by developing global digital citizen fluencies to promote and preserve traditions and cultures using 21st century technologies and innovations in a way that makes it more engaging and accessible to young people.

Countries:
CZECH REPUBLIC, HUNGARY, POLAND, SLOVAKIA, GREAT BRITAIN
CONTENTS

CZECH REPUBLIC 5
HUNGARY 9
POLAND 13
SLOVAKIA 17
GREAT BRITAIN - postponed
Creativity Fluency

During our workshop we focus on getting to know each other through different warm-up activities and excursions. We discuss our customs, traditions, history, cuisine and national songs. As for the songs, we would like to collectively learn some songs from each country participating in the project.

These songs are to be recorded on a DVD and performed for the public in our church. Other activities to be developed during the project encompass creating an A-Z quiz on important and well-known personalities as well as digital processing of our partner countries’ churches and shrines.
An amazing tour of the smithy

Admiring the local buildings

Unforgettable views from Jurkovic lookout tower

A group photo on the lookout stairs

A beautiful walk on a sunny day in Roznov

Evening fun bowling

Interesting lectures on the functioning of the mill and other tools

A group photo in Roznov pod Radhostem
Collaboration Fluency
During the Hungarian project meeting and workshops, guest teams and involved Hungarian children are divided into groups of four. Each group has to choose a unique Hungarian holiday and according to the holiday they have chosen, they will create a Power-Point presentation about their holiday. By the end of the meeting each group is to present the output to the others.

In our art workshop, we plan to create a large painting to be positioned in a prominent place in the school hall. Different collaboration-based games and sports activities are planned for the project meeting. The main aim is to develop collaboration fluency, which is connected with creativity, imagination and fantasy.
The team

The work is almost ready

Visiting Gyula Castle

Welcome our guest's the 1st day

Working together and having fun the second day

Together with our friends

Visiting Bekescsaba
During the workshop our goal is to focus on understanding the key concepts by working with information fluency. While participating in the Polish project meeting and workshops guest teams from England and Slovakia as well as Polish students are divided into groups.

Jan Karski’s story is important for many reasons, but most of all, it demonstrates that you can be loyal to your homeland while rejecting hatred and totalitarian, nationalistic or racist ideologies.

“To serve others, to use our skills against intolerance, indifference and to show that goodness, modesty and tolerance will prevail and make us be successful.” (Polish students’ motto)
A formidable visit to the Botanic Garden

Biology in the spotlight

Riding a silver mine trolley

Visitng Częstochowa

Let's take a selfie from the mine!

The Jewish Cemetery in Łódź - Poznanski Tomb

Each group has to choose a WWII personality, such as a freedom fighter, a person who stood for justice or someone who helped those persecuted, and the person must be an example for us concerning how to behave and how to value differences. As a result of our mutual cooperation, our target is to create a European board game.
The idea behind the Children’s Conference is to maximize learning via experiences, self-motivation, staying positive, tracking one’s own progress, and helping others understand the power of information in a five-minute speech on a topic of the students’ choice. The conference aim is to create a feeling of mastery in our students in a particular subject.

Our project goal is to focus on understanding the key concepts in working with media through demonstrating the power of visual thinking, holding an ideation conference, influencing the power of media via children’s TV news, programming and enhancing innovation during one hour of code activities, organizing an information gathering competition for students and creating innovation culture visualizations.

Celebrity at an early age

Panoramic photo of Nitra

Folk music

Fresh ice cream

Downtown Nitra

Nitra in Ollie’s eyes

Coming on the train

Visitng the school

Popular spot for another photo

Media Fluency

SLOVA KIA
By way of our project activities, we wish to introduce participating students to the concepts of visual thinking, mental models and system thinking so as to get them more engaged in mutual collaboration and group work. The visualizations are as rich and diverse as the people who create them.