

## **6<sup>th</sup> project mobility meeting minutes**

### **HUMAN RIGHTS (ROMANIA)**

ASEV

**2021-1-LT01-KA220-SCH-00003029**

**Date:** 15.01.2024 – 20.01.2024

**Venue:** Râmnicu Vâlcea Romania

#### **Participating partners:**

- Donatella Di Candia I.I.S. Pomponio Leto, Italy
- Francesco Cicale, I.I.S. Pomponio Leto, Italy
- Cocoş Gabriela Eugenia, Colegiul National de Informatica" Matei Basarab, Romania
- Mihailescu Alina, Colegiul National de Informatica" Matei Basarab, Romania
- Veteleanu Alina, Colegiul National de Informatica" Matei Basarab, Romania
- Kameliya Mladenova Georgieva, GPCHE Jordan Radchkov, Bulgaria
- Kristina Bozhidarova Todorova, GPCHE Jordan Radchkov, Bulgaria
- Blanca González, Comenius College, The Netherlands
- Astrid Twilt, Comenius College, The Netherlands
- Vaida Domeikienė, Lizdeika gymnasium, Lithuania
- Skirmantė Petraitienė, Lizdeika gymnasium, Lithuania
- Vladas Vaidžiulis, Lizdeika gymnasium, Lithuania
- Deniz Erol, Fahreddin Kerim Gokay Anadolu Lisesi, Turkiya
- Sunay Öztürk, Fahreddin Kerim Gokay Anadolu Lisesi, Turkiya
- Hamdi Çakır, Fahreddin Kerim Gokay Anadolu Lisesi, Turkiya

**Head of meeting:** Skirmantė Petraitienė, ASEV

**Minute taker:** Vaida Domeikienė, ASEV

#### **AGENDA**

-Activities and content focused on Human Rights (under the agenda)

Agenda will be included

#### **MINUTES**

##### **15<sup>th</sup> Monday**

All the participants of the project gathered in the assembly hall of the National College of Informatics Matei Basarab in Ramnycu Valcea for the final mobility activities. The guests were warmly welcomed by Gabriela Eugenia Cocos, the vice principal and coordinator of the project. She provided a brief overview of the school, which has over 2300 students from primary grades to graduates, and employs more than 150 teachers. The host school invited all the partner countries to introduce themselves and express their expectations for the week's activities. Students from the host school then delivered a short presentation about their city, country, natural heritage, places of interest and other cultural highlights. Additionally, a group of students from the host school shared their valuable experiences of the Erasmus+ project in Sweden.

All participating countries presented papers on human rights in Europe and their own countries. Following the presentations, students engaged in icebreakers and other interactive games. They also participated in a Kahoot quiz to test their knowledge about Romania.

To prepare for the debate, all students were grouped into multicultural teams. The topic of the debate was announced as "This Parliament would consider that legislation of the European Union should take precedence over national interest."

After lunch, the project participants attended a workshop on human rights at the Antim Ivireanu County Library, Europe Direct Centre. Students played an ice-breaking game to foster better connections and build stronger bonds. They then worked in mixed groups of six, focusing on the theme of human rights. The objective was to solve a given situation within 10 minutes, with human rights as the main focus. The method of Forum Theatre was introduced, which encourages quick reactions to change, a creative approach to situations, and improved teamwork. The first day's activities concluded with a brief tour of the library.

### **16<sup>th</sup> Tuesday**

The second day began with the preparation for the debate. Four teams had an hour to prepare clear arguments and counterarguments.

The first round of debate: started in two separate classrooms. The role of judges were taken by project teachers and students from the host school.

The teams who won the first round had some time to prepare their arguments for the final debate. The motion of the second round was „This parliament would consider environmental protection to be more important than economic development. The winners of the debate were awarded medals, symbolizing their outstanding performance. Additionally, all project participants received certificates, acknowledging their valuable contribution to the event.

The significance of the debate reached far and wide, as both national and local television networks were invited to the event.

### **17<sup>th</sup> Wednesday**

The third day of the project started with a visit to the County Council, where all project participants had the privilege of meeting Valcea County President, Constantin Radulescu. The President expressed his appreciation for the active interest shown by the young people in fostering European values. The County Council dedicates substantial funds to cater to the needs of the youth within their community. As the visit concluded, the project participants were delighted to receive gifts from Mr. Constantin Radulescu.

After the meeting at the County Council, a series of engaging workshops continued at the county library.. These workshops aimed to foster a deeper understanding of human rights and their significance in the society. The workshops provided participants with a unique opportunity to simulate decision-making processes within the European Union procedures. Sergiu Mir, a trainer and the president of the Youth on the Move association, One of the key highlights of the workshop was the analysis of political issues pertaining to human rights, with a particular focus on the case of Afghanistan. Students delved into the topic of women's rights,

Upon reflection and discussion, it became evident to all participants that the protection of human rights must be at the forefront of our collective efforts. It is imperative that we prioritize the

safeguarding of basic human rights, ensuring that no individual is left behind or subjected to injustice.

### **18<sup>th</sup> Thursday**

On the fourth day of the project, the activities moved to the Romanian capital, Bucharest. The participants had two great guided tours and to the Cotroceni Palace and the Parliament Palace. Architectural Treasure Hunting in Old Centre and visiting Carturesti Carusel Library.

In the afternoon students had free time and teachers had a meeting to reflect on the implementation of final activities and dissemination. Each partner country presented their achievements and results as well as the impact on the students, teachers and schools. All partners have their debating clubs established, the topic of civic education has been integrated in different subjects, during the implementation of the project it was organized more activities based on civic education and practices of debating and public speaking. The partner schools have initiated local and national debating competitions in their schools. The teachers presented which created classes of civic education had been applied in their school curriculum and how it impacted on its development. The teacher's professional development training programme was polished. It will be presented during the dissemination events. It was discussed on the last details for students and teachers' work until the end of the project work. Then coordinators discussed on the project administration and documents which documents need to be uploaded on google disc. Under the work plan it was discussed the organization of dissemination events. It was revised the requirement for the budget and the plan for participants, their required position and schools. Each partner presented their plans for dissemination, dates, format and participants. The coordinator reminded about the budget and required documents. The teachers were awarded with certificated for the impact on developing their professional competencies.

### **19<sup>st</sup> Friday**

The final day of the LTTA started with guided visit of the Spring Palace and panoramic bus tour of Bucharest.

The last activity – a visit the House of Europe - offered an exciting and educational experience through a roleplay called "How do things work in the European Parliament?" The innovative and enjoyable activity allowed participants to gain a deeper understanding of the functioning of the European Parliament. During this roleplay, students not only learned about the adoption of European legislation but also developed essential skills such as quick decision-making, teamwork, effective communication, persuasive argumentation, and public speaking.

Participants were divided into fictional political groups and assumed the roles of Members of the European Parliament (MEPs). Through engaging debates on current issues and topics, they gained insights into the creation of European Union legislation and the shaping of Europe's future. The roleplay provided a comprehensive view of the legislative process, from consulting with stakeholders and interacting with interest groups to forming political alliances, negotiating with other European institutions, and managing relations with the media.

By immersing themselves in this interactive roleplay, students not only expanded their knowledge of the European Parliament but also enhanced their critical thinking, problem-solving, and collaboration abilities. This experience promised to be both enlightening and enjoyable, making it

an excellent opportunity for students to engage with European politics in a dynamic and memorable way.

Project coordinators' meeting - January 18th

It was agreed:

- to organize dissemination until the 20<sup>th</sup> of January (sharing the result the programme 'Active citizenship' with the participants, presenting our objectives, activities and achieved results'
- to reflect about the project implementation with the participants and school communities
- to upload the documents until 25<sup>th</sup> February
- to have online meeting on 24<sup>th</sup> February at 3 p.m. CET