project: "Leaderschip in Education" (study visit) Leon, 19-22 ottobre 2011
2012 Framework of the Pestalozzi Programme "A democratic Europe – Past Present and future" Reykjavik (Iceland) 11-16 aprile 2012
2012 Seminario "Comenius Partnerships helping schools team up across Europe" Brussels (B) 3 e 4 maggio 2012
2012 Visita preparatoria LLP Programme "Comenius Multilateral"Madrid (E)
2012 Visita preparatoria LLP "Comenius"Mersin (Turkey)
2012/14 Comenius "**Art and Young People**" 2012-1-ES1-COM06-534001
2013/15 Comenius "**Ponte tra la generazioni**" 2013-1-DE3-COM06-356997
2014/16 Progetto Comenius "**European Youth for the XXIst Century"** 2012-1-ES1-COM06-53400-3
2014 Per la mobilità in Leonardo da Vinci nell'ambito del LLP- Training session del Progetto "**Blue Line**" 2013-1-IT1-LEO03-03845 Salonicco (GR) dal 24/4/14 al 02/05/14

2014 /16 Progetto Leonardo "**Tomorrow becomes today**" 2012-1-PL1-LEO04-28187-5
2014/16 Erasmus plus Project "**Innovation, Research and Science at school**" 2014-1-ES01-KA201-003564-3
2015 Programma Operativo Nazionale plurifondo (FSE e FESR) "Per la Scuola – Competenze e ambienti per l'apprendimento", relativo al ciclo di programmazione 2014/2020 cofinanziato con fondi strutturali europei. Genova, 26 maggio 2015
2016/19 Erasmus + "KA2" 2016-1-NL01-KA201-022920: Enquiry based learning at school "**Enquiry based learning skills**"
2016/2018 Erasmus plus Project "Enterpreneurship through internships" 2016-1-ES01-KA219-025673_2 : ENTREPRENEURSHIP AND QUALIFICATION THROUGH INTERNSHIPS
2016 /2019 Erasmus Plus – Project Robotic over Internet Protocol **ROBOIP** (2016-1-TR01- KA202-034130)

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Project Number: 2018-1-PL01-KA201-050865

Experience and Expertise of the organization in the project's subject area

Mythology and national or international traditions have always been part of our school programmes. The classes are used to comparing and contrasting literary works from different countries and historical periods. All our classes know how to use ICT software and have created some good products as the result of their experiences both at school and during foreign stages, in the form of videos, power point presentations and other products. All our students are used to working in mixed abilities groups and with partners from different classes and different schools, both in the classroom and online.

Contributions that can be provided to the project

Due to the wide variety of mythological and folkloristic characters, considering the great literary and artistic tradition of our country, we are confident that we can provide some interesting and valuable ideas to the project.

Reasons of involvement in the project

Italy has a long tradition in mythology and folklore. Every region has its own typical tales and traditional characters even though they all share a common ground in classic culture. As part of the European Union, we believe that it is important for young people to understand that we belong to a greater community notwithstanding our differences.

Contact Person's Experience and Expertise

Giovanni Vallebona is at present the Headmaster of IIS MONTALE – NUOVO IPC.
He graduated in Economics in 1990. He worked as a teacher for several years both in Italy and in Losanna. In 2004 he passed the selection for Headmasters and he has been a Headmaster in different schools since then. He has been at IIS Montale since 2010.
In the past he worked as an accounting consultant with different private companies and cooperated with the School of Robotics in Genova.
He has published several papers on Economics with RCS Libri.
He can speak English and French fluently and over the years has taken part in several national and international projects including meetings, conferences, Comenius and many Erasmus projects.
He has good organizational and management skills which have been valuable in making Montale one of the largest schools in Liguria.

Rossella Risso is an English teacher at IIS Montale- Nuovo IPC – Genova.
She graduated in Foreign Languages in 1990, taking her degree in English and French. Since then she has been a teacher at different schools in Genova, both private and state schools. She has been at Montale since 2016. In the '90s she also worked as a translator from English and as a tourist guide.
From 2009 to 2014 she was the Exams Officer for CIE Cambridge International Examinations at Liceo Internazionale Grazia Deledda in Genova, and as such she took part in different international conferences and was involved in several international projects.
She constantly takes part in training events both in Genova and online and has used new technologies for planning her lessons and keeping in touch with her classes for several years.

Mariagrazia Morello is a teacher of Italian and History at IIS Montale-Nuovo IPC in Genova.
She graduated in Pedagogy, specializing in music therapy and teaching methods for handicapped children. She also completed two masters in "New teaching strategies" and "Teaching Italian as a second language".
She has been a teacher for several years, at the elementary and middle school first, and at the high school in recent years. During her career, she has coordinated some projects aimed at teaching Italian to foreign students and at supporting dropout students. She has also taken part in many national and international projects including meetings, conferences, Comenius and Erasmus projects. She speaks French and Spanish.
She constantly takes part in training events both in Genova, in Italy and online.

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Project Number: 2018-1-PL01-KA201-050865

Pixel

Name of the organisation	Pixel
Address	Via Luigi Lanzi 12 50134 Firenze Italia
Tel	0039 055 48 97 00
Fax	0039 055 462 88 73
Web site	www.pixel-online.net

Name of the contact person	Elisabetta Delle Donne
Function	President
Tel	+39 055 48 97 00
Fax	+39 055 462 88 73
E-mail	eli@pixel-online.net

Name of the contact person	Lorenzo Martellini
Function	European Project Manager
Tel	+39 055 48 97 00
Fax	+39 055 462 88 73
E-mail	lorenzo@pixel-online.net

Type of organisation

SME ☐ School ☐ University ☐ Public Authority ☐
Training ☑ No Profit ☑ NGO ☐
Other (Specify):

Fields of action

SMEs ☑ Youth ☑ Universities ☑ Public Authorities ☑
Equal opportunities ☑ Schools ☑ Unemployed ☑
Other (Specify)

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Description of the Organisation

Pixel is an education and training institution based in Florence (Italy).
Pixel was founded in 1999. Pixel's mission is to promote an innovative approach to education, training and culture, this is done mostly by trying to exploit the best potential of ICT for education and training.

Pixel carries out the following activities:
- European Project Planning and Management in the field of education, training, culture
- Support and advice for planning and management of transnational projects
- Delivery of in-service training for public authorities, universities, schools, research centres and private companies
- Research and development services to support education and training
- Organization of International Conferences in the fields of education, training and culture

Pixel activities focus on the following areas:
- European Cooperation in the fields of education, training and culture
- Innovative Teaching in secondary schools
- E-learning
- Language Learning
- Marketing and Management
- Tourism
- Equal Opportunities
- Health
- Justice

Pixel has a permanent staff of 15 people and a network of about 100 external professionals and trainers that cooperate with them on specific activities.

Pixel has significant experience in planning and delivering in Service Training in the following areas:

Training for Public Administration.
Pixel delivers training initiatives addressed to staff of public authorities in 30 different European countries in the following fields: European Cooperation, Project Planning, Project management.

In Service Teachers Training
Pixel organizes training events addressed to university and secondary school teachers of 30 different European countries in the following fields: ELearning; New Technologies for Teaching, Foreign Languages, Arts, Sciences, History, European Cooperation, Project Planning, Project Management.

In Company Training
Pixel delivers training programs for managers and entrepreneurs in the areas of: Quality, Management, New Technologies, Information Technology, Foreign Languages, Tourism.

Pixel has developed strong co-operation agreements and partnerships, all over Europe, with training organisations, educational establishments, research and development centres, public authorities etc.
Pixel has significant experience in the field of European cooperation and transnational collaboration. Pixel has been / is currently involved in about 90 projects financed by the European Commission in the framework of the following programmes: Socrates ODL; Socrates Minerva; Socrates Grundtvig; Socrates Lingua; Socrates Comenius; Leonardo da Vinci; eLearning; Lifelong Learning.

Pixel is/was the **promoter and / or coordinator** of the following European projects:
- MultimediArt (Socrates Minerva)
- Art-Net (Elearning);
- Edurobot (Socrates Minerva)
- European Languages For Secretaries (Leonardo da Vinci)
- Language eTeachers Tools (Leonardo da Vinci)
- Multimedia History Memorial (Socrates Comenius 2.1)
- The Learning Game (Socrates Comenius 2.1)
- School Inclusion (Life Long Learning Sub-Programme Comenius)
- Michelangelo (Life Long Learning Sub-Programme Comenius)
- History Online (Life Long Learning Sub-Programme Erasmus)
- Els@Work (Life Long Learning Sub-Programme Leonardo da Vinci)
- On Air (Life Long Learning Sub-Programme Comenius)

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- Routes (Life Long Learning Sub-Programme Comenius)
- LeTS Go (Life Long Learning Sub-Programme Leonardo da Vinci)
- Chemistry is All Around Us (Life Long Learning Subprogramme KA 1)
- Chemistry Is All Around Network (Life Long Learning Subprogramme Comenius)
- EET (Life Long Learning Subprogramme – Erasmus)
- Heppy (Life Long Learning Subprogramme - Leonardo Da Vinci DOI)
- Stay@School (Life Long Learning Subprogramme Leonardo Da Vinci – TOI)
- Play The Learning Game (Life Long Learning Subprogramme Leonardo Da Vinci – TOI)
- NELLIP (Life Long Learning Subprogramme KA2)
- School Safety Net (Life Long Learning Subprogramme KA4)
- Chemistry Is All Around Nework (Life Long Learning Subprogramme Comenius)
- Goerudio (Life Long Learning Subprogramme KA4)
- School&Work (Erasmus+ Strategic Partnerships Action)
- Not Only Fair Play (Erasmus+ Sport Action)
- E-learning from Nature (Erasmus + - KA2 - Strategic Partnership)
- YEES (Erasmus + - KA2 - Strategic Partnership)
- I Have Rights (Erasmus + - KA2 - Strategic Partnership)
- SoftisPed (Erasmus + - KA2 - Strategic Partnership)
- IWBLabs (Erasmus + - KA2 - Strategic Partnership)
- Learning for Life (Erasmus + - KA2 - Strategic Partnership)
- Pathway through Religions (Erasmus + - KA2 - Strategic Partnership)
- OFF Book (Erasmus + - KA2 - Strategic Partnership)
- Do Well Science (Erasmus + - KA2 - Strategic Partnership)
- SWOT (Erasmus + - KA2 - Strategic Partnership)
- TIK (Erasmus + - KA2 - Strategic Partnership)
- V4T (Erasmus + - KA2 - Strategic Partnership)

Pixel has coordinated / is coordinating over 50 training projects at regional level, funded by the European Social Fund.
Of those projects: 22 were developed in the field of in-company training; 10 were developed in the field of training for youth to support their entrance in the labour market; 8 were developed on the field of equal opportunities.

Pixel quality system was certified compliance with the standard UNI EN ISO 9001:2000.
Pixel is accredited by the Italian Ministry of Education with legislative act of 25/7/2006.
Pixel is accredited by the Tuscan Regional County with legislative act number 1722 of 25/3/2003.
Pixel is accredited by the Ministry of Health and in this role provides officially recognised qualifications for those working in the medical sector.
More information about Pixel's expertise can be found on Pixel web site at http://www.pixel-online.net.

Experience in previous projects

PIXEL's current and past projects are focused on the following topics:

European Projects in the field of Art

European Socrates Open and Distance Learning Programme: project "Arte", funded by the European Commission (DG Education and Culture). The project aims to promote the use of distance learning to promote knowledge about contemporary European art. Website: http://www.socrates-arte.net

European Socrates Minerva Programme: project "MultimediArt", funded by the European Commission (DG Education and Culture). The project aims to promote the use of multimedia and new technologies in the art creation process. Around 40 art schools from 9 European countries are involved. Website: www.multimediart.net

European eLearning Programme: project "Art-Net", funded by the European Commission (DG Education and Culture).The project aims to develop a multimedia platform for the exchange of didactic material for the teaching and learning of artistic subjects. There are 11 project partners from 8 European countries. Website: http://www.elearning-art.net/

European Life Long Learning Programme Comenius Sub Programme: project "Michelangelo", funded by the European Commission (DG Education and Culture). The project aims to develop a better knowledge of the European Artistic Heritage involving the schools in a research activity. Website: http://michelangelo.pixel-online.org/index.php

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– OFF Book (Erasmus + - KA2 - Strategic Partnership)

European Projects in the field of History

European Socrates Comenius Programme: project "Mankind Memorial", funded by the European Commission (DG Education and Culture). The project aims to promote the knowledge of contemporary history and in particular the Second World War, by means of cooperative analysis of war documents by the schools involved. Website: www.mdm-project.net

European Socrates Comenius Programme: project "Multimedia History Memorial", funded by the European Commission (DG Education and Culture). The project, promoted by Pixel, aims to spread the knowledge of contemporary history through a comparative analysis of the different national media sources. Website: http://mhm.pixel-online.org

European Life Long Learning Programme Comenius project "Regards Croisée", funded by the European Commission (DG Education and Culture). The project carried out a comparative study of the events of the first world war. Website: http://www.europe14-18.eu/

European European Life Long Learning Programme Erasmus Sub-Programme: project "History On Line", funded by the European Commission (DG Education and Culture). The project aims to apply modern technologies to the teaching of history. Website: http://www.history-on-line.eu/

European Life Long Learning Programme Comenius Sub-Programme: project "Routes", funded by the European Commission (DG Education and Culture). The project involves European Secondary schools studying the Social history of migrations and integration of immigrants into European countries. Website: http://routes.pixel-online.org/info/index.php

European Life Long Learning Programme Erasmus Sub-Programme: project "EE-T: Economics e-Translations into and from European Languages: An Online Platform", funded by the European Commission (DG Education and Culture). The project involves European Universities and Higher Education institutions creating a dynamic triangle of knowledge between research, postgraduate education and innovation by promoting the joint application of both ICT tools and the innovative trends of research in the History of Economic Thought (HET) and the study of European Languages for Special Purposes (LSP). Website: https://eet.pixel-online.org/index.php.

European Projects in the field of Science

European Socrates Minerva Programme: project "EUR-EAU Action", funded by the European Commission (DG Education and Culture). The project, promoted by IN.FOR.EF (Belgium) aims to experiment the use of technology in distance learning in the learning sectors of chemistry and biology at secondary school level. Website: http://www.ulg.ac.be/cifen/inforef/eureau

European Socrates Minerva Programme: project "Edu Robot", funded by the European Commission (DG Education and Culture). The project aims to train students from technical schools on an efficient use of the methodologies used for transnational collaboration in the research sector, focusing in particular, on the sector of robotics. There are 10 project partners from 7 European countries. Website: http://edurobot.edulife.com

European Socrates Minerva Programme: project "ClimaTIC" funded by the European Commission (DG Education and Culture). The project aims to promote transnational cooperation between schools in the field of science teaching.
Website: http://www.ulg.ac.be/cifen/inforef/projets/climatic/

European Life Long Learning Programme KA3 Suprogramme: project "EnergeTIC" funded by the European Commission (DG Education and Culture). The project aims to promote transnational cooperation between schools in the field of energy savings.
Website: http://labo-energetic.eu/fr/projet1.html

European Life Long Learning Programme KA 1 Subprogramme: project "Chemistry is All Around Us" funded by the European Commission (DG Education and Culture). The main aim of the project is to identify of the best strategies to implement Life long Learning of scientific subjects, with a focus on Chemistry identified as an exemplary case study
Website: http://www.chemistry-is.eu/

European Life Long Learning Programme Comenius Subprogramme: project "Chemistry is All Around Network" funded by the European Commission (DG Education and Culture). The main aim of the project is to disseminate and exploit the best strategies to implement Life long Learning of scientific subjects, with a focus on Chemistry identified as an exemplary case study. http://chemistrynetwork.pixel-online.org

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European Life Long Learning Programme KA4 Subprogramme: project "Goerudio" funded by the European Commission (DG Education and Culture). The main aim of the project is provide science teachers and students with innovative teaching and learning methodologies for scientific subjects http://goerudio.pixel-online.org/ .

Erasmus+ Programme, Strategic Partnership action: Learning for Life project funded by the Spanish National Agency. The main aim of the project is to promote new education methodology, such as Problem Based Learning (PBL) and Multiple Intelligences (MI) and to develop skills required in the present and future society. Website: http://learningforlife.pixel-online.org/

Erasmus+ Programme, Strategic Partnership action: Do Well Science funded by the Italian National Agency. The main aim of the project is (Erasmus + - KA2 - Strategic Partnership) to increase secondary students learning results in STEM subjects (maths, physics and natural sciences). http://www.dowellscience.eu/project/

Erasmus+ Programme, Strategic Partnership action: GoScience. The project was funded by the European Commission in the framework of the Erasmus+ Programme, KA2 - Strategic Partnership in the field of School Education. The aim of the GoScience European project is to promote students' creativity with the aim of making scientific knowledge better understandable and increase their functional literacy in STEM subjects. Website: http://www.goscience.eu/

Erasmus+ Programme, Strategic Partnership action: G. A. STEM. funded by the Finnish National Agency. The project aims at improving motivation in scientific study through the use of "Art-works" as supporter in student creativity development and more awareness of their applications in everyday life.

European Projects for Schools

European Socrates Comenius Programme "Learning Game", funded by the European Commission (DG Education and Culture). The aim of the project is to implement e-learning solutions and methods in a teaching and learning context that make full use of the interactive and multimedia solutions, therefore including videogames. Website: http://learninggame.pixel-online.org/

European Life Long Learning Programme Comenius Sub-Programme: "School Inclusion", funded by the European Commission (DG Education and Culture). The main aim of the project is to identify common strategies to combat the phenomenon of school drop out. http://schoolinclusion.pixel-online.org/

European "Safer Internet" Programme : project "POESIA", funded by the European Commission (DG Education and Culture). The project aims to promote the safe use of the Internet in schools creating a software which filters unsuitable contents for young students.

European Socrates Minerva Programme: project "Citizen E", funded by the European Commission (DG Education and Culture). The aim of this project is to promote cooperation in the field of ODL and ICT in post primary education, promoting an understanding among teachers and students of the technical and pedagogical implications of ICT.
Website: http://www.citizen-e.net

European Life Long Learning Programme Comenius Sub-Programme "On-Air", funded by the European Commission (DG Education and Culture). The project purpose is to motivate teachers to exploit the potential of New Media (TV, Internet, etc.) as a teaching tool for literacy and necessary critical skills, to reach a younger generation that naturally adapts fast to these technological advances. Website: http://www.onair.medmediaeducation.it/

European Leonardo da Vinci Programme "Tech Teacher", funded by the European Commission (DG Education and Culture). The objective of Tech Teacher is to raise the availability and quality of European training courses for adults by offering them online and bridging the gap of learning between teachers working with young students and adults. Website: http://www.tcteacher.eu/

European Life Long Learning Programme Comenius Sub Programme: project "School Inclusion", funded by the European Commission (DG Education and Culture). The project aims to develop a training course for school teachers to enhance their skills for the identification and tackling of School Drop Out. Website: http://schoolinclusion.pixel-online.org/

European Life Long Learning Programme KA1 Sub Programme: project "I Am Not Scared", funded by the European Commission (DG Education and Culture). The project aims to develop a European strategy aiming at tackling the phenomenon of school bullying. Website: http://projects.pixel-online.org/iamnotscared/index.php

European LLP Leonardo da Vinci T.O.I Programme: project "Stay@School", funded by the Italian National Agency. The project aims to deliver and transfer a training course for school teachers to enhance their skills for the identification and tackling of School Drop Out.Website: http://schoolinclusion.pixel-online.org/

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European LLP Leonardo da Vinci T.O.I Programme: “Play The Learning Game” project, funded by the Spanish National Agency. The aim of the project is to transfer e-learning solutions and methods in a teaching and learning context that make full use of the interactive and multimedia solutions, therefore including videogames. Website: http://learninggame.pixel-online.org/

European Life Long Learning Programme KA4 Subprogramme: project “School Safety Net” funded by the European Commission (DG Education and Culture). The main aim of the project is to prevent and tackle the early school leaving phenomenon. Website: http://schoolsafetynet.pixel-online.org/

Erasmus+ Programme, Strategic Partnership action: School&Work project funded by the Italian National Agency. The main aim of the project is to create synergies between the world of work and the school in order to prevent the early school leaving phenomenon. Website: http://schoolandwork.pixel-online.org/

Erasmus+ Programme, Strategic Partnership action: Non4Lesl project funded by the German National Agency. The main aim of the project is to prevent early school leaving through the recognition of non-formal learning and the production of a tool for the validation of the skills acquired through informal educational paths. Website: https://www.non4lesl.eu/

Erasmus+ Programme, Sport Action: Not Only Fair Play project funded by the European Commission. The main aim of the project is to promote the physical activities at school as a mean to foster social inclusion and prevent early school leaving. Website: http://notonlyfairplay.pixel-online.org/

Erasmus+ Programme, Strategic Partnership action: E-learning from Nature project funded by the Italian National Agency. The main aim of the project is to promote a proactive students’ approach to scientific subjects learning. Website: http://enature.pixel-online.org/

Erasmus+ Programme, Strategic Partnership action: YEES project funded by the Spanish National Agency. The main aim of the project is to promote the inclusion of youngsters in the labour market in an effective way using social media and crowdsourcing based tools. Website: http://yees.pixel-online.org/

Erasmus+ Programme, Strategic Partnership action: Pathway through Religions funded by the Italian National Agency. The main aim of the project is to promote awareness of religions and foster a sense of mutual tolerance. Website: http://pathwaythroughreligions.pixel-online.org/

Erasmus+ Programme, Strategic Partnership action: WWW – We Welcome Work funded by the Romanian National Agency. The main aim of the project is to offer non-formal learning opportunities for young people so as to support their employability and entrepreneurship, also providing innovative career orientation strategies. Website: http://wewelcomework.eu/

Erasmus+ Programme, Strategic Partnership action: SWOT funded by the Romanian National Agency. The project aims at improving their cooperation in order to develop Work Based Learning approaches and market oriented training offer for the Tourism Sector. Website: https://swot.pixel-online.org/
Erasmus+ Programme, Strategic Partnership action: TIK funded by the Spanish National Agency. project is aims at providing future teachers with a comprehensive reflection on the innovation of didactic methods through the use of videogames and ludic apps for mobiles. Website: https://tik.pixel-online.org/

Erasmus+ Programme, Strategic Partnership action: V4T funded by the Spanish National Agency. The main aim of the project is to promote the inclusion of youngsters in the labour market in an effective way using social media and crowdsourcing based tools. Website: https://v4t.pixel-online.org/

Erasmus+ Programme, Strategic Partnership action: ELDORA. The project aims at strengthening the key competences and skills of young people at their final year at schools (VET institutions and universities), unemployed young people and leaders in rural areas to help them start a social enterprise in order to better utilize local natural and human resources, to increase economic development of rural areas and to prevent brain drain. Website: http://www.arr.sk

Erasmus+ Programme, Strategic Partnership action: VET_GPS. The project was funded by the European Commission in the framework of the Erasmus+ Programme, KA2 - Strategic Partnership for vocational education and training. The VET_GPS European project aims at including the soft skills in regular VET offer and preventing early VET leaving and increasing the possibility of employment of trainees. Website: https://www.vetgps.eu/

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Erasmus+ Programme, Strategic Partnership action : DELTA. The project was funded by the Erasmus+ Programme, KA2 - Strategic Partnership for vocational education and training. The aim of the DELTA European project is to support young people access to the labour market. The objectives of the DELTA European project are to develop skills to assess learning in the workplace, provide resources for internship tutors and bring VET centres and companies together. Website: http://deltaproject.eu/

Erasmus+ Programme, Strategic Partnership action: E-Classes. The project was funded by the Erasmus+ Programme, KA2 - Strategic Partnership for vocational education and training. It wants to help the VET teachers to revising and strengthening the professional profile and improving the attainment of young people, particularly those at risk of early school leaving and with low basic skills, developing a methodology especially focusing on the use of ICT. Website: http://e-classes.eu/

European Projects in the field of Language Learning

European Socrates Minerva Programme: project "Je parle donc J'écris", funded by the European Commission (DG Education and Culture). The project is addressed to students with learning disabilities and aims to experiment with a methodology for learning French using Alfonic. Website: http://www.ulg.ac.be/cifen/inforef/projets/jeparledoncjecris/

European Leonardo Programme: project "CATT: Computer Aided Teachers Training", funded by the European Commission (DG Education and Culture). In the framework of the project a CD-ROM aimed at trainers and language teachers was created in order to train them to use new technologies in language teaching. Website: http://www.fi.enaip.it/catt

European Socrates Minerva Programme: project "Kid-Net"; funded by the European Commission (DG Education and Culture). The project aims to create a network between the nurseries of three European nations (Italy, Belgium and Spain) in order to experiment and test an on-line course for language learning. Website: http://www.pixel-online.net/kid-net

European Socrates Lingua Programme: project "eLancenet" funded by the European Commission (DG Education and Culture). The project aims to create a database of language learning products available on the European market, with particular attention to lesser widely spoken languages.Website: www.elancenet.org/admin/index.php

European Learning and Linguistic Diversity Programme: project "Euro Inclusion", funded by the European Commission (DG Education and Culture). The project's objective is to create a transeuropean network for cooperation and exchange between individuals in the foreign language teaching sector. Website: http://eeuroinclusion.org

European Leonardo da Vinci Programme: project "ELS", funded by the European Commission (DG Education and Culture). The aim of the project is to create a language training portal for the learning of 4 foreign languages. It is specifically addressed to secretaries and administrative assistants working in businesses and Public and Private bodies. There are 13 project partners from 9 European countries. Website: http://els.pixel-online.org/ Portal: http://www.eurobusinesslanguageskills.net/

European LLP Leonardo da Vinci T.O.I Programme: project "E.L.S. at Work ", funded by the European Commission (DG Education and Culture). The aim of the project is to transfer the results of the ELS project that was originally addressed mainly to SMEs also to the education systems. Website: http://www.eurobusinesslanguageskills.net/

European Leonardo da Vinci Programme: project "ELSTI ", funded by the European Commission (DG Education and Culture). The aim of the project is to create a language training portal for the learning of foreign languages. Website: http://www.elsti.eu/

European Leonardo da Vinci Programme: project: "LeTS" funded by the European Commission (DG Education and Culture). The aim of the project is to create a training package addressed to trainers to give them the tools for the development of e-learning based language teaching tools. Website: http://lets.pixel-online.org/ Portal: http://www.leonardo-lets.net

European LLP Leonardo da Vinci T.O.I Programme: project LeTS Go funded by the European Commission (DG Education and Culture). The project Lets Go intends to transfer the products available onto the LeTS portal, aiming to make efficient use of new technologies for language teaching and training, to two additional target groups: school teachers and professional trainers. Website: http://www.leonardo-lets.net/

European Socrates Socrates Grundtvig programme: "COLTT" funded by the European Commission (DG Education and Culture). The aim of this project is to help teachers overcome their difficulties in the use of ICT for cross-national collaborative communication. Website: http://www.statvoks.no/coltt/

European Transversal programme: "Active ELP" funded by the European Commission (DG Education and Culture). The aim of this project is to help teachers overcome their difficulties in the use of ICT for cross-national collaborative communication. Website: http://www.activelp.net/

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European Life Long Learning Programme KA2 Sub Programme: project "NELLIP", funded by the European Commission (DG Education and Culture). The project aims to build a Network and promote dissemination and sustainability of projects and initiatives that received the European Language Label. Website: https://nellip.pixel-online.org/

Erasmus+ Programme, Strategic Partnership action: DC4LT - DC4LT - Digital Competences for Language Teachers funded by the Norwegian National Agency. The project aims at empowering EU Language Teachers with Digital Competences in order to strengthen them with open and innovative tools and methodologies, and be able to teach online and mobile to a worldwide audience.

Erasmus+ Programme, Strategic Partnership action: OPENLang Network funded by the Greek National Agency. The project aims at developing 'The OPENLang Network', which envisages to connect all the Erasmus+ KA1 Mobility Participants (HE students and staff, VET (at least 1 month mobility), Adult and School education staff, Youth learners, Youth Workers, Youth Entrepreneurs) in an OPEN informal and highly interactive online environment which could support more efficiently their effort to develop their language skills of the target mobility EU languages.

European Projects in the field of Educational Research

European Socrates Distance Learning Programme: project "ODL networking in Europe", funded by the European Commission (DG Education and Culture). The project carries out an investigation on the application of Distance Training in professional teaching and training systems in five European countries with the aim of identifying the efficiency of Distance Training compared to more traditional training systems. Website: http://194.82.4.3 8/ODLnet.htm

European Projects in the field of Youth

European Leonardo da Vinci Programme: project: "Yo-Pro" funded by the European Commission (DG Education and Culture). The aim of this project is to develop a model for the vocational training of youth workers and leaders. http://yo-pro.pixel-online.org

European Leonardo da Vinci Programme: project: "Yo-Train" funded by the European Commission (DG Education and Culture). The The project's objective is to create a consistent
training programme for the training of youth workers, based
on the demands of employers and a rapidly changing society

European Leonardo da Vinci Programme: project: "Requal" funded by the European Commission (DG Education and Culture). The project aims to define the professional profiles, that are increasingly requested by companies at European level in the sector of new technologies.
http://www.crea.es/innovacion/createl/

European Projects in the field of Entrepreneurship

European Leonardo Programme: project "Orientacion Hacias los Nuevos Empleos", funded by the European Commission (DG Education and Culture). The project, promoted by the Centro Regional Empresarios de Aragon (Spain), aims to define the professional profiles, that are increasingly requested by companies at European level in the sector of new technologies.
Website: http://www.crea.es/yacimientos.nsf

European eLearning Programme: project "Createl", funded by the European Commission (DG Education and Culture). The project aims to create a thematic portal for small businesses, based on the themes linked to knowledge management.
Website: http://www.crea.es/innovacion/createl/

European Leonardo da Vinci Programme: project "EINET", funded by the European Commission (DG Education and Culture). The project aims to promote strategies for sustaining entrepreneurship, by promoting new approaches.
Website: www.einet.org/en/

European Leonardo da Vinci Programme: project "FORESTUR, funded by the European Commission (DG Education and Culture). The project aims to provide continous online training to individuals operating in the rural tourism sector.
Website: http://www.forestur.net

European Grundtvig: project "FORESTUR, funded by the European Commission (DG Education and Culture). The project's aim is to help workers 55 and older to raise their employability by teaching new relevant skills, updating their competencies, and educating employers to be tolerant and more aware of their abilities. http://www.forestur.net

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European LLP Leonardo Da Vinci TOI Programme funded by the European Commission (DG Education and Culture).
The project's aim is to provide an attractive training path for workers and entrepreneurs working in the tourist sector.
The project will evaluate and identify best practices in the field of SME management in three different tourist regions of Europe in order to transfer them to weaker Areas. http://www.benchtour.eu/

European Projects in the field of Adult Education

European Socrates Grundtvig Programme: project "EMMA", funded by the European Commission (DG Education and Culture). The EMMA Network aims at creating a sustainable network of researchers, practitioners and policy makers in the field of general adult numeracy. Website: http://www.statvoks.no/emma/

Erasmus+ Programme, Strategic Partnership action: UpSkillead - Upskilling Adult Educators Digital Lead funded by the Slovenian National Agency. The project aims to create an interactive platform which will provide adult learners with the skills in e-learning, e-connectivity and e-communication. Website: http://upskillead.eu/

Erasmus+ Programme, Strategic Partnership action: 2IMINED - Improving the initial education of adult immigrants funded by the Lithuanian National Agency. The project is aimed at improving competencies of educators working with immigrants as far as formal and non-formal education provision is concerned. Website: http://migis.eu/

European Projects in the field of Justice

Criminal Justice Programme: programme JCN Justice Cooperation Network, funded by the German National Agency. The projec aims at developing a European network for best practice of transition management of prisoners leaving custody with a focus on high risk offenders. Website: https://jcn.pixel-online.org/index.php

European Projects in the field of Equal Opportunities

European Socrates Grundtvig Programme: project "Employing Women Potential", funded by the European Commission (DG Education and Culture). This project foresees the training of women who are successfully returning or (entering) the work market in order to equip them with the skills to enable them to become mentors for other women.
Website: www.stockport.ac.uk/Departments/EWP/

Erasmus+ Programme, Strategic Partnership action: GEEA funded by the Romanian National Agency. The project has the aim to raise awareness of equal opportunities, especially in VET education, and to promote entrepreneurship education as a solution to gender gap. Website: http://www.geea-project.eu/index.php/en/

European Projects in the Health Sector

European Socrates Grundtvig Programme: project "Health Tutor", funded by the European Commission (DG Education and Culture). This project aims to train trainers on the most effective methodologies for guaranteeing healthy learning.
http://www.healthtutor.eu/

European Leonardo da Vinci Development of Innovation Programme: project "Hippocrates", funded by the European Commission (DG Education and Culture). The project aims to train those working in the health sector so as to foster the acquisition of new skills.
http://www.hippocrates.fadgradenigo.it

European Leonardo da Vinci Development of Innovation Programme: project "Heppy", funded by the European Commission (DG Education and Culture). The project aims to train Health sector professionals to develop an holistic and patient centred approach to Homecare assistance.

Erasmus+ Programme, Strategic Partnership action: Med&Lang Palliative Care funded by the Romanian National Agency. The project focuses on communication skills in a foreign language for supporting the teaching processes of the medical lecturers at higher education level, with a specific focus on palliative cares. Website: http://www.medlang.eu/

Erasmus+ Programme, Strategic Partnership action: HealthEdu funded by the Lithuanian National Agency. The project aims at improving the healthy nutrition habits of children and families also promoting healthy lifestyle principles in the community. Website: http://healthedu.emundus.eu/

European Projects in the field of Veterinary

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Erasmus+ Programme, Strategic Partnership action: ZOE - Zoonoses Online Education funded by the Lithuanian National Agency. The project aims to create teaching resources in the field of veterinary medicine focusing in particular on the identification, monitoring and control of malaria. Website: http://zoeproject.eu/

European Projects in the field of Disability

European Leonardo da Vinci Programme: project "Inclusive Practices for Learning Disabilities", funded by the European Commission (DG Education and Culture). The aim of the project is to carry out research and comparative analysis at European level of the services and available for disabled individuals and the effectiveness of these services.
Website: http://www.ipld.cku.sopot.pl/index.html
European Leonardo da Vinci Programme: project "EUCare" ", funded by the European Commission (DG Education and Culture). The aim of the project is to create a training package addressed to those who take care of the elderly.
Website: http://www.eu.care-project.koszalin.pl

Experience and Expertise of the organization in the project's subject area

Pixel has a number of relevant experiences developed in the framework of previous European projects involving secondary schools and focusing on innovative teaching and learning methodologies.
In particular the Goerudio project (http://goerudio.pixel-online.org/), aiming at promoting scientific knowledge at all level of education by implementing innovative strategies; the Chemistry Is All Around Us project (http://chemistry.pixel-online.org/index.php), aiming at identifying barriers and success factors to the implementation of lifelong learning strategies in scientific subjects and in particular in chemistry; the eLearning from Nature (http://enature.pixel-online.org/) project engaging students in the production of science lessons which can be shared with other students abroad..
Pixel is also working with CIPAT (Network of Tuscan Secondary Vocational Schools) http://www.cipat.it/. C.I.P.A.T. is a consortium made up of 40 vocational schools and is very sensitive to the issue of early school leaving. C.I.P.A.T. has been working with Pixel in several projects on early school leaving and contributed to the development of guidelines for early school leaving prevention addressing policy makers, school directors, teachers, students and parents.

Contributions that can be provided to the project

Pixel will be in charge of supporting the project management, of the organization and assessment of quality and evaluation issues as well as of dissemination and exploitation. These activities will be carried out on the basis of the 15 years experience in the field of Pixel and of the 20 years' experience in the field of its president, Elisabetta Delle Donne.

Contact Person's Experience and Expertise

Elisabetta Delle Donne is the president of Pixel.
She graduated in Political Sciences – International Affairs from the University of Florence in 1993. Since then she has constantly been working in the field of European cooperation.
Elisabetta Delle Donne is an expert in the planning and management of European projects focusing in particular on the areas of education, training and culture.
So far Elisabetta Delle Donne has been involved as project planner and manager in more than 100 projects funded by the European Commission. She has developed and coordinated partnerships with more than 400 bodies throughout Europe, including universities, public authorities, training organizations, schools, research centres etc.
Elisabetta Delle Donne is often invited as a speaker or expert at International Conferences to present her European cooperation experiences and the European projects in which she is involved. She is also the main trainer in the international seminar "European Project Planning and Management".
She is also involved as external expert in quality management and external evaluator in European projects mostly funded by the Lifelong Learning Programme.

Lorenzo Martellini, started working at Pixel as European Project Manager after his university degree in Economics – Business Management, in 1999. At Pixel he has managed over 20 projects funded by the European Commission in the field of education and training. The main subject areas of these projects are: early school leaving prevention, entrepreneurship, health, language learning; tourism management.
Lorenzo Martellini has also been the coordinator of over 15 projects funded by the European Social Fund in the following areas: in company training in SMEs, entrepreneurship, tourism training for unemployed youth.
Lorenzo Martellini is also in service teachers and adult trainer in the following subject areas: new technologies for education, information technologies for business management, e-learning for language teaching, Italian language for foreigners.

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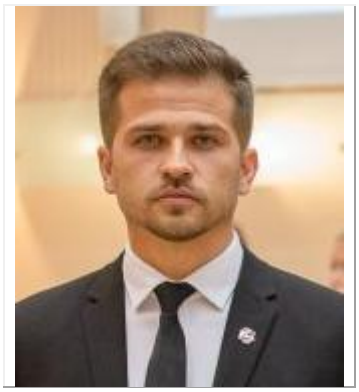
Project Number: 2018-1-PL01-KA201-050865

Kauno Jono ir Petro Vileišių mokykla

Name of the organisation	Kauno Jono ir Petro Vileišių mokykla
Address	Demokratų g. 36, Kaunas LT-48420, Lithuania
Tel	+370 37 36 28 27
Fax	+370 37 36 26 23
Web site	https://vileisiumokykla.lt

Name of the contact person	Vida Drąsutė
Function	Project manager
Address	Demokratų g. 36, Kaunas LT-48420, Lithuania
Tel	+370 616 50453
E-mail	vida.drasute@gmail.com

Name of the contact person	Gediminas Grėsius
Function	Coordinator of researchers' group Teacher of Geography and History
Address	Demokratų g. 36, Kaunas LT-48420, Lithuania
Tel	*+370 674 03252*
E-mail	gediminas.gresius@gmail.com



Type of organisation:

SME ☐ School ☑ University ☐ Public Authority ☐
Training ☐ No Profit ☐ NGO ☐

Fields of action :

SMEs ☐ Youth ☐ Universities ☐ Public Authorities ☐
Equal opportunities ☐ Schools ☑ Unemployed ☐

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Project Number: 2018-1-PL01-KA201-050865

Description of the organisation

Kaunas Jonas and Petras school is located in Kaunas city. Kaunas Jonas and Petras school implements pre-school education (3 to 6 years), primary education (7 to 10 years) and basic/secondary education (11 to 14 years). ~900-950 pupils are studding in the school. The school is fully funded by Kaunas city municipality. The students are continuously involved in projects and curriculum activities encouraging to investigate local traditions and environmental heritage. Majority of the learning activities involve active using of ICT. Teenagers like to document and present their explorations using ICT tools and teachers are experienced ICT users for teaching and learning.
School vision: Modern, open to change, innovative and safe school, oriented in to developing students' abilities and values while preparing them to be a part of fast and changing modern society.
School mission: To provide preschool, elementary and secondary education service to students guided by democratic and humane, principals.
Ensuring variety after class activities, including school students and their family members, giving opportunities to be a part of project based activities with other school members and social partners.

Experience of the organization in previous European projects

School, as project partner, develops the project "Nordic Baltic Learning Environment for Movement Affordances" under NordPlus programme. The project seeks to continue and develop the project of North-
Nordic - Baltic Physical Activity Bridges and Baltic States activities. The aim of the project is to apply innovative methods for promoting physical activity while working with elementary and elementary school students. The important group in the project are pupils aged 6 to 14 years, because in this century it begins to express physical passivity, which later leads to health problems. Collaborating with schools, universities and the non-governmental sector organizations aim at developing a methodology for promoting physical activity, adapting both internal and external environments for active movement. Website: https://www.lsu.lt/en/international-cooperation/projects/nordplus-projects
The school participated and developed the activities as associated partner in Erasmus+ KA2 Strategical partnership project:

- "E-Learning from Nature" 2015-2017. Project Number: 2015-1-IT02-KA201-015133. The main aim of the project is to promote a proactive students' approach to scientific subjects learning. Website: http://enature.pixel-online.org . School teachers and students implemented project results (e-lessons which originally were developed in non-traditional environment, most of them were outdoor teaching), improved school curricula, and participated in other project activities, such as dissemination, exploitation, sustainability.

- "GoScience" 2017-2019. The project is funded by the European Commission in the framework of the Erasmus+ Programme, KA2 - Strategic Partnership in the field of School Education. The aim of the GoScience European project is to develop youth culture of gaining comprehension in science subjects (mathematics, physics, chemistry, biology) as well as to promote students' creativity, thus making scientific knowledge better understandable and with higher probability of implementing it in real life. Website: http://www.goscience.eu

- "Videogames for Teachers" (V4T) 2017-2019. The project is funded by the European Commission in the framework of the Erasmus+ Programme, KA2 - Strategic Partnership in the field of Higher Education. The main aim of the project is to promote the inclusion of youngsters in the labour market in an effective way using social media and crowdsourcing based tools. Website: https://v4t.pixel-online.org

- "Innovative teaching methodology pf health friendly nutrition development and practice in pre-primary and primary education" (HealthEDU) 2016-2018. Project No. 2016-1-LT01-KA201-023196 The project is funded by the European Commission in the framework of the Erasmus+ Programme, KA2 - Strategic Partnership in the field of School Education. The project aim is to educate and to form children's, parents', educational institution employees' healthy nutrition habits, positive attitudes to nutrition and provision of food. To develop and promote health friendly nutrition and health friendly lifestyle principles and awareness in the community, to introduce health friendly dishes in the children menu in education institutions and at home. Website: http://healthedu.emundus.eu and active social network: https://www.facebook.com/healtheducommunity

- TIK - Tradition & Innovation @ Kindergarten. 2017-2019. The project is funded by the European Commissionand the Spanish National Agency Servicio Español Para la Internacionalización de la Educación (SEPIE) in the framework of the Erasmus+ Programme, Key Action 2 – Strategic Partnership in the field of Scool Education. Project is aim is to implement a multidisciplinary and holistic approach to pre-primary education in order to develop children's cognitive and pre-cognitive social skills, through innovative pedagogic materials and ad hoc references methodological concepts.. Website: https://tik.pixel-online.org

School develops national, but funded by European Structural funds, project "MODERN TRAINING (SI) ENVIRONMENTAL USE IMPROVING ACHIEVEMENTS OF MATHEMATICS". The project aims to increase the volume of 8 the progress

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of students in the mathematical subject through the introduction of modern
a learning environment that takes into account the individual skills of each student in their learning pace, and learning way. The project will use a virtual learning model and personalized achievement process.

Experience and Expertise of the organization in the project's subject area

The school takes part and developed the activities as associated partner in Erasmus+ KA2 Strategical partnership projects:

- "TIK - Tradition & Innovation @ Kindergarten" 2017-2019. The project as Parsifal project also develops activities related to the legends and their presentation, cultural analysis and exchange of good practice in international level.
- HealthEDU 2016-2018. Project involves a lot of pre-school and primary school education institutions, cooperates on activities and results development.
- GoScience. 2017-2019.
- "Videogames for Teachers" (V4T) 2017-2019
- "E-Learning from Nature" 2015-2017.

School was invited to participate as beneficiary in the cross-field strategic partnership project "Future Youth Schools Forums" (FYS-Forums) (Nr. 2015-UK01-KA201-013456), which aims to create a model for school led global citizenship youth forums.
In 2015 school was nominated as Microsoft showcase school, 9 teachers became Microsoft education experts.

Contributions that can be provided to the project

- Participation in research in the project and developing intellectual outputs
- Administration of the project activities and finances ensuring correct management, as well fluent collaboration with project coordinating and managing institutions.
- Involvement of associated partners/beneficiaries and other needed institutions of the project and ensuring collaboration with them.
- Producing needed reports
- Participating in project dissemination, evaluation, quality ensuring activities
- Developing project results and other needed activities

Reasons of involvement in the project

We seek to achieve the aim and objectives related to the project and to develop activities together.

We also seek to get and to share our practise and experience with other European institutions.

Within the project we seek:

- Improvement of our school students' achievements in literacy and digital skills making reference to the cultural heritage surrounding the students that will have to be presented to other European students through the reference to traditional tales and stories that are linked to it.
- Promotion of a multidisciplinary approaches in education based on references to be made to historical, cultural, geographical and artistic issues in the presentation of the local cultural heritage of the students.
- Promotion of a learner-centred pedagogical approaches where each single student involved in the project - supported by their teachers and the project experts - will find his/her own way to present sample of the local cultural heritage to other European students involved.
- Integration of ICT in the learning process as the presentation of the samples of the local cultural heritage will be made through the development of an online interactive map as well as an App.
- Exploitation of new forms of flexible learning based on an appropriate use of ICT as the project's deliverables will be available online and on mobile. It will therefore be possible for the students involved to learn about the European cultural heritage of the regions involved, presented referring to traditional tales and stories by other students, via their computer and via their mobile telephones.
- Creation of a transnational network of secondary schools that will be directly involved in the project activities as associated partners.

As well for teachers, researchers, students benefit will feel on rising their qualification (to teach and train students on project's topics, to develop activities together).

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Contact Person's Experience and Expertise

Vida Drąsutė since 2006 is Project manager. So far she was involved into more than 35 International projects in different areas, 3 of them National projects, and in 5 of the projects as coordinator. She is an initiator and coordinator of Erasmus+ KA2 Strategical partnership project HealthEDU (which is developed by 7 EU partners), were more than 160 EU educational institutions, such as kindergartens and primary schools, kids educational centers are involved as beneficiaries). She is experienced in projects management, formal and non-formal education improvement and development analysis of educational possibilities, quality, adaptation of different methodologies in various education levels, development of critical thinking, e-learning and tools for e-learning encouragement in educational institutions, organization of courses, collaboration with different educational institutions.
She is a board member of Lithuanian Distance and eLearning Association and evaluator of e. learning programs provided by different institutions. She is one of founders of private Waldorf's kindergarten which was created in 2013. She also works in the development of new learning approaches based on the use of innovations and creativity in a wide range of educational and training contexts, including pre-primary, primary, secondary and higher education, and vocational and continuous training.
Her main duties within the projects are management, research and analysis work. She is also responsible for projects' and events' dissemination and public relations.

Gediminas Grėsius is geography and history teacher at Kauno Jono ir Petro Vileišių school. He is Microsoft Innovative Educator expert since 2015. He participated in E^2 - Microsoft International Educator Exchange event in 2016 Budapest, Hungary. Three years year by year he had an open class lessons in biggest school education event in Lithuania – "Mano mokykla" (En., My school) exhibition. Into his lessons, teaching process he includes innovative active methods and ICT: using tablet computers, Microsoft office programs designed for teaching like Onenote, sway, Forms, as well as using other innovative methods like Minecraft education edition – recreating Baltic Settlements, dessert oasis, ancient greek cities; Skype calls to classrooms all over the world, for example – Nigeria, Iceland, New Zealand, USA, Japan, Georgia and so on. Each year over 50 hours in participation of various seminars and webinars in Lithuanian and English including those that can be found in Microsoft education community website, while conducting practical seminars to teacher about using ICT in class. He was and is involved into EU projects' such as E-learning from Nature, GoScience, Videogames for Teachers, activities. In 2018 he got the nomination of the year as "The best teacher in Kaunas city".

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Fundatia EuroEd

Name of the organisation	Fundatia EuroEd
Address	Florilor 1C
Tel	0040232525850
Fax	0040232525902
Web site	www.euroed.ro

Name of the contact person	Andreea Corina Ionel
Function	Project Coordinator
Address	Florilor 1C
Tel	0040757051946
Fax	0040232525902
E-mail	andreea.cleminte@euroed.ro

Name of the contact person	Anca Constantin
Function	Project Manager
Address	1 C Florilor Street, Iași, Romania
Tel	+4 0749.49.43.90
Fax	+40 232 252902
E-mail	anca.constantin@euroed.ro

Type of organisation

SME	☐	School	☐	University	☐	Public Authority	☐
Training	☐	No Profit	☐	NGO	✓		

Fields of action

SMEs	✓	Youth	✓	Universities	✓	Public Authorities	☐
Equal opportunities	✓	Schools	✓	Unemployed	✓		

Other (Specify) Education in general and social responsibility

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Description of the organisation

EuroEd Foundation came into being as an organisation in 1992, with the support of the Soros Foundation and the British Council Romania. EuroEd Foundation is a non-profit organisation located in Iasi, Romania. EuroEd it delivers educational services to all age categories and developed a series of programmes, including language courses and international training courses for language teachers and professional trainings in field of tourism, IT, mentoring, communication, etc.
EuroEd's relevant experience lies with co-ordinating and participating in over 100 EU funded projects, as well as in strategies and methodologies of co-operation at local, regional, national and trans-national level. Projects implemented are in the field of: learning languages for specific purposes, online resources, educational materials, games and drama techniques, networks, employability, development of competences for job profiles, social inclusion, medicine, motivation and support, promoting quality in developing European projects, sports, social responsibility and volunteering, etc.
With passion, professionalism and consistency, we have gained the statute of being the most important non-governmental educational institution in north-eastern Romania. We are a founder member of QUEST (The Romanian Association for Quality Language Services), which is an associate member of EAQUALS (the European Association for Quality Language Services). Our projects have been awarded European distinctions of the highest level: 10 international awards in the last years for the quality of its projects: 9 European Label Awards and a Worldaware distinction. Two of the projects led by EuroEd were selected by the EU Commission as examples of best practices in its collection called LINGO.
Mission Statement - EuroEd Foundation aims at supporting the reform processes of civic society by promoting high-quality standards in accordance with European Community requirements in the field of education, civil society, public policies, youth, law, culture, mass media, and regional development. Through its initiatives, EuroEd Foundation intend to act as a regional catalyst for debating and developing regional and international projects which should facilitate exchange of ideas and experience in the field of democracy and European Integration.

Experience of the organization in previous European projects

In 1998, also as a result of constantly growing services and addressability, we founded Centre for European Integration, through which until now, EuroEd Foundation co-ordinated and implemented over 100 national and international educational projects. Projects implemented are in the field of: learning languages for specific purposes, online resources, educational materials, games and drama techniques, networks, employability, development of competences for job profiles, social inclusion, medicine, motivation and support, promoting quality in developing European projects, sports, social responsibility and volunteering, etc. Centre for European Integration promotes activities oriented towards educational, public, social, business, juridical and cultural policies aiming at improving the provision of educational services and products, of economic policies, supporting the social categories at risk, defending human rights and strengthening regional cooperation. The projects coordinated and implemented by the Centre for European Integration serve the needs of the community and are circumscribed or complement the range of specialized services provided by the other departments of EuroEd Foundation.
EuroEd's current and past projects are focused on:
Online Language Learning:
ELSTI – European Languages for Secretaries. The project focused on developing skills in business communication and cultural awareness in the following languages: English, French, Italian and Spanish. (Leonardo Da Vinci – Transfer of Innovation) http://www.eurobusinesslanguageskills.net/

TOOL TIPLS – Tool to improve transparency of professional foreign language skills. The aim of the project was to develop the tool to improve transparency of professional English language (as lingua franca) skills in the selected target sectors of the Hospitality industry. (Leonardo Da Vinci – Transfer of Innovation) www.tool-tipls.eu

Online Learning Networks for Foreign Language Study:
LRE - Language Rich Europe. The project will carry out professional research that will result in an innovative and interactive measurement tool called the "Index of Multilingual Policies and Practices in Europe". This Index will help visualise the role of and support for multilingualism in the participating European countries and highlight good practice. (KA2 Languages - Multilateral Networks) http://languagerichblog.eu/

APLANET - Autonomous 'Personal Learning Networks' for Language Teachers. APLANET is a European Union funded project to help language educators who are not yet using social networks to understand: What are social networks for language educators?, Why they should use them?, How they can get involved?. (KA2 LANGUAGES - Multilateral Projects) http://aplanet-project.org

ISPY – Online Networking Platform for Language Learning. The main output of this project is the development of an online networking platform for learning languages. The platform allows interaction between learners from different countries who will work together to learn a new language via problem-solving challenges and tasks in an authentic and real time setting. (KA2 LANGUAGES - Multilateral Projects) www.ispy-project.eu

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Lingu@net Worldwide. Lingu@net EU was developed over the last 12 years with support from the EU (in 1998-2001, and 2003-2006). In 2007 it was awarded the MERLOT prize for being 'exemplary on-line learning material for all disciplines' (www.merlot.org) and in 2008 Lingu@net EU was awarded the European Commission's Gold prize in the "European Lifelong Learning Awards for quality in mobility". (Life Long Learning Programme - Key Activity 2) www.linguanet-worldwide.org

Med&Lang Palliative Care funded by the Romanian National Agency. The project focuses on communication skills in a foreign language for supporting the teaching processes of the medical lecturers at higher education level, with a specific focus on palliative cares. Website: http://www.medlang.eu/

Social Inclusion:
MyStory – creating an ICT-based inter-generational learning environment. The project aims to empower seniors to learn basic technical skills via intergenerational learning, to gain access to new learning opportunities and make contact with different social categories facing the risk of social exclusion (i.e. internetsavvy younger generations who face a risk of exclusion due to overexposure to ICT). (KA3 - ICT) www.mystories.eu

Fiesta - Facilitating Inclusive Education and Supporting the Transition Agenda.
FIESTA focuses on achieving effective transition through collaborative working for children with SEN. (Comenius)
www.fiestaproject.eu

I am not scared. The objectives of this action are to achieve comparative analyses of educational systems in the EU, with a view to ensuring an adequate supply of comparable data, statistics and analysis to underpin lifelong learning policy development, as well as to monitor progress towards objectives and targets in lifelong learning and to identify areas for particular attention. (KA1 Policy Cooperation And Innovation Studies and comparative research) http://iamnotscared.pixel-online.org

Stay@School - The aim of the Stay@School project is to transfer the successful experience of the School Inclusion project providing European school teachers with the necessary skills to prevent early school leaving. (Transfer of innovation)
http://projects.pixel-online.org/stayatschool/info/index.php

INTEGRA – Migrants' Integrating Kit. The aim of the project is to work together with social partners such as migrant communities and financial institutes to create a Europe wide network of relevant institutes in order to reach migrants in partner countries to improve their integration into local society by providing them with opportunities to gain language skills on basic financial matters. (Grundtvig Multilateral Projects) http://www.integra-project.eu/

ENIL – European Network for Intergenerational Learning. Examples of good case practice regarding the development of the inter-generational learning component in schools, the positive impact that active involvement (in the form of volunteering) of parents and grandparents has. (Grundtvig Multilateral Networks)

LeTS Go. The project Lets Go intends to promote the practical experimentation of the LeTS portal developed during the Lets project by two additional target groups: school teachers and professional trainers. (Leonardo Da Vinci – Transfer of Innovation)
www.leonardo-lets.net

Non4Lesl project funded by the German National Agency. The main aim of the project is to prevent early school leaving through the recognition of non-formal learning and the production of a tool for the validation of the skills acquired through informal educational paths. Website: https://www.non4lesl.eu/

School&Work project funded by the Italian National Agency. The main aim of the project is to create synergies between the world of work and the school in order to prevent the early school leaving phenomenon. Website: http://schoolandwork.pixel-online.org/

Not Only Fair Play project funded by the European Commission. The main aim of the project is to promote the physical activities at school as a mean to foster social inclusion and prevent early school leaving. Website: http://notonlyfairplay.pixel-online.org/

WWW – We Welcome Work funded by the Romanian National Agency. The main aim of the project is to offer non-formal learning opportunities for young people so as to support their employability and entrepreneurship, also providing innovative career orientation strategies. Website: http://wewelcomework.eu/

E-Classes- The project was funded by the Erasmus+ Programme, KA2 - Strategic Partnership for vocational education and training. It wants to help the VET teachers to revising and strengthening the professional profile and improving the attainment of young people, particularly those at risk of early school leaving and with low basic skills, developing a methodology especially focusing on the use of ICT. Website: http://e-classes.eu/

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Institutional formation – SMEs
In-CLASS - International Communication and Language Assessment. The project aims to enhance the competitiveness of international SMEs within the partner countries by assisting them to identify language and culture barriers which arise from cross-border trade, and/or the development of a multilingual workforce, and to find specific costed solutions to address communication difficulties by the provision of an effective communication audit scheme for SMEs. (LEONARDO DA VINCI, Multilateral projects for Development of innovation) www.inclass-project.eu

UEmploy – Consultancy for Employment Inclusion. The focus is modern rehabilitation, a range of services and processes designed to enable all disabled people to live their lives as fully as possible. For organizations, SMEs and professionals the project provides an opportunity to introduce/train innovative employment inclusion and rehabilitation approaches for people with disabilities. (LEONARDO DA VINCI, Multilateral projects for Development of innovation) www.uemploy.eu

Non-Formal Education

GlottoDrama - is the 3rd step of a long term strategy aimed at developing a new methodology for teaching foreign languages through Drama & Theatre. The general methodological objective is to reinforce the motivation of the students, involve their whole personality with a holistic approach (mind and body, verbal and non-verbal codes) going beyond a formal concept of language competence and improving their real communication skills when performing context-based and pragmatic tasks.(Transfer of Innovation) http://www.glottodrama.eu/

ESEDI – Escenario Europeo de Idiomas. Esedi aims to improve teaching and learning foreign languages in Europe through the development of a new material: a multilingual theater play with focus on difficulties in language learning motivation. (KA2 LANGUAGES - Multilateral Projects) www.esedi.eu

BILFAM – Let's become a bilingual family!. The project focuses on developing an international program in which parents can study foreign languages alongside their children. (KA2 LANGUAGES - Multilateral Projects) http://www.bilfam.eu/

Going Places - The Going places project aims to address both European and National priorities, which mainly support the development of the quality and attractiveness of VET systems, by addressing learners through enhancement of teacher/trainers' skills and competencies in both VET and IVET. (Leonardo Da Vinci Transfer of Innovation) http://www.going-places.eu

LIS – Languages & Integration through Singing. In order to encourage innovation in education and to facilitate the integration with a view to enhancing and improving communication and intercultural interaction and understanding, LIS project aims at producing, testing, optimising and evaluating teaching material for Italian, Russian and Romanian as foreign languages explicitly using songs, supported by audio-visual materials, multimedia and electronic communication. (Leonardo Da Vinci – Grundvig) www.languagesbysongs.eu

Promoting quality in the development of European projects
NELLIP - Network of European Language Labelled Initiatives and Projects. The NELLIP project has the aim to promote quality in language learning through the application of the quality criteria used to award the European Language Label. (Key Activities 2 Languages – Multilateral Networks) http://nellip.pixelonline.org/info

Interculturality
ART – Art as the identity of a country and as a universal pattern which all European countries can share. The emphasis of this project is on art as an expression of man's creative ability, not only regarding the main types of art such as painting, sculpture and architecture, but also as craftsmanship; the transformation of materials into final products which originally grew out of a necessity to create everyday items and then developed into the production of high quality articles thanks to man's individual skills. (Life Long Learning Programme – Grundtvig Partnership)

European Projects in the field of Science

GOERUDIO- European Life Long Learning Programme KA4 Subprogramme: project "Goerudio" funded by the European Commission (DG Education and Culture). The main aim of the project is provide science teachers and students with innovative teaching and learning methodologies for scientific subjects http://goerudio.pixel-online.org/ .

E-learning from Nature project funded by the Italian National Agency. The main aim of the project is to promote a proactive students' approach to scientific subjects learning. Website: http://enature.pixel-online.org/
GoScience- The project was funded by the European Commission in the framework of the Erasmus+ Programme, KA2 - Strategic Partnership in the field of School Education. The aim of the GoScience European project is to promote students' creativity with the aim of making scientific knowledge better understandable and increase their functional literacy in STEM subjects. Website: http://www.goscience.eu/

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European Projects in the field of Veterinary
ZOE - Zoonoses Online Education funded by the Lithuanian National Agency. The project aims to create teaching resources in the field of veterinary medicine focusing in particular on the identification, monitoring and control of malaria. Website: http://zoeproject.eu/

Experience and Expertise of the organization in the project's subject area

For the efficient implementation of the project EuroEd will bring he following competences:
- experience in European projects
- experience in developing non-formal learning methodologies, instruments and activities
- experience in researching processes
- experience in creating videos based on real life situations, testimonials, interviews
- experience in developing trainings through innovative and interactive methods
- experiences in language teaching and language experts
- establishment of strong partnerships with schools, teachers, students
- experience in promoting the use of the ICT in educational process
- experiences in activities to promote local traditions, cultural and historical heritage

Experience gained from implementation of related projects:
- Art as the identity of a country and as a universal pattern which all the European countries can share

The aim of the project (partners from Romania, Poland, UK, Portugal, Germany, Greece, Italy and Turkey) was to give a European context to adult education in every participating institution, and therefore to strengthen European citizenship. Activities carried out during the project worked towards a better understanding of the European countries, cultures and traditions, based on development of videos and visual materials for the following themes: Traditional Hadicrafts; Traditional Pottery and Interior design; Traditional Food and Drinks; Traditional Dance and Folk Music; History; Traditional clothes; Architecture.
- My Story - creating an ICT-based inter-generational learning environment (http://www.mystories.eu/project/)

The MyStory project records interesting stories from older people's lives. The sorts of things that may be lost if not recorded in some way. And who better to record the stories than younger people, eager to learn first-hand about their own social history. The stories are being collected in five European countries each representing their own unique people and unique history.
- ACT! Active & Responsible Citizen= Flourishing Future Society

Project aims to reach active community members who want, can and have what to say, are ready to take actions on issues they care about and through their activities inspire other members of the local community to act, by using the theatre techniques of Augusto Boal.
Objectives: raise awareness that any kind of the manifestation of active citizenship can lead towards improvement of the life of the society; show that volunteering either on a global or community level contributes to personal development and to learning skills and competencies, that people involved in civic actions benefit themselves; motivate people to participate in civic actions invoking a variety of art forms in order to increase their civic responsibility.

Contributions that can be provided to the project

One of EuroEd's goals, when engaging in a project, is to develop project deliverables which benefit the clients and beneficiaries of the organization. Thus, the deliverables of projects developed are piloted, streamlined and adapted as necessary to the use of the beneficiaries of the departments of the institution. By doing this, EuroEd aims to have a strategy of development which always relies on innovation and consolidation of EuroEd Foundation as a carrier of innovative good practices for the services it delivers.

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Reasons of involvement in the project

Cultural Competency - It is the integration and transformation of knowledge about individuals and groups of people into specific standards, policies, practices and attitudes used in appropriate cultural settings to increase the quality of services, thereby producing better outcomes

In the school setting, it involves the ability to acquire knowledge of education-related beliefs, attitudes and practices to improve student achievement. It is a developmental process occurring along a continuum from cultural destructiveness to cultural incapacity to cultural blindness to cultural pre-competence to cultural competence to cultural proficiency.

To encourage culturally competent and linguistically appropriate exchanges and collaborations among families, professionals, students, and communities. These collaborations should foster equitable outcomes for all students and result in the identification and provision of services that are responsive to issues of race, culture, gender, and social and economic status.

In Romania the study of the local traditions, cultural and historical heritage is a subsidiary of other disciplines and is not a strength of the Romanian educational system. Various topics, such as teaching and learning about sensitive heritage, the museum experience and authenticity, colonial heritage, and expressions of the past in public culture is being reached by extracurricular activities. Also teachers are trying to complement the school curricula with interactive workshops and panel discussions developed these themes further through concrete examples from practice.

Skills that can be improved by the students by being involved in this project:

- Identify and openly discuss cultural differences and issues.
- Gain respect of individuals who are culturally different themselves.
- Challenge oppressive systems and serve as an ally to those being oppressed.
- Use cultural knowledge and sensitivity to defend the rights and values of individuals and groups.
- Accurately assess one's own multicultural skills, comfort level, growth, and development.
- Use verbal and non-verbal (body language) responses to communicate with diverse individuals and/or groups.
- Resolve conflicts in culturally appropriate manner.
- Use multiple viewpoints in problem-solving.
- Employ critical thinking skills.

Attitude/Awareness

- Believes that differences are valuable and that learning about others who are culturally different is necessary and rewarding.
- Is open to change, and believes that change is necessary and positive.
- Willing to self-examine and, when necessary, challenge and change their own values, worldview, assumptions and biases.
- Is personally committed to justice, social change and combating oppression.
- Accepts other worldviews and perspectives and are willing to acknowledge that, as individuals, they do not have all the answers.
- Believes that cultural differences do not have to interfere with effective communication or meaningful relationships.

Contact Person's Experience and Expertise

Anca Colibaba, executive president, has over 30 years of experience in language education, especially English. She is the President of EuroEd, having a wide experience in managing and co-ordinating transnational projects in the field of linguistic education and training, adult education and LLL. She was / is project coordinator of over 50 (EU) projects implemented locally, nationally or trans-nationally by EuroEd Foundation.

Andreea Ionel is project manager at EuroEd Foundation. She holds a bachelor and an MA degree in social work. She is presently an international project coordinator having managed several projects implemented by EuroEd Foundation (Grundtvig, Lingua, Leonardo da Vinci, Phare, Erasmus+ and other tenders). She has an extensive experience in writing, managing and implementing EU projects in various fields and a wide experience in preparing and delivering public presentations and trainings at national and international level.

Elza Gheorghiu, trainer and teacher of English and Romanian as a foreign language at EuroEd Foundation, British Council and Vasile Alecsandri High School Iasi, Romania. She coordinates international educational projects. Her field of interest covers work with innovative educational web 2.0 methodologies in training/teaching and non-formal education. Target group for her teaching/training: young learners and adults. A special area of intervention is training special needs children and their teachers for foreign language communication.

Anca Constantin, project coordinator at EuroEd Foundation. She holds a bachelor degree in pedagogy and a MA in social work. She has a wide experience in implementing EU projects and is in charge of the pre-school's European cooperation activity – European projects.

Stefania Matei works at EuroEd Foundation as financial manager since 2012. She is a certified accountant with a bachelor and MA degree in audit, with vast experience in managing and reporting Erasmus+ projects.

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IO1.A – List of Legends, Tales

(Please use the following form to present each legend)

Project partners should create a repository of legends and traditional tales linked to the local cultural heritage. The legends and traditional tales should be available both in English and in the national language of the country. The repository will present the legends and tales through different media (videos, photos, texts).

Title of the legend / tale *	*Please specify the title*
Country *	*Bulgaria* *Italy* *Lithuania* *Poland* *Romania*
Original version *	*Please present a brief summary of the legend / tale*
Main characters *	*Please indicate the main characters: e.g. wizard, witch, dwarf, old / wise woman, old / wise man, etc*
Connected artistic / architectonic / historical heritage *	*Please indicate:* - *The places in which the story takes place, (e.g. cities, forests, woods, springs, lakes, rivers, etc.).* - *The reference to existing buildings (e.g. streets, churches, palaces etc.),* - *Masterpieces (e.g. paintings, statues etc.)*
Local traditions or historical connections *	*Please indicate the local tradition the legend/tale is connected to.*

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IO1.B – Legends / Tales Description

(Please use the following form to present each legend)

Project partners should create a repository of legends and traditional tales linked to the local cultural heritage. The legends and traditional tales should be available both in English and in the national language of the country. The repository will present the legends and tales through different media (videos, photos, texts).

Title of the legend / tale *	*Please specify the title*
Country *	*Bulgaria* *Italy* *Lithuania* *Poland* *Romania*
Original version *	*Please report the original version of the legend / tales*
Alternative versions	*If applicable, please report different versions of the story referring to written and oral sources of information*
Main characters *	*Please describe the main characters giving preference to those ones might recur in other legends and tales in your on in the partners' countries*
Connected artistic / architectonic / historical heritage *	*Please specify the places in which the story takes place, the reference to existing buildings (e.g. streets, churches, palaces etc.), masterpieces (e.g. paintings, statues etc.), environments (e.g. woods, springs, lakes, rivers, etc).* *Please be aware that for IO3 you will be asked for the geo-localization with Google maps*
Local traditions or historical connections *	*Please describe the local tradition the legend/tale is connected to.*
Online Resources *	*Please indicate web sites to offer more information related to the religious site* ***Title*** *Link* *Description (50 – 100 characters)*
Pictures *	*Please upload pictures related to the legend / tale and provide a short description* ***Title*** *Description (50 – 100 characters)*
Video	*Please indicate YouTube videos related to the legend / tale and provide a short description* ***Title*** *YouTube Link* *Description (50 – 100 characters)*

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Didactical Relevance	*Please describe the didactical relevance outlining the skills and knowledge that the students will develop.*
Didactical Activity *	*Please describe a practical activity that the teachers can do with the students:* - *Direct visit* - *Virtual visit (specify how)* - *Classroom activity (pre- and post- visit)* - *Connections with specific subjects: e.g. history, art, literature, etc.*

The following part has to be completed during the production of the IO2. The purpose is to develop in the students a sense of belonging to a United Europe with common roots as it will be demonstrated by the similarities that can be found in the traditional tales linked to the cultural heritage.

Connected legends *	*Please specify from the dropdown menu the connected legend(s).*
Description of the connection *	*Please specify, for each chosen legend, the connection typology*

The connection might refer to:

- Similarities and differences among the main characters and animals, real and mythological
- Connection between legends and traditional tales and the art heritage of the countries
- Usual environments in which stories take places
- Common objects that recur in legends and traditional tales
- Recurring situations and challenges
- Similar moral and ethical meaning and purposes

* Compulsory fields

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Project Number: 2018-1-PL01-KA201-050865

TEMPLATE: ME.1 – MULTIPLIER EVENT DESCRIPTION

Each partner has to organise an event involving /teachers/policy makers in order to present, discuss the project results and address their sustainability in the national system.
At the end of the event, each partner, should collect from the participant the Evaluation questionnaires (PM4.C – Teachers' Evaluation Questionnaires for Intellectual Outputs).

For the event, please provide the following information:

Title	
Date	
Place	*City, Country*
Description	*Please indicate:* - *The number and typology of participants* - *The profile of participants* - *The contents of the event* - *The conclusion achieved* *You can take this information from the "ME.4 - Minutes Template".*
List of participants	*Please attach the list of participants in PDF format* *Use the "ME.3 – List of Participants Template"*
Programme	*Please attach the Programme in PDF format* *Use the "ME.2 – Programme Template"*
Pictures	*Please attach the picture of the dissemination event*

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Project Number: 2018-1-PL01-KA201-050865

TEMPLATE: ME.2 – MULTIPLIER EVENT PROGRAMME

PLEASE DELETE THIS BOX

Title of the Dissemination Event
City, Country
Date

Programme

hh:mm	Title of the speech Name of the speaker, Affiliation
hh:mm	Title of the speech Name of the speaker, Affiliation
hh:mm	Title of the speech Name of the speaker, Affiliation
hh:mm	Title of the speech Name of the speaker, Affiliation

Coffee break

hh:mm	Title of the speech Name of the speaker, Affiliation
hh:mm	Title of the speech Name of the speaker, Affiliation
hh:mm	Title of the speech Name of the speaker, Affiliation
hh:mm	Title of the speech Name of the speaker, Affiliation

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Project Number: 2018-1-PL01-KA201-050865

TEMPLATE: ME.3 – MULTIPLIER EVENT LIST OF PARTICIPANTS PLEASE DELETE THIS BOX

Title of the Multiplier Event

City, Country

Date

Signature of participant

Name and Surname	E-mail address	Sending Organisation	Address of the sending organisation	Signature

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Project Number: 2018-1-PL01-KA201-050865

TEMPLATE: ME.4 – MULTIPLIER EVENT MINUTES

PLEASE DELETE THIS BOX

Title of the Dissemination Event
City, Country
Date

Minutes

Participants

Please write here the name of all the participants and the name of the institution they belong to.

Minutes

Please describe:

- The number and typology of participants
- The profile of participants involved
- The contents of the multiplier event
- The conclusion achieved

*Please make sure the length of the minutes is between **3 000 and 5 000 characters**.*

Annexes

The following annexes are compulsory:

- Programme
- Signature
- Materials distributed (only if available)
- Pictures

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Project Number: 2018-1-PL01-KA201-050865

TEMPLATE: PM1.A – SCHOOL INFORMATION

SCHOOL

Name of the School	
Address	
Tel	
Fax	
Web site	
e-mail	
Picture of the school	*Please enclose a jpg image of the school*

DESCRIPTION OF THE SCHOOL

Type of school	☐ Upper Secondary School ☐ Vocational School ☐ Technical School
Number of students	
Age of students (from … to)	

SCHOOL DIRECTOR

Name of the School Director	
Address	
Tel	
Fax	
Web site	
e-mail	

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Project Number: 2018-1-PL01-KA201-050865

TEACHERS INVOLVED

Name of the Teacher	
Web site	
e-mail	
Subject taught *	☐ Scientific ☐ Humanistic ☐ Linguistic ☐ Technical
Years of experience	
Picture of the contact teacher	*Please enclose a jpg picture of the contact teacher*

Please copy and paste the table above according to the number of teachers involved.

STUDENTS INVOLVED

Total number of students involved	
Age Range	

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Project Number: 2018-1-PL01-KA201-050865

TEMPLATE: PM1.B - SCHOOL PARTICIPATION LETTER

Please use the School Headed Paper and delete the part in red

The undersigned *(name and surname)* as *(role in the school e.g. Director)* of the school *(name of the school)* based in *(street address)* in *(city),* in *(country),* hereby declares the willingness to participate in the Parsifal Project (2018-1-PL01-KA201-050865) promoted by CKZiU (Poland) and co-funded by the European Commission in the framework of the Erasmus+ Programme – KA2 Strategic Partnerships.

This school will contribute to the project expected results and will participate in the following project activities:

- Involvement of:
  - … (specify the number of teachers) teachers
  - … (specify the number of students) students
- Identification of legends and traditional tales
- Comparative analysis of legends and traditional tales from the other countries
- Testing of the interactive didactical map
- Evaluation the project activities and products
- Exchange of experience and expertise during and after the project
- Contribution to exploitation and sustainability of the project results

The undersigned *(name and surname)*, under the provision of article 5 of EU Regulation 2016/679, authorise Pixel (Italy) to use the data provided in the School Presentation Form in the framework of the activities carried out for the Parsifal and to publish it in whole or in part both online and on paper (e.g. project web site and portal, project brochures etc.)

Date:
Place:
Name and Surname:
Role:
Signature:
Stamp

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Project Number: 2018-1-SE01-KA201-039098

TEMPLATE: PM1.C - ROLE OF THE SCHOOLS

1) Identification of subjects to be involved

Each school should involve in the project activities teachers and students.

2) Activities

The teachers will:

- Identification of legends and traditional tales
- Comparative analysis of legends and traditional tales from the other countries
- Testing of the interactive didactical map
- Evaluation the project activities and products
- Exchange of experience and expertise during and after the project
- Contribution to exploitation and sustainability of the project results

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Project Number: 2018-1-PL01-KA201-050865

Certificate of Attendance

THIS IS TO CONFIRM THAT

NAME SURNAME

from official name of institution

has participated in the

“Erasmus+“ Programme’s Strategic Partnerships project’s

“Parsifal” No. 2018-1-PL01-KA201-050865

Partners Meeting

In City, Country

On Dates

Name and surname of the manager of organizing institution

Signature …….
Stamp

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Project Number: 2018-1-SE01-KA201-039098

TEMPLATE: PM2.B – HOW TO WRITE THE BEST PRACTICE DISSEMINATION REPORT

Please identify **at least 1 'best' dissemination event** you carried out and which you feel are innovative or could provide a good example for other partners and projects.

Please be aware that you should identify and describe a specific dissemination event you carried out and not just describe e typology of dissemination event which you consider relevant.

For the dissemination event, please specify:

- The place and date where and when it took place
- The target groups and the number of participants involved in the event
- The outcomes of the event
- Feedback received by the participant
- Follow up of the event
- The reasons why the event can be considered examples of best practice

Please do not answer the element above one by one, but make a description of the dissemination events taking into consideration all of them.

Please produce the description of the event in the third person.
E.g.: *The best dissemination event carried out in Italy is the organisation of conference on the thematic area of the project. The conference took place in Florence on November 2018. The participants in the event were ……..*

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Put here the logo of the associated partner and delete this box

Project Number: 2018-1-PL01-KA201-050865

TEMPLATE: PM3.A - ASSOCIATED PARTNER LETTER

Please put the logo of the associated partner in the upper left corner and ***delete all the text in red***

The undersigned (*Name and Surname*) as (*Role in the organisation*) of (*Name of the organisation*) hereby declares the willingness of this organisation to fully support and actively co-operate in the "Parsifal" Project promoted by CKZiU (PL), within the framework of the Erasmus+ Programme.

(*Name of the organisation*) wishes to be an associated partner in the project because we fully support the aims and objectives of the project and recognise the strategic importance of the project outcomes to improve the current situation at European level in the field of action.

The undersigned also states to be fully aware that as associated partner no funds coming from the European project grant will be assigned to our institution.

The role this organisation expects to play in the project includes:

- Exchange of experience and expertise during and after the project
- Participation in the Dissemination of the project information
- Promotion of the information about the project to our network of contacts
- Contribution to exploitation and sustainability of the project results

The contact person for the organisation will be (*Name and Surname*)

The undersigned (*name and surname*) authorise the project promoter and Pixel to publish the associated partner data provided in the Form enclosed, entirely or extracts, on the project related documents both on paper and on-line (e.g. project web site, etc.).

Date

Name and Surname

Role

Official Stamp

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Project Number: 2018-1-PL01-KA201-050865

TEMPLATE: PM3.B - ASSOCIATED PARTNER INFORMATION

Please fill in the list below with the information on the Associated Partner:

Name of the organisation	
Type of Institution	
City	
Address	
Country	
Web-Site	
Name of contact person	
Email of Contact Person	

Please provide a brief description of the organization

Please describe how the organisation will contribute to the dissemination and exploitation of the project results

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Project Number: 2018-1-SE01-KA201-039098

TEMPLATE: PM3.C - EXPLOITATION LINKS

The aim of this activity is to put links to the Parsifal portal on external web sites. For each link please provide, using the following table, the following information:

SCREENSHOT OF THE WEBSITE SHOWING THE LINK	SOURCE TITLE & WEB LINK	DESCRIPTION
01_Parsifal_Pixel.jpg	**Pixel** *https://www.pixel-online.net/PRJ__projects_form.php?id_prj=143&id_area=&id_ben=*	Pixel is partner in the Parsifal project. Pixel website provides information about the project together with a direct link to the Portal. There are many users of Pixel's website that may now learn about and benefit from the Parsifal project.

1. Screen shoot of the web site

On the screen shoot please highlight the reference to the Parsifal project. See example below.

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Project Number: 2018-1-PL01-KA201-050865

Quality Plan

for the

Parsifal Project

N° Project Number: 2018-1-PL01-KA201-050865

Produced by Pixel

Issue: 01

Date: 15/10/2018

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Project Number: 2018-1-PL01-KA201-050865

IO1 - On-line Repository of legends and traditional tales related to the cultural heritage of the regions involved in the project

Objective	The repository will present in English and in national language the legends and tales through different media (videos, photos, texts).
Start Date	December 2018
Deadline	30 November 2019
Expected Deliverables	On-line Repository of legends and traditional tales

Templates to be used	IO1.A - Legend		
	Indicators	**Results Achieved**	**Evaluation**
Quantitative Indicators	• 5 countries • 25 legends		
Qualitative indicators	• Relevance of contents • Consistency of the contents • Readability of the contents • Usability • Innovativeness • Usefulness and Transferability		

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Project Number: 2018-1-PL01-KA201-050865

IO2 – Essays on European legends, myths and traditional tales related to the cultural heritage

Objective	The purpose is also develop in the students a sense of belonging to a United Europe with common roots as it will be demonstrated by the similarities that can be found in the traditional tales linked to the cultural heritage.
Start Date	1 June 2019
Deadline	30 January 2020
Expected Deliverables	Essays on European legends

Templates to be used	IO2.A – Table of contents IO2.B – Guidelines		
	Indicators	**Results Achieved**	**Evaluation**
Quantitative Indicators	• 5 Essays (1 per country)		
Qualitative indicators	• Relevance of contents • Consistency of the contents • Readability of the contents • Usability • Innovativeness • Usefulness and Transferability		

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Project Number: 2018-1-PL01-KA201-050865

IO3 – On-line Interactive map of the areas of cultural relevance and the related Legends/tales

Objective	The Online Map will therefore allow students and teachers to get to know other European territories, cultural and artistic heritage and their connection with traditional legends and tales, without the need to be physically there.
Start Date	1 January 2020
Deadline	30 June 2020
Expected Deliverables	On-line Interactive map

Templates to be used	IO3.A – Legends Sites		
	Indicators	**Results Achieved**	**Evaluation**
Quantitative Indicators	• 1 web application • 1 App		
Qualitative indicators	• Relevance of contents • Consistency of the contents • Readability of the contents • Usability • Innovativeness • Usefulness and Transferability		

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Project Number: 2018-1-PL01-KA201-050865

TEMPLATE: PM4.D – END USERS' EVALUATION QUESTIONNAIRES FOR INTELLECTUAL OUTPUTS

Parsifal Project

Project Evaluation by end users

This questionnaire is addressed to the three main target users of the project:

- *Policy Makers*
- *School Directors*
- *School Teachers*
- *Students*

SECTION A: PERSONAL and PROFESSIONAL DETAILS

Name: (optional) ……

Country: ……

B.1 Are you a …?

☐ Policy Maker ☐ School director ☐ School teacher ☐ Students

☐ Other, please specify ……

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Project Number: 2018-1-PL01-KA201-050865

Section B: Evaluation of the intellectual Outputs

B.1 On-line Repository of legends and traditional tales

Please tick one of the numbers below where 1 = Poor and 10 = Excellent

Relevance of contents	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
Consistency of the contents	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
Readability of the contents	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
Usability	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
Innovativeness	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
Usefulness and Transferability	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

B.2 Essays on European legends

Please tick one of the numbers below where 1 = Poor and 10 = Excellent

Clarity and accessibility	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
Effectiveness of the organisation	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
Appropriateness of contents	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
Usability	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
Level of Innovation	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
Transferability	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

B.3 On-line Interactive map

Please tick one of the numbers below where 1 = Poor and 10 = Excellent

Clarity and accessibility	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
Effectiveness of the organisation	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
Appropriateness of contents	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
Usability	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
Level of Innovation	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
Transferability	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

B.4 Testimonial

Which of the above mentioned sources is/are the most useful for you? Why?

……

……

……

……

……

Further Comments

……

……

……

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TA4.E - Tool for Questionnaires' Analysis

Personal and Professional Details	interviewee 1	interviewee 2	interviewee 3	interviewee 4	interviewee 5	interviewee 6	interviewee 7	interviewee 8	interviewee 9	interviewee 10	interviewee 11	interviewee 12	interviewee 13	interviewee 14	interviewee 15	interviewee 16	interviewee 17	interviewee 18	interviewee 19	interviewee 20	interviewee 21	interviewee 22	interviewee 23	interviewee 24	interviewee 25	interviewee 26	interviewee 27	interviewee 28	interviewee 29	interviewee 30	
Role																															
Policy maker	x	x																													2
School Director			x																												1
School Teacher							x	x																							2
Student				x	x																										
Other						x																									1

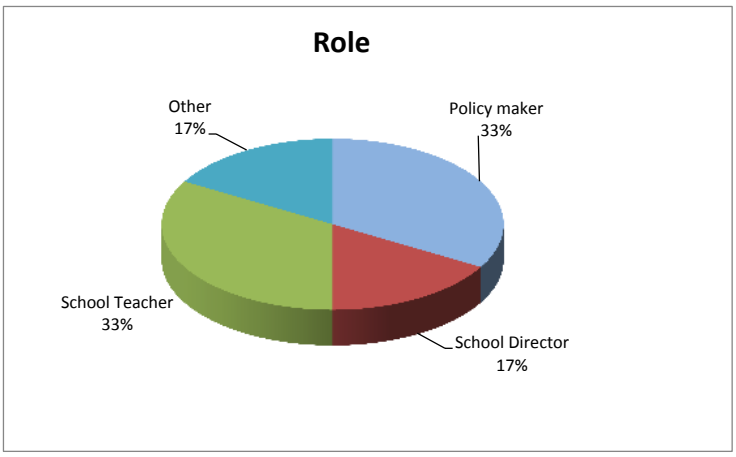
On-line Repository of legends																															
Average	9	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	8,8
Relevance of contents	8																														8,0
Consistency of the contents	9																														9,0
Readability of the contents	10																														10,0
Usability	8																														8,0
Innovativeness	9																														9,0
Usefulness and Transferability	9																														9,0

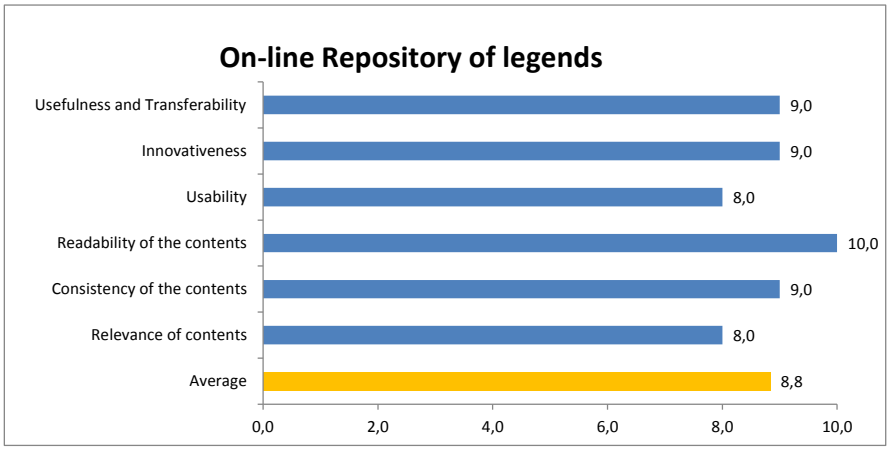
Essays on European legends																															
Average	8	7	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	7,8
Clarity and accessibility	9	9																													9,0
Effectiveness of the organisation	9	6																													7,5
Appropriateness of contents	7	5																													6,0
Usability	10	9																													9,5
Level of Innovation	8	8																													8,0
Transferability	7	6																													6,5

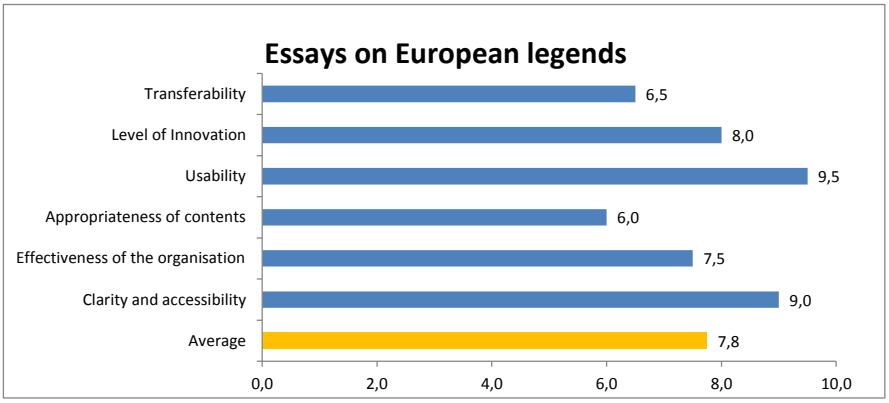
On-line Interactive map																															
Average	8	8	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	##	8,3
Clarity and accessibility	9	9																													9,0
Effectiveness of the organisation	9	6																													7,5
Appropriateness of contents	7	9																													8,0
Usability	10	9																													9,5
Level of Innovation	8	8																													8,0
Transferability	7	9																													8,0

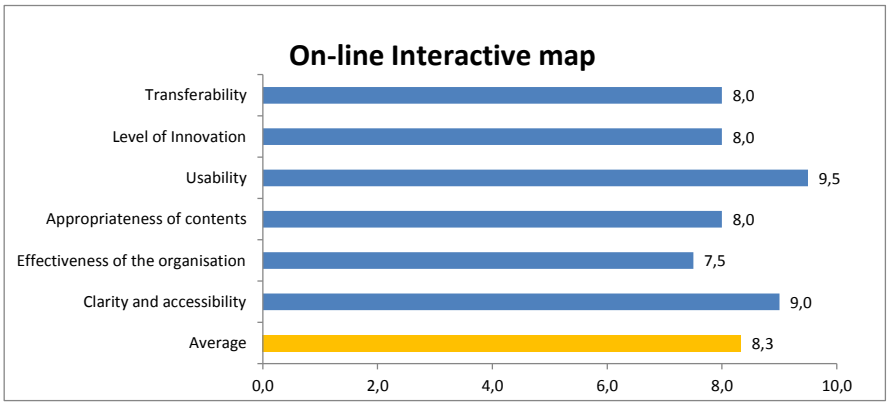
Testimonials

Name and Surname	Role	Country	Testimonial


Role
Other
17%
Policy maker
33%
School Teacher
33%
School Director
17%


On-line Repository of legends
Usefulness and Transferability
9,0
Innovativeness
9,0
Usability
8,0
Readability of the contents
10,0
Consistency of the contents
9,0
Relevance of contents
8,0
Average
8,8
0,0
2,0
4,0
6,0
8,0
10,0


Essays on European legends
Transferability
6,5
Level of Innovation
8,0
Usability
9,5
Appropriateness of contents
6,0
Effectiveness of the organisation
7,5
Clarity and accessibility
9,0
Average
7,8
0,0
2,0
4,0
6,0
8,0
10,0


On-line Interactive map
Transferability
8,0
Level of Innovation
8,0
Usability
9,5
Appropriateness of contents
8,0
Effectiveness of the organisation
7,5
Clarity and accessibility
9,0
Average
8,3
0,0
2,0
4,0
6,0
8,0
10,0

Project Number: 2018-1-PL01-KA201-050865

PM4.F – GUIDELINES FOR THE EVALUATION REPORT ON TESTING ACTIVITY

EDITING INFORMATION

TITLE OF THE REPORT [ARIAL 14 POINT, BOLD, CENTRED]

AUTHOR NAME(S) [ARIAL, 12 POINT, BOLD, CENTRED]
NAME OF INSTITUTION [10 POINT, NORMAL, CENTRED]
CITY, COUNTRY [10 POINT, NORMAL, CENTRED]
E-MAIL [10 POINT, ITALIC, CENTRED]

ABSTRACT [ARIAL 12-POINT, BOLD, CENTRED]

The text of the abstract should be written in italicized text, using Arial 10-point. Text is fully justified. Leave two blank lines after the abstract, and then begin the main text.

The main body of the text should be written using the Arial font and single spacing with 10-point interlining spacing. Be sure your text is fully justified—that is, flush left and flush right. Please do not place any additional blank lines between paragraphs.

All margins should be set at 2.5 cm

The citation number of a bibliographical reference in text must be enclosed in square brackets, for example [1]. A list of the references should be given at the end of the paper.

Figures, tables and graphics should be centred, numbered and accompanied by a legend. (Fig.1. Legend, Table 1. Legend). Where possible Arial 10-point should be used for all figures, tables and graphics.

Please, avoid using page numbers, headers and footnotes.

1. FIRST-ORDER HEADINGS

For example, “1. Introduction”, should be Arial 12-point boldface, initially capitalized

1.2 SECOND-ORDER HEADINGS

As in this heading, they should be Arial 11-point boldface, initially capitalized

REFERENCES [ARIAL, 12-POINT, BOLD, CENTRED AND CAPITALIZE THE FIRST LETTER]

[1]
[2]
[3]
[Arial, 10-point, normal, alignment justify, upper and lower case]

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Project Number: 2018-1-PL01-KA201-050865

CONTENTS

Introduction

Please provide the following information:

- the target group you addressed
- the recruiting strategy
- evaluation of the recruiting strategy
- Results of the recruiting
  - Number and typologies of schools
  - Number and typologies of teachers
  - Number of involved students

Activities with teachers and students

Please explain how you involved the target groups in the production and/or testing of the intellectual outputs.

Evaluation

Results of the questionnaire submitted to the teachers

- Please use all the graphs provided by the xls file you should have filled in with the target groups' questionnaires results
- Please comment all the graphs one by one

Conclusion

Please provide your conclusion about the impact of the project on the target groups.

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