

Application

Programme	Erasmus+
Action Type	KA210-SCH - Small-scale partnerships in school education
Call	2023
Round	Round 1

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Context

Field	School Education			
Project Title	Stop bullying through inclusion games			
Project Acronym	SBTIG			
Project Start Date (dd/mm/yyyy)	Project Duration	Project End Date (dd/mm/yyyy)	National Agency of the Applicant Organisation	Language used to fill in the form
01/09/2023	24 months	31/08/2025	IT02 - Agenzia Nazionale Erasmus+ - INDIRE	English
Project lump sum	60 000,00 €			

For further details about the available Erasmus+ National Agencies, please consult the following page: [List of National Agencies](#).

Priorities and Topics

All project proposals under the Erasmus+ Programme should contribute to one or more of the programme's policy priorities.

Please select the most relevant priority according to the objectives of your project.

HORIZONTAL: Inclusion and diversity in all fields of education, training, youth and sport

If relevant, please select up to two additional priorities according to the objectives of your project.

HORIZONTAL: Addressing digital transformation through development of digital readiness, resilience and capacity

SCHOOL EDUCATION : Supporting teachers, school leaders and other teaching professions

Please select up to three topics addressed by your project.

European identity, citizenship and values

Digital skills and competences

Prevention of bullying

Project description

Description

What are the concrete objectives you would like to achieve and 'outcomes or results you would like to realise'? How are these objectives linked to the priorities you have selected?

The concrete objectives we would like to achieve and outcomes we would like to realize are :

- O1-Increase inclusion among our students to reduce bullying in partner schools by involving 100 students from each school during one project year in all activities.
- O2-Cultivate European identity and improve inter-cultural awareness among teachers and students of all partner schools till the end of the project.
- O3-Improve lct competences of 100 students and 6 teachers from each partner school during one project year.
- O4- Reduce bullying rates among all students of partner schools through workshops and inclusion game activities which will be organized by the project team of each partner schools till the end of the project.

The outputs of the project are:

- 1-Lesson plans of 3 lessons (PE, Extracurricular Activity and English) using inclusive games .
- 2-Materials for games of inclusion.(video,cardboard games, flash cards,applications etc.)
- 3-Dissemination platforms such as e twinning ,school websites, Facebook page
- 4- A booklet and a book including all the activities and games as a database.

The outcomes we would like to realize are:

- 1-Teachers will learn and use games of inclusion to reduce bullying.
- 3-Improved learning and teaching environment.
- 4-Improved awareness of European identity.
- 5-Increased success of special needs students
- 6-Raised intercultural awareness among students who participate the activities.
- 7-Raised awareness about bullying and reduce its rates on students, teachers , parents and local community.
- 8-Improved competence of ICT of students and teachers who participate the project activities.
- 9-Improved attitudes and changed behaviors among students who participate the project activities.
- 10-Reduced bullying rates.

Through this project each school with their project team will make a workshop once every 6 months In these workshops they will realize the inclusive games for P.E. Extracurricular and English lessons. The inclusive games for the P:E. lessons will be cultural and outdoor games mostly , in the Extracurricular lessons inclusive group games will be played both through traditional ways and using ICT tools. and in the English lessons games of inclusions will played using ICT tools mostly.Through inclusion, bullying will less likely to occur as students will care for each other. Students who are isolated from their peers have higher risk of being bullied. We believe that this social isolation will be prevented through games of inclusion. We will also use ICT tools (Kahoot, Plickers etc) to make this happen. It will both increase our students' motivation and the digital skills and competence and create a better learning environment for them. We will have international meetings.Altogether with all the partner schools we will have workshops, lessons monitoring and cultural visits during these mobility. These international visits will improve our students' and teachers' awareness of European identity.

Please outline the target groups of your project

Our project focuses on teachers and students mainly.100 students from each school will realize the activities.The students age ranges are 7-10.

We have special need students, immigrant students. Türkiye has 2, Romania has 9,Italy has 39 special needs students.Romania has also 51 students with social and economical difficulties.They also have 56 students who are mono parental and 8 orphan students. Spain has 19 students with special needs (Autism, ADHD, dyslexia among others) and 8 students from compensatory education (low socio cultural background or immigrants who are not fluent in the language. Türkiye has 6 immigrant and 3 mono parental students. We will take extra care of these students through our project as these students need more inclusion and are more vulnerable to bullying. We believe that this project will help them improve their participation in the class.Through role play games they could play different roles (aggressor, victim and observer) and become aware of the problems of bullying in the school. They could develop socio-communicative skills that allow them to solve conflicts in a peaceful and calm way, get a knowledge of self-consciousness (strengths and weaknesses) They will also learn how to manage relationship through team works during playing games.

Our project will favor the group cohesion by means of teamwork games. It will also help the students' inclusion in playground games not letting anyone isolated for any reason.

Our students majorly live in rural area away from the city centers. They don't have a chance to meet people from different cultures.

6 teachers from each partner school will work in the project; 4 classroom teachers ,1 English Teacher and 1 Guidance Teacher.They will constitute the project team. One of them will be decided to be the team leader. During the mobility the classrooms among the ones whose teacher are from the project teams.

Teachers will learn new inclusion games through workshops and realize them in their classes.Every school will exchange their game every 6 months. This way will have improved their expertise in teaching through games and will increase inclusion among students.

They will also fill in survey forms ,attitude scales, questionnaires for the evaluation of the project in every phase and prepare a booklet and an e book including all the game activities of our project as a product.

The students will actively work in the project. There will be an anti bullying team for the breaks of schools of 12 students which will be constituted in the 1 st month of the project by the school counselor and carry out their duties until the end of the project for 2 years.

Also a Game Team of 15 students from each school will be constituted by the project team to create new games during the mobility in their own country.

Please describe the motivation for your project and explain why it should be funded

As primary school teachers, one of the biggest problem we are having is bullying in our schools. For a lot of reasons , some students bully his peers. They are affected very negatively physiologically. and even physically due to this problem. They feel unmotivated for learning. Also it affects even the teachers who has to spend their precious time and energy to deal with this problem during the lessons and breaks.We 4 partner schools decided make a joint questionnaire to see the problem with numbers more clearly. According to results we clearly saw that the bullying rates are so high. In Turkish school %69 ,in Italian school %94,in Spanish school %100 ,in Romanian school 85 % of students have explained that they have been the victim of bullying this year.The teachers also from 4 countries also observed that many bullying incidents.

The links of our surveys are as follows:

<https://forms.gle/MUwYGvSuYHMuw6536> (Türkiye-for teachers)

<https://forms.gle/Y68JaM2LsZ5GoPyA8> (Türkiye -for students)

<https://forms.gle/6DaRarBQiJ8Z3J4AA> (Italy -for teachers)

<https://forms.gle/m4UcVpKZjmiCXcaZ9m> (italy- for students)

<https://forms.gle/xuG3pwBvMiELiBec6> (Spain -for students)

<https://forms.gle/jPCZZveR9JYRMfgv6> (Spain-for teachers)

<https://forms.gle/yFiHdMB8gVRrGxhb6> (Romania for teachers)

<https://forms.gle/tfBzPMvzG8VWDHTBA>(Romania for students)

(The results are added as documents)

Through these results we decided we should work hard and effectively to deal with this problem in our schools.

We believe that students and all individuals should develop their emotional and social skills in order to defeat bullying, which is one of the most important factors affecting our education quality negatively. According to us the best way to achieve this is, engaging our students in inclusive activities. As an inclusive activity, we came to the conclusion that the most effective method on our primary school students is games, after talking with our partners. With this project on inclusion games, our teachers will develop themselves and communicate with each other in a healthy way through these games. Thus,the paths to bullying will be closed. We think that our project will be more effective by collaborating with different countries.Teachers from different countries and from different cultures will share their inclusion games from their own cultures and the solutions they find to the problems they experience. This will enrich our project and increase its effectiveness. In addition, meeting teachers and students from different countries and cultures will increase both intercultural awareness and motivation.To realize this we will need to make mobility and work with schools from different European countries. To meet our travel expenses and to buy the necessary materials like new ict games, cardboard games etc, to make cultural and historical visits and for organizational expenses like dinner with all partner schools, we need to be funded.

How does the project address the needs and goals of the participating organisations and the identified needs of their target groups?

We think that the core of the problem of bullying is students' not knowing how to maintain a good relationship. They lack empathy.Some of them are lonely and they seek social attention even though it means hampering someone mental or physical health. Students who are bullied often feel depressed , lose their self confidence . It has detrimental effects on students' health, well being and learning.With this project, our students will improve their relations with each other through inclusion games for 2 years. We expect that this will reduce the number of bullied students in our schools to a minimum. This way our students who bully will learn more appropriate ways getting on with others and deal with conflict and social challenges. This will have long term benefits on themselves; not just in their school life but also in their business life, family life when they grow up.The ones who are bullied will feel themselves secure and away from the effects of bullying like low self esteem, shyness, loneliness that may last a lifetime , physical illness ,feeling threatened.

Every game will be a new experience and a new journey for them.It will contribute to the strength and enjoyment of their intellect; pull them out of their old wrong behaviors.

Through this project, our teachers will have the opportunity to develop themselves not just on dealing with bullying but also with workshops and all the activities , on games of inclusion. In addition, the use of ICT tools will provide both availability

and flexibility to them in this regard. Teachers and students who are deficient in this subject will improve themselves in ICT. Also our students live far from the city center. The chance of meeting people from different cultures is very weak. They will get this chance with the activities to be done with this project through mobility. They will meet their friends from different countries which will promote a feeling of European identity and universal brotherhood.

What will be the benefits of cooperating with transnational partners to achieve the project objectives ?

Collaborating with schools from different countries will primarily increase the motivation of our students and teachers who want to get to know different cultures. It will raise awareness of the European Union identity and intercultural awareness on the participating students and teachers. In the activities to be carried out, our teachers and students will learn from each other different games of inclusion which they will apply at their school. Each school will make different contributions to the project with its own strengths. With the results we have achieved at the end of the project, we will set an example to other schools in the European Union with a inclusive approach in dealing with bullying. With this project, students will also get to know the cultures of different countries that are included in the European Union, and our project, which is carried out in cooperation with the people of those countries, will bring our teachers a sense of belonging to a professional network and make them more devoted to their activities.

Participating Organisations

To complete this section, you will need your organisation's identification number (OID). Since 2019, the Organisation ID has replaced the Participant Identification Code (PIC) as unique identifier for actions managed by the Erasmus+ National Agencies.

If your organisation has previously participated in Erasmus+ with a PIC number, an OID has been assigned to it automatically. In that case, you must not register your organisation again. Follow this link to find the OID that has been assigned to your PIC: [Organisation Registration System](#)

You can also visit the same page to register a new organisation that never had a PIC or an OID, or to update existing information about your organisation.

Applicant - Istituto Comprensivo Di Vittorio-Padre Pio (E10107016 - IT)

Organisation ID	Legal name	Country
E10107016	Istituto Comprensivo Di Vittorio-Padre Pio	Italy

Applicant details

Legal name	Istituto Comprensivo Di Vittorio-Padre Pio
Country	Italy
Region	Puglia
City	Cerignola
Website	www.icdivittoriopadrepio.gov.it

Profile

Is the organisation a public body?	Yes
Is the organisation a non-profit?	Yes
Type of Organisation	School/Institute/Educational centre – General education (primary level)

Background and experience

Please briefly present your organisation.

What are the organisation's main activities?

Our school has 150 teachers (48 primary teachers, 102 secondary teachers) and more than 1100 students (350 primary pupils and 840 secondary pupils), with ages between 6 and 14 years old, beginning with 1 first class of primary school (in total there are 5 classes and then there is Middle school until the eighth grade this one lasts 3 years.. Our students are involved in the National TEST caled INVALSI the second classes, the fifth and the third class of secondary School. and school contests(Math, foreign Languages, Romanian, Geography, Chemistry, Religion, P.E etc. 26% of our students (198) come from rural areas and remote neighborhoods because they want quality education which our school provides.

What are the organisation's activities in the field of this application?

The projects we have done in local and national level about bullying are the following: A local project called STOP BULLYING WITH SPORTS. Students are engaged in playing football to respect each other and to enjoy themselves together. When they play they feel members of a team and they are the same duties and the same rights.An ERASMUS+ project called OFFLINE 2022 -1-HU01- KA210- SCH 00083365. During the first student mobility, in Romania all the participants were busy to underline the difference between scrolling and bullying.The students who went there,tried to give examples of two forms of Bullying, in order to understand that a similar attitude is not correct. Then they discuss about cyber-bullying which is more common among 11 and 13 aged students because they use the media more than the youngest one of Primary School. Next April all partners are going to upload photos and examples of bullying.

What profiles and age groups of learners are concerned by the organisation's work?

Many of the children that study in our school come from families with a very low income and many of them lack motivation to learn. Most of the pupils as well as the teachers have never been abroad and that is why we think it will be a great opportunity if we, as a school, take part in Erasmus plus programs in order to overstep our borders and give an improved,

European dimension to the educational process.

How many years of experience does the organisation have working in the field of this application?

5

Action Type	As Applicant		As Partner or Consortium Member	
	Number of project applications	Number of granted projects	Number of project applications	Number of granted projects
Small-scale partnerships in school education	0	0	5	1
Newcomer organisation	No			
Less experienced organisation	Yes			
First time applicant	Yes			

Partner Organisations

Organisation ID	Legal name	Country
E10287753	COLEGIO RURAL AGRUPADO Nº 11 AZAHAR	Spain
E10203471	Gumuldur Hasan Eren İlkokulu	Türkiye
E10057627	Scoala Gimnaziala Nr. 4 Suceava	Romania

COLEGIO RURAL AGRUPADO Nº 11 AZAHAR (E10287753 - ES)

Partner organisation details

Legal name	COLEGIO RURAL AGRUPADO Nº 11 AZAHAR
Country	Spain
Region	Comunidad Valenciana
City	LA MATANZA-ORIHUELA
Website	

Profile

Is the organisation a public body?	Yes
Is the organisation a non-profit?	Yes
Type of Organisation	School/Institute/Educational centre – General education (primary level)

Background and experience

Please briefly present your organisation.

What are the organisation's main activities?

The Primary School CRA Azahar is a rural grouped school in La Matanza (Orihuela). La Matanza is a district of Orihuela that encompasses a series of neighborhoods scattered among themselves and that in colloquial terms forms part, together with La Murada and La Virgen del Camino, of Campo de Orihuela. We work with pupils between 2 to 12 years old. A total of 116 male and female students attend the Azahar Rural Grouped School daily, distributed between the two buildings. CRA means refers to a group of schools with few students each that work together as one. Regarding the characteristics of the students of our center, they are boys and girls of an eminently rural character. It should be said that the proximity to large urban areas has meant that there is no isolation, but that living in the countryside is an advantage for its development.

What are the organisation's activities in the field of this application?

We work on new methodologies through the Center's Educational Project. Within this project are: the Plan to promote reading, the recycling plan, the mediator plan, the school absenteeism plan, the equality plan, the plan for attention to diversity and so on. We are working in a recycling plan with other schools in the same area. We don't use plastic of one use such as forks, spoons, glasses and so on. Pupils don't have to bring plastic bags. In Arts and Crafts they don't use plastic, they use recycled material. At the end of the year school, we meet all the schools to do a recycling party. In each class, there are different bins to teach pupils to recycle. We have a plan of attention to diversity in our school. We are included in a national program with the name PADIE. Plan of Attention to Diversity and Inclusion in Education. It forms part of the curriculum in Spain.

What profiles and age groups of learners are concerned by the organisation's work?

In our school there are lots of students with special educational needs (autism, hyperactivity, dyslexia, among others). Our school provides help and uses specialists, like support teachers. They help pupils with schoolwork, reading, writing, number work or understanding information, expressing themselves, understanding what others mean to say, making friends or interacting with adults, behaving properly in school, organizing themselves. We work with pupils between 2 to 12 years old. A total of 116 male and female students attend the Azahar Rural Grouped School daily, distributed between the two buildings.

Regarding the characteristics of the students of our center, they are boys and girls of an eminently rural character. It should be said that the proximity to large urban areas has meant that there is no isolation, but that living in the countryside is an advantage for its development.

How many years of experience does the organisation have working in the field of this application?

20

Action Type	As Applicant		As Partner or Consortium Member	
	Number of project applications	Number of granted projects	Number of project applications	Number of granted projects
Small-scale partnerships in school education	0	0	2	0
Newcomer organisation	Yes			
Less experienced organisation	Yes			

Gumuldur Hasan Eren Ilkokulu (E10203471 - TR)

Partner organisation details

Legal name	Gumuldur Hasan Eren Ilkokulu
Country	Türkiye
Region	İzmir
City	İzmir
Website	http://hasanerenio.meb.k12.tr

Profile

Is the organisation a public body?	Yes
Is the organisation a non-profit?	Yes
Type of Organisation	School/Institute/Educational centre – General education (primary level)

Background and experience

Please briefly present your organisation.

What are the organisation's main activities?

Gümüldür Hasan Eren Primary School was founded in 1967. It's located on the west coast of Türkiye, in İzmir Aegean coast. Our school has 5 classrooms. In our school there are 400 students in the kindergarten and primary stages. We give education to the 1st, 2nd, 3rd and 4th grades at primary level with the curriculum of National Education Ministry. We have a principal, a vice principal, 22 teachers, an officer and a cleaning staff at present. Having a dynamic teaching staff, standard class size, good communication between teachers, parents and students, and being a clean school are the positive sides of our school. We have a chess class, a multipurpose hall, a big garden and playground. In our classrooms we use smart boards. Our school has many programs. Such as chess courses, folk dance course, sports competitions, reading hours, exhibition. Our school is also running a project called "The Writers of the Future". There is also Family Development program run by our Guidance Service to the parents.

What are the organisation's activities in the field of this application?

This year our school has participated in an eTwinning project about coding for primary schools. Germany is the coordinator school in that project. There are 4 Turkish partner schools. This year, also our teachers have received seminars in our school as professional development about teaching through gamification by three academicians from Dokuz Eylül University; one of the biggest university in our city. We haven't participated any Erasmus+ projects before but we have a very serious and prepared teaching staff who are willing to work very much. Our teachers are very open, friendly, communicative, they love working with children and they are very creative. Teachers who are involved in the project have specialized training, they have a very high level of education and they have attended training courses and they are really interested in learning from other countries.

What profiles and age groups of learners are concerned by the organisation's work?

We are a public school with about 400 students aged between 6 and 10. Our primary school has 3, 1st grade; 3, 2nd grade; 3rd grades, 4th grade classrooms. Our kindergarten has 2 classrooms. We have 17 teachers. We are a school with 2 special needs students. Also we have immigrant students. Our students are mostly from suburban areas with social and economic deficiencies, therefore, with behavioral problems. Our goal is to improve our students' learning and behavior while engaging them in projects that motivate them.

How many years of experience does the organisation have working in the field of this application?

56

Action	As Applicant		As Partner or Consortium Member	
	Number of project	Number of granted	Number of project	Number of granted

Type	applications	projects	applications	projects
Newcomer organisation			Yes	
Less experienced organisation			Yes	
Would you like to make any comments or add any information to the summary of your organisation's past participation?				
we have applied ka229 sch in 2018 but due to the lack of budget we couldn't pass. We are so willing to participate an Erasmus+ project and improve our education quality to bring a European dimension.				

Scoala Gimnaziala Nr. 4 Suceava (E10057627 - RO)

Partner organisation details

Legal name	Scoala Gimnaziala Nr. 4 Suceava
Country	Romania
Region	Nord-Est
City	Suceava
Website	www.scoala4suceava.ro

Profile

Is the organisation a public body?	Yes
Is the organisation a non-profit?	Yes
Type of Organisation	School/Institute/Educational centre – General education (secondary level)

Background and experience

Please briefly present your organisation.

What are the organisation's main activities?

Secondary School no 4 Suceava provides high quality educational services in order to form generations that have key competences recognized at European level, that will ensure each pupil the ability to adapt quickly to social, technological and cultural changes. To succeed in this respect, the school provides also professional and personal development for the teachers, by national and international training courses(Erasmus+, KA1). Our school runs lots of extracurricular projects with local, national and international partners. With the support of parents association, "Parents and teachers, partners in education", our school organizes activities for bringing families in school life, involving them in workshops, extracurricular activities, found rising, exhibitions, school fares. "Ciresarii" Sport Association involves our students in sport competitions.

What are the organisation's activities in the field of this application?

The projects we have done in local and national level about bullying are as follows:

1. Let's expel violence!
2. 19 days of abuse and violence prevention campaign "Children without childhood", local level, partner:
3. Educational project "Together we celebrate Tolerance Day!"
4. Educational program UNCENSORED
5. Counseling project addressed to the parents of third grade students "Me and My Child"
6. "Me and my family"
7. The ABC of emotions

8. County Week of Nonviolence in the school environment – R.E.S.P.E.C.T. Campaign.

Partners: County Center for Educational Resources and Assistance, "Save the Children" organization, County Police Inspectorate, National Anti-Drug Agency, School Inspectorate.

We also run Erasmus+ projects link with this project topic: Change your lifestyle!, Let's go to learn outside!, My Grandma's Toys.

Our eTwinning projects got European Quality Label: Digi-edu-vation, Contactless Kids Distanceless Games, ensured digital literacy, and game-based learning.

What profiles and age groups of learners are concerned by the organisation's work?

Our school has 42 teachers (17 primary teachers, 25 secondary teachers) and 762 students (453 primary pupils and 309 secondary pupils), with ages between 6 and 15 years old, beginning with preparatory classes until eighth grade. There are 3 Preparatory classes(88 pupils, 6-7 years old), 4 classes 1st grade (104), 3 classes 2nd grade (81), 4 classes 3rd grade (101), 3 classes 4th grade (79), 3 classes 5th grade (76), 4 classes 6th grade (85), 2 classes 7th grade (55), 3 classes 8th grade (93). Our students have got very good results in the National Assessment II, IV, VI, VIII, and school contests(Math, foreign Languages, Romanian, Geography, Chemistry, Religion, P.E etc.
26% of our students (198) come from rural areas and remote neighborhoods because they want quality education which our

school provides.

Some of our students get social grants for illness, low incomes (51 students). We have 9 students with special educational needs, and 56 students come from mono parental families.

How many years of experience does the organisation have working in the field of this application?

7

Action Type	As Applicant		As Partner or Consortium Member	
	Number of project applications	Number of granted projects	Number of project applications	Number of granted projects
Small-scale partnerships in school education	1	0	5	0
Newcomer organisation	Yes			
Less experienced organisation	Yes			

Cooperation arrangements

How was the partnership formed? What are the strengths that each partner will bring to the project?

Romania and Türkiye met through e twinning group on Whatsapp. They made a brain storming about how to tackle bullying in our schools among students. They came to a conclusion that the core of the problem is isolation. The students who are bullied and the one who bully are the ones who are bad at managing relationships with their peers. So an inclusive method was best the best way to deal with this problem. The students of both schools' age range is 6-10 and as a method for this age games are one of the best ways to make behavioral change. Romania has experience in Erasmus projects. Spain and Türkiye are the newcomers for Erasmus+ projects. They will help Türkiye and Spain till the end of the project as the coordinator. Also Romania has experience in e twinning projects about Web 2.0. They will be great help for our inclusive ICT games.

Romania has done various projects with the topic bullying. They are as follows;

1. Let's expel violence!, local level, partners: Suceava County Center for Educational Resources and Assistance, "Save the Children" organization Suceava, Suceava County Police Inspectorate
2. 19 days of abuse and violence prevention campaign "Children without childhood", local level, partner: Suceava School Inspectorate
3. Educational project "Together we celebrate Tolerance Day!", local level, partner: "Save the Children" organization Suceava
4. Educational program UNCENSORED, national level, partner: National Anti-Drug Agency
5. Counseling project addressed to the parents of third grade students "Me and My Child", national level, partner: National Anti-Drug Agency
6. "Me and my family", national project, partner: National Anti-Drug Agency
7. The ABC of emotions, national project, partner: National Anti-Drug Agency

Romania will give the partner schools detailed information about bullying and how to deal with it through zoom meetings. Spain also is running a national project with the name , PADIE. Plan of Attention to Diversity and Inclusion in Education. It forms part of the curriculum in Spain. Through this project they are already realizing inclusive games for students. They will give us a lot of ideas about inclusive games.

Türkiye is running a national project about traditional children games. Through this project school students will play traditional outdoor games in the schoolyard. Their teachers received 3 seminars about game based teaching by 3 academicians in their school. They will give both indoor and outdoor game ideas to the partners through zoom meetings. They will prepare games for 10 minute breaks when bullying mostly happen.

How will you ensure sound management of the project and good cooperation and communication between partners during project implementation?

Each partner will set up a local project team with 6 teachers. 4 classroom teacher 1 school counselor and 1 English teacher. English teacher will help with communication during virtual meetings and mobility. We will make zoom meetings before and after every transnational meeting. We will create a Whatsapp group for quick and short communication between partners. E mail will be used for exchange of official documents. By means of learning/teaching/training activities, email, video conferences, social media ,we will create a good cooperation and communication between our schools.. There is already an effective cooperation between all partners. The partner schools have exchanged their Whatsapp numbers and e mails and agreed to answer all messages as soon as possible .The partner schools will jointly maintain a Facebook page. Through this page teachers, parents, students and wider communities will be able to access information about the Project. Also the coordinator school will launch on e Twinning project that will be with the same Project topic. The partner schools will share materials, photos , videos for the implementation of the Project through twin space. For a balanced partnership all partner schools have to participate actively for the objectives we want to achieve. The Project coordinating team of each school will be responsible for the cooperation of the visit including accommodation and local travel. Each partner has a coordinator. Each coordinator will be responsible for the dissemination of the project and communication with his/her own school community and team members using Whats app, school page, twin space, Facebook, zoom etc.

School counselors of each partner school will be responsible for building anti bullying teams choosing 3 students from each grade. (1st, 2nd ,3rd and 4th grades) These students will work be responsible for detecting bullying making friendship patrol during the breaks. They will report to the teacher on duty as soon as they detect. Out of 12 students , 4 of them will be chosen by the school counselor to be the members of a mediator committee. They will be trained by the school counselor on conflict resolution and work with the supervision of him/her. This committee will work as mediator for the students who bully each other with the supervision of school counselor. They will perform a role play about bullying and how to perform an intervention.

A Game Team consisting of 15 students among each partner school students will be built for the invention of new games with the supervision of a classroom teacher from the team. They will do a workshop during the mobility. Before the workshop, they will prepare themselves by doing the tasks given by the classroom teachers of the project team.

Have you used or do you plan to use Erasmus+ platforms for preparation, implementation or follow-up of your project? If yes, please describe how.

Our schools already use e twinning platform .Romania is experienced with E twinning projects about games and Ict. They had done an e twinning project with the name "Digi-Edu-vation" -using different kinds of web.2 tools and "My Grandma's Toys".which are related to our project. Italian partner also has a lot of experience with e twinning .They participated with other projects such as "Eat Best, Move, Do Best"

We will launch an E twinning Project with the same partners with the same topic and use the platform during the preparation,implementation and dissemination of this project. In the preparatory part of the project partner schools will have online training and online seminars related to brain . The project coordinator at the E Twinning platform will set up preparatory documents, video materials and pictures fort the partner schools to follow, and then discuss the content of the video or some document on the e twinning forum and chat. Using the Twin Space, materials, photos, videos and all necessary documents will be shared for the implementation of the project.

In this way, acquired knowledge will be disseminated to a wider community, showing the advantages / disadvantages of using some inclusive games and explain the way in which the materials should be used. Students will also be able to communicate with each other using the e Twinning portal, where they will share their experience and meet each other. At the end of the project, students will be evaluate the inclusive games they played to see which games are the most interesting, easiest to use or most popular. Consequently, the e Twinning platform will help for the dissemination of acquired knowledge, skills and competencies.It will also create a network of contacts who are facing the same problems .In the future it also will be used for future projects.

The School Education Gateway portal will be used to read professional articles about the theme of ICT and descriptions of educational tools and digital content and guides which will help with project management. Project teams of all schools will participate in online training as a kind of professional preparation before the start of the project and online events on the project theme. This platform will also help us find new project partners

Please describe the tasks and responsibilities of each partner organisation in the project.

A partnership agreement will be signed between the coordinator and each partner that will specify the tasks and responsibilities and a budget summary document will be established to collect data about the expenses made throughout the project.(Invoices are collected and sums set up in suitable Excel tables).There will be equal sharing of tasks among the four schools. The coordinator school (Italy) will be responsible for the progress of the project, making reports after each meeting and ensure that a healthy communication is realized.Besides individual responsibilities, each school will organize and perform a series of planned activities. These include:

- *Organizing project workshops, creating digital or audiovisual, educational data
- *Planning and organizing mobility activities, accommodating, transferring and programming of visits
- *Contributing materials to the school websites ,social media(Facebook page and Instagram) , school posters and preparing school presentations
- *Maintaining an active contact with other partner schools using Ict tools like Whats app,Zoom,Skype
- *Accounting, managing and controlling their own budget
- *Ensuring the impact, dissemination, sustainability and evaluation of the whole project.
- *Romania will prepare 1 inclusion game using an Ict tool for extracurricular lessons every 6 months until the end of project and also they will realize it through a workshop during the mobility with the partner schools.
- *Romania will give information about inclusion and bullying ,conflict resolution through a webinar by Zoom before the 1st mobility and prepare a handbook of conflict resolution.
- *Spain will prepare 1 traditional outdoor game of inclusion for PE lessons every 6 months till the end of project and also they will realize it through a workshop during the mobility.
- *Spain will be responsible for preparing the e book and booklet of the project with the cooperation of all partner schools.
- *Türkiye will prepare 1 Ict game of inclusion for English lessons every 6 months until the end of project and also they will realize it through a workshop during the mobility
- *Türkiye will prepare 1 game every 6 months for 10 minute breaks until the end of the project and also they will realize it through a workshop during the mobility
- *Italy will launch an e twinning project with the cooperation of all partners with the same topic of our project in the first month of the project.
- *Italy will prepare 1 cardboard game every 6 months until the end of project and also they will realize it through a workshop during the mobility.
- *All partner schools will organize a parents/grandmothers - student meeting to teach the students old traditional games during the mobility.
- *All partner schools will build a anti bullying team with students with the supervision of school counselor.
- *All partner schools will build a game team among students to work for the invention of 1 new game during the mobility in their country.

Activities

All the activities of a Small-scale Partnership must take place in the countries of the organisations participating in the project. In addition, if duly justified in relation to the objectives or implementation of the project, activities can also take place at the seat of an Institution of the European Union, even if in the project there are no participating organisations from the country that hosts the Institution.

In the following sections, you are asked to provide details about each project activity.

You are asked to provide information about each planned activity as a whole (e.g. its venue, duration, etc.), to define the activity's lead organisation, and optionally to list the other participating organisations. The lead organisation is typically the one organising the activity. The other participating organisations are all other project partners who will also take part in the particular activity. The estimated activity start and end dates can be changed during implementation.

Please include in the section below all planned activities and indicate the grant amount allocated to each one. Keep in mind that the total amount should be equal to the Project lump sum requested.

Activity Title	Estimated start date	Estimated end date	Activity duration (in days)	Grant amount allocated to the activity (EUR)
Romania... First steps through RESPECT	20/11/2023	24/11/2023	5	15 000,00
Spain- Let's know each other playing games	08/04/2024	12/04/2024	5	15 000,00
Italy- Making new friends	18/11/2024	22/11/2024	5	15 000,00
Türkiye -No more bullying	07/04/2025	11/04/2025	5	15 000,00
			20	60 000,00

Activity Details (Romania... First steps through RESPECT)

Please complete the following table

Activity Title	Romania... First steps through RESPECT
Venue	Romania
Estimated start date	20/11/2023
Estimated end date	24/11/2023
Leading Organisation	Scoala Gimnaziala Nr. 4 Suceava (Romania)
Participating Organisations	Istituto Comprensivo Di Vittorio-Padre Pio (Italy)
	Gumuldur Hasan Eren Ilkokulu (Türkiye)
	COLEGIO RURAL AGRUPADO Nº 11 AZAHAR (Spain)
Grant amount allocated to the activity	15 000,00 €

Describe the content of the proposed activity.

Monday(20/11/2023)Welcoming/school presentation ,project meeting, Introduction of partner schools,countries.Outdoor/Indoor games for knowing each other.
Tuesday (21/11/2023) Participation in the lessons prepared by the host country. Teachers will observe the lessons of 4 different classrooms, Workshop with all the guest students and teachers with inclusive games using web 2.0 tools
Wednesday (22/11/2023) Video presentation of lessons with the games of inclusion of each partner school prepared before the visit.Students will play the presented games. Parent/Grandmother -student meeting for workshop on traditional games. Workshop of Game Team of students for the invention of a new inclusion game using web 2.0 tools.
Thursday(23/11/2023) Study visits to the historical and cultural places of the city. While visiting, students will play a role play game about the history of the country and the city. A role play will be organized with the supervision of School Counselor about bullying at school and intervention with students. Friday.24/11/2023 Closing the meeting,evaluation of the activities, questionnaires for the evaluation of the visit and the activities,planning the next project activities.
*If the school counselor is absent that day, another teacher from the project team of the host country will run the activities instead of him/her.
*PE,English, Extracurricular Activity lessons will be observed and during these lessons inclusion games will be played.
*Each country will present 1 inclusion game on Wednesday. .
*on Tuesday during the workshop at least 3 games will be learnt.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The transnational training event will involve the participation of 8 teachers totally from the visiting countries..2 teachers from each country will go on mobility.Also from the guest countries totally 9 students will participate.(3 students from each country)
From the host country (Romania 125 students and 6 teachers; 4 classroom teachers,1 English Teacher and 1 School counselor will attend the training in total.
25 students (16 host from country and 9 students from visiting country)with the supervision of teachers of the project teams. From the Game Team 15 students will attend with the supervision of a teacher from the host country project team.They will collaboratively work with visiting country students to create new games during the workshop on Wednesday during the mobility.
The Anti Bullying team will be present and practice role play during the role play activity on Thursday.Total number of students in that activity will be 25.
25 students will take place during the parent/grandmother -student workshop.
From 4 different classes totally 100 students will implement the lessons with games of inclusion. Also the host country's administration will be present at the workshops with 25 students.The age range of our students will be 7-10.All the students and teachers of the participant countries will benefit from the activities which will be shared when returning home.It will be disseminated within all the partner schools and local community,national and international wide through schools' websites , social media,workshops and meetings so that much more students and teachers will benefit from the results.

Explain how is this activity going to help to reach the project objectives.

Through the game activities we realize, students will have an experience about how to play games of inclusion together. We believe that these games will improve our students' social skills like relationship management and social awareness. Also with this meeting students from different countries of Europe will meet and cooperate for project activities.This will cultivate a European identity for our students. They will all learn from another culture through cultural visits and games which will raise their inter cultural awareness.Our workshops and the whole activities will raise awareness about bullying among all

students and teachers and contribute to the development of our students' socio-communicative skills that allow them to solve conflicts in a peaceful and calm way.
Students will learn new inclusion games.
Teachers will improve their expertise on inclusion games.

Describe the expected results of the activity.

Outputs:

Materials for the presentations of all the activities on school boards,(posters) for dissemination
Materials of presentation of all the activities on school's websites and social media
(Instagram,Facebook,etc.)(videos,pictures of all the activities and games played)
New inclusive game activities to be used by the partner teachers on return.
Evaluation instruments and data.
New activities to add for the project e book and the booklet.
Comparative analysis of the project results

Inputs:

Improved intercultural awareness among students who participate the project activities
Improved awareness of European identity among all host country students and students who participate the activities.
Raised awareness of bullying among all students of the host school and the partners school students who participate the activities.
Improved knowledge of inclusive games among students of partner schools who participate the mobility.(Totally 125 students)

Please describe how you determined the grant amount attributed to this activity.

The total budget for this mobility is 15000 euros. Romania is the host country. Türkiye, Spain and Italy are the partner countries.Partner countries will participate the mobility with 2 teachers and 3 students each.The budget is divided into 2 categories for each partner school. 1st one is travel expenses and the 2nd one is individual support.The estimated travel expense for Türkiye is $550 \text{ Euros} \times 5 = 2750 \text{ euros}$, for Italy, it is $275 \times 5 = 1375 \text{ Euros}$, for Spain , it is $275 \times 5 = 1375 \text{ Euros}$.So the total travel expense is 4750 Euros. We allocated 80 Euros per day for individual support.So $80 \times 15(\text{teachers/students}) \times 5(\text{days}) = 6000 \text{ euros}$.The total amount needed for travel expenses and individual support of partners is 10750 euros. The difference allocated in this budget of 15000 euros (4250 euros) will be for the host country; Romania to carry out various project related local activities, dissemination of the project and materials for the inclusive game activities for 24 months till the end of the project.

Activity Details (Spain- Let's know each other playing games)

Please complete the following table

Activity Title	Spain- Let's know each other playing games
Venue	Spain
Estimated start date	08/04/2024
Estimated end date	12/04/2024
Leading Organisation	COLEGIO RURAL AGRUPADO N° 11 AZAHAR (Spain)
Participating Organisations	Scoala Gimnaziala Nr. 4 Suceava (Romania)
	Istituto Comprensivo Di Vittorio-Padre Pio (Italy)
	Gumuldur Hasan Eren Ilkokulu (Türkiye)
<u>Grant amount allocated to the activity</u>	15 000,00 €

Describe the content of the proposed activity.

Monday(08/04/2024)welcoming/school presentation ,project meeting, Introduction of partner schools,countries.Outdoor/Indoor games for knowing each other.

Tuesday (09/04/2024) Participation in the lessons prepared by the host country. Teachers will observe the lessons of 4 different classrooms, Workshop with all the guest students host country students and teachers for traditional outdoor games.

Wednesday (10/04/2024) Video presentation of lessons with the games of inclusion of each partner school prepared before the visit.Students will play the presented games with all beneficiaries.Parent/Grandmother -student meeting for workshop on traditional games. Workshop of Game Team of students for the invention of a new outdoor game of inclusion.

Thursday(11/04/2024) Study visit to the historical and cultural places of the city. While visiting students will play a game about the history of the country and the city. A role play game will be organized with the supervision of School Counselor about bullying at schools and intervention with students. Friday.(12/04/2024) Closing the meeting,evaluation of the activities, questionnaires for the evaluation of the visit and the activities,planning the next project activities.

*If the school counselor is absent that day, another teacher from the project team of host country will run the activities instead of him/her.

*PE,English, Extracurricular Activity lessons will be observed and during these lessons inclusion games will be played.

*Each country will present 1 inclusion game on Wednesday. 25 students (16 host from country and 9 students from visiting country)with the supervision of teachers of the project team.

*on Tuesday during the workshop at least 3 games will be learnt.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The transnational training event will involve the participation of 8 teachers totally from the visiting countries..2 teachers from each country will go on mobility.Also from the guest countries totally 9 students will participate.(3 students from each country)

From the host country (Spain) 125 students and 6 teachers; 4 classroom teachers,1 English Teacher and 1 School counselor will attend the training in total.

From the Game Team 15 students will attend with the supervision of a teacher from the host country project team.They will collaboratively work with visiting country students to create new games during the workshop on Wednesday during the mobility.

The Anti Bullying team will be present and practice role play during the role play activity on Thursday.Total number of students in that activity will be 25.

25 students will take place during the parent/grandmother -student workshop.

From 4 different classes totally 100 students will implement the lessons with games of inclusion. Also the host country's administration will be present at the workshops with 25 students.The age range of our students will be 7-10.All the students and teachers of the participant countries will benefit from the activities which will be shared when returning home.It will be disseminated within all the partner schools and local community,national and international wide through schools' websites , social media,workshops and meetings so that much more students and teachers will benefit from the results.

Explain how is this activity going to help to reach the project objectives.

Through the game activities we realize students will have an experience about how to play games of inclusion together. We believe that these games will improve our students social skills like relationship management and social awareness. Also with this meeting students from different countries of Europe will meet and cooperate for project activities.This will cultivate a European identity for our students. They will all learn from another culture through cultural visits and games which will

raise their inter cultural awareness. Our workshops and the whole activities will raise awareness about bullying among all students and teachers and contribute to the development of our students' socio-communicative skills that allow them to solve conflicts in a peaceful and calm way.
Students will learn new inclusion games.
Teachers will improve their expertise on inclusion games.

Describe the expected results of the activity.

Outputs:

Materials for the presentations of all the activities on school boards, (posters) for dissemination
Materials of presentation of all the activities on school's websites and social media
(Instagram, Facebook, etc.) (videos, pictures of all the activities and the games played))
New inclusion game activities to be used by the partner teachers on return.
Evaluation instruments and data.
Added activities for the project e book and the booklet.
Comparative analysis of the project results

Inputs:

Improved intercultural awareness among students who participate the project activities
Improved awareness of European identity among all host country students and students who participate the activities.
Raised awareness of bullying among all students of the host school and the partners school students who participate the activities.
Improved knowledge of inclusive games among students of partner schools who participate the mobility. (Totally 125 students)

Please describe how you determined the grant amount attributed to this activity.

The total budget for this mobility is 15000 euros. Spain is the host country. Türkiye, Romania and Italy are the partner countries. Partner countries will participate the mobility with 2 teachers and 3 students each. The budget is divided into 2 categories for each partner school. 1st one is travel expenses and the 2nd one is individual support. The estimated travel expense for Türkiye is $550 \text{ Euros} \times 5 = 2750 \text{ euros}$, for Italy, it is $300 \times 5 = 1500 \text{ euros}$, for Romania, it is $450 \times 5 = 2250 \text{ Euros}$. So the total travel expense is 6500 Euros. We allocated 80 Euros per day for individual support. so $80 \times 15 (\text{teachers/students}) \times 5 (\text{days}) = 6000 \text{ euros}$. The total amount needed for travel expenses and individual support of partners is 12500 euros. The difference allocated in this budget of 15000 euros (2500 euros) will be for the host country; Spain to carry out various project related local activities, dissemination of the project and materials for the inclusive game activities for 24 months till the end of the project.

Activity Details (Italy- Making new friends)

Please complete the following table

Activity Title	Italy- Making new friends
Venue	Italy
Estimated start date	18/11/2024
Estimated end date	22/11/2024
Leading Organisation	Istituto Comprensivo Di Vittorio-Padre Pio
	Scoala Gimnaziala Nr. 4 Suceava (Romania)
Participating Organisations	Gumuldur Hasan Eren Ilkokulu (Türkiye)
	COLEGIO RURAL AGRUPADO Nº 11 AZAHAR (Spain)
<u>Grant amount allocated to the activity</u>	15 000,00 €

Describe the content of the proposed activity.

Monday(18/11/2024)welcoming/school presentation ,project meeting, Introduction of partner schools,countries.Outdoor/Indoor games for knowing each other.

Tuesday (19/11/2024) Participation in the lessons prepared by the host country. Teachers will observe the lessons of four different classrooms. Workshop with all the guest students and students from the host country and teachers for inclusive cardboard game

Wednesday (20/11/2024) Video presentation of lessons with the games of inclusion of each partner school prepared before the visit.Students will play the presented games with all beneficiaries..Parent/Grandmother -student meeting for workshop on traditional games which will make the students make new friends. Workshop of Game Team of students for the invention of a new inclusion cardboard game.

Thursday(21/11/2024) Study visits to the historical and cultural places of the city. While visiting students will play a game about the history of the host country and the city. A role play will be organized with the supervision of School Counselor about bullying and intervention with students and how to meet new friends. Friday.(22/11/2024) Closing the meeting,evaluation of the activities, questionnaires for the evaluation of the visit and the activities,planning the next project activities.

*If the school counselor is absent that day, another teacher from the project of host country will run the activities instead of him/her.

*PE,English, Extracurricular Activity lessons will be observed and during these lessons inclusion games will be played.

*Each country will present 1 inclusion game on Wednesday. 25 students (16 host from country and 9 students from visiting country)with the supervision of teachers of the project team.

*on Tuesday during the workshop at least 3 games will be learnt.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The transnational training event will involve the participation of 8 teachers totally from the visiting countries..2 teachers from each country will go on mobility.Also from the guest countries totally 9 students will participate.(3 students from each country)

From the host country (Italy) 125 students and 6 teachers; 4 classroom teachers,1 English Teacher and 1 School counselor will attend the training in total.

From the Game Team 15 students will attend with the supervision of a teacher from the host country project team.They will collaboratively work with visiting country students to create new games during the workshop on Wednesday during the mobility.

The Anti Bullying team will be present and practice role play during the role play activity on Thursday.Total number of students in that activity will be 25.

25 students will take place during the parent/grandmother -student workshop.

From 4 different classes totally 100 students will implement the lessons with games of inclusion. Also the host country's administration will be present at the workshops with 25 students.The age range of our students will be 7-10.All the students and teachers of the participant countries will benefit from the activities which will be shared when returning home.It will be disseminated within all the partner schools and local community,national and international wide through schools' websites , social media,workshops and meetings so that much more students and teachers will benefit from the results.

Explain how is this activity going to help to reach the project objectives.

Through the game activities we realize students will have an experience about how to play games of inclusion together. We believe that these games will improve our students social skills like relationship management and social awareness. Also

with this meeting students from different countries of Europe will meet and cooperate for project activities. This will cultivate a European identity for our students. They will all learn from another culture through cultural visits and games which will raise their inter cultural awareness. Our workshops and the whole activities will raise awareness about bullying among all students and teachers and contribute to the development of our students' socio-communicative skills that allow them to solve conflicts in a peaceful and calm way.
 Students will learn new inclusion games.
 Teachers will improve their expertise on inclusion games.

Describe the expected results of the activity.

Outputs:

Materials for the presentations of all the activities on school boards, (posters) for dissemination
 Materials of presentation of all the activities on school's websites and social media
 (Instagram, facebook, etc.) (videos, pictures of all the activities and games played)
 New inclusion game activities to be used by the partner teachers on return.
 Evaluation instruments and data.
 Added activities for the project e book and the booklet.
 Comparative analysis of the project results

Inputs:

Improved intercultural awareness among students who participate the project activities
 Improved awareness of European identity among all host country students and students who participate the activities.
 Raised awareness of bullying among students among all students of the host school and the partners school students who participate the activities.
 Improved knowledge of inclusive games among students of partner schools who participate the mobility. (Totally 125 students)

Please describe how you determined the grant amount attributed to this activity.

The total budget for this mobility is 15000 euros. Italy is the host country. Türkiye, Romania and Spain are the partner countries. Partner countries will participate the mobility with 2 teachers and 3 students each. The budget is divided into 2 categories for each partner school. 1st one is travel expenses and the 2nd one is individual support. The estimated travel expense for Türkiye is $450 \text{ Euros} \times 5 = 2250 \text{ euros}$, for Spain, it is $300 \times 5 = 1500 \text{ euros}$, for Romania, it is $300 \times 5 = 1500 \text{ Euros}$. So the total travel expense is 5250 Euros. We allocated 80 Euros per day for individual support. so $80 \times 15 (\text{teachers/students}) \times 5 (\text{days}) = 6000 \text{ euros}$. The total amount needed for travel expenses and individual support of partners is 11250 euros. The difference allocated in this budget of 15000 euros (3750 euros) will be for the host country; Italy to carry out various project related local activities, dissemination of the project and materials for the inclusive game activities for 24 months till the end of the project.

Activity Details (Türkiye -No more bullying)

Please complete the following table

Activity Title	Türkiye -No more bullying
Venue	Türkiye
Estimated start date	07/04/2025
Estimated end date	11/04/2025
Leading Organisation	Gumuldur Hasan Eren Ilkokulu (Türkiye)
	Scoala Gimnaziala Nr. 4 Suceava (Romania)
Participating Organisations	Istituto Comprensivo Di Vittorio-Padre Pio (Italy)
	COLEGIO RURAL AGRUPADO Nº 11 AZAHAR (Spain)
<u>Grant amount allocated to the activity</u>	15 000,00 €

Describe the content of the proposed activity.

Monday(07/04/2025)Welcoming/school presentation ,project meeting, Introduction of partner schools,countries.Outdoor/Indoor games for knowing each other.

Tuesday (08/04/2025) Participation in the lessons prepared by the host country. Teachers will observe the lessons of 4 different classrooms. Workshop with all the guest students and teachers for games to play during 10 minute breaks of the school.

Wednesday (09/04/2025) Video presentation of lessons with the games of inclusion of each partner school prepared before the visit.Students will play the presented games with all beneficiaries. Parent/Grandmother -student meeting for workshop on traditional games. Workshop of Game Team of students for the invention of a new inclusion game for 10 minute breaks.

Thursday(10/04/2025) Study visits to the historical and cultural places of the city. While visiting students will play a game about the history of the host country and the city. A role play will be organized with the supervision of School Counselor about bullying at schools and cyber bullying and intervention with students with the participation of anti bullying team.

Friday.(11/04/2025) Closing the meeting,evaluation of the activities, questionnaires for the evaluation of the visit and the activities,planning the next project activities.

*If the school counselor is absent that day, another teacher of the project team from the host country will run the activities instead of him/her.

*PE,English, Extracurricular Activity lessons will be observed and during these lessons inclusion games will be played.

*Each country will present 1 inclusion game on Wednesday. 25 students (16 host from country and 9 students from visiting country)with the supervision of teachers of the project team.

*on Tuesday during the workshop at least 3 games will be learnt.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The transnational training event will involve the participation of 8 teachers totally from the visiting countries..2 teachers from each country will go on mobility.Also from the guest countries totally 9 students will participate.(3 students from each country)

From the host country (Türkiye) 125 students and 6 teachers; 4 classroom teachers,1 English Teacher and 1 School counselor will attend the training in total.

From the Game Team 15 students will attend with the supervision of a teacher from the host country project team.They will collaboratively work with visiting country students to create new games during the workshop on Wednesday during the mobility.

The Anti Bullying team will be present and practice role play during the role play activity on Thursday.Total number of students in that activity will be 25.

25 students will take place during the parent/grandmother -student workshop.

From 4 different classes totally 100 students will implement the lessons with games of inclusion. Also the host country's administration will be present at the workshops with 25 students.The age range of our students will be 7-10.All the students and teachers of the participant countries will benefit from the activities which will be shared when returning home.It will be disseminated within all the partner schools and local community,national and international wide through schools' websites , social media,workshops and meetings so that much more students and teachers will benefit from the results.

Explain how is this activity going to help to reach the project objectives.

Through the game activities we realize students will have an experience about how to play games of inclusion together. We believe that these games will improve our students social skills like relationship management and social awareness. Also with this meeting students from different countries of Europe will meet and cooperate for project activities.This will cultivate

a European identity for our students. They will all learn from another culture through cultural visits and games which will raise their inter cultural awareness. Our workshops and the whole activities will raise awareness about bullying among all students and teachers and contribute to the development of our students' socio-communicative skills that allow them to solve conflicts in a peaceful and calm way.
 Students will learn new inclusion games.
 Teachers will improve their expertise on inclusion games.

Describe the expected results of the activity.

Outputs:

Materials for the presentations of all the activities on school boards, (posters) for dissemination
 Materials of presentation of all the activities on school's websites and social media
 (Instagram, facebook, etc.) (videos, pictures of all the activities and games played)
 New inclusion game activities to be used by the partner teachers on return.
 Evaluation instruments and data.
 Added activities for the project e book and the booklet.
 Comparative analysis of the project results

Inputs:

Improved intercultural awareness among students who participate the project activities
 Improved awareness of European identity among all host country students and students who participate the activities.
 Raised awareness of bullying among students among all students of the host school and the partners school students who participate the activities.
 Improved knowledge of inclusive games among students of partner schools who participate the mobility. (Totally 125 students)

Please describe how you determined the grant amount attributed to this activity.

The total budget for this mobility is 15000 euros. Türkiye is the host country. Italy, Romania and Spain are the partner countries. Partner countries will participate the mobility with 2 teachers and 3 students each. The budget is divided into 2 categories for each partner school. 1st one is travel expenses and the 2nd one is individual support. The estimated travel expense for Italy is $400 \text{ Euros} \times 5 = 2000 \text{ euros}$, for Spain, it is $650 \times 5 = 3250 \text{ euros}$, for Romania, it is $300 \times 5 = 1500 \text{ Euros}$. So the total travel expense is 6750 Euros. We allocated 80 Euros per day for individual support. so $80 \times 15 (\text{teachers/students}) \times 5 (\text{days}) = 6000 \text{ euros}$. The total amount needed for travel expenses and individual support of partners is 12750 euros. The difference allocated in this budget of 15000 euros (2250 euros) will be for the host country; Türkiye to carry out various project related local activities, dissemination of the project and materials for the inclusion game activities for 24 months till the end of the project.

Budget Summary

This section provides a summary of the estimated project budget. The table is automatically completed taking into account the described project activities and their estimated cost.

Activities	Estimated cost (EUR)
Romania... First steps through RESPECT	15 000,00
Spain- Let's know each other playing games	15 000,00
Italy- Making new friends	15 000,00
Türkiye -No more bullying	15 000,00
Total	60 000,00
Project lump sum	60 000,00 €

Impact and Follow-up

How will you know if the project has achieved its objectives? What tools or methods will you use?

The achievement of the project will be measured primarily at the end of the project when the whole reports are published. We will make questionnaires and attitude scales every 6 months to see the changes and improvements about reaching our main objectives which we mentioned in our project. Also interviews will be done with students and teachers and they will be added to our report. After each activity also we will implement short surveys for the students using ict tools like plickers .At the end of the project will make our report be published in our school's website and social media.We will observe cultivation of European identity among teachers and students when they cooperate to realize activities during the international meetings. We will observe the improvement of intercultural awareness when our students and teachers look for information about the host country at the preparatory stage.

How will the participation in this project contribute to the development of the involved organisations in the long-term? Do you have plans to continue using the results of the project or continue to implement some of the activities after the project's end?

We believe that if we can reduce bullying in our schools and ensure inclusion among our students, this will increase the quality of our education. Our schools will be a place of piece for our students.It will contribute to the success of students, make teachers who participate the project be more motivated to create activities and materials with the sense of belonging to a professional network.The project will improve the project management and problem solving of the teachers.Students will be more aware of the right behaviors through the activities. It will bring our schools a European dimension and encourage for further Erasmus+ projects. We will continue the inclusive games after the project's end. All the activities will be saved by an e book and a booklet so that all the teachers can reach and use them easily.

Please describe your plans for sharing and use of project results.

- How will you make the results of your project known within your partnership, in your local communities and in the wider public? Who are the main target groups you would like to share your results with?
- Are there other groups or organisations that will benefit from your project? Please explain how.

The main target groups we would like to share our results with:

- All teachers partner schools to improve their knowledge and expertise about games of inclusion
- Approximately 1500 students from all partner schools in total to raise awareness about bullying.
- Training organizations will enlarge their training offer addressing to inclusion games.We will share our activities with the training organizations in our countries.

We will disseminate our project results at the every level (local,regional,national ,European and International). We want to reach all teachers and students who didn't directly get involved in the Project.

After receiving the budget we 4 partners will cooperate with the District Directorate of National Education by the Project team teachers and will make presentations and seminars on our subject (inclusion games and bullying) in our region.(3 schools around 1500 students)This way more people will benefit from our Project.

We will share the results and the experience through

- setting up a project Facebook page
- sharing the Project information on school web sites.
- disseminating the project at schools with school advertisements, posters, school board (staff) meetings.
- making the project logo in the first month of the project,
- preparing multilingual leaflets giving information about the project
- sending articles about inclusion games and bullying to the national and international journals
- organizing final conferences in partner schools.
- sharing the information about European programme and their role in the education process with teachers from other schools in the same district.

Workshops will be offered in partner countries' institution to pass on findings to other schools, networks and organisations and agencies that are looking to complete similar activities.

Workshops will be realized with schools in the same district as the participant schools of the project.

Dissemination meetings will be help with both students and families in each partner schools during the mobility.

Lesson plans, e-books and booklets will be used by teachers in the years following after the end of the project and by the students who did not participate the Project activities. This way our activities will last much longer.

Project results will add objective data for researchers, local and international.

For researchers our project results will be an objective data.We plan on disseminating our project activities at national, European and international level to make others also to extend its benefit further outside the partner organizations.

Project Summary

Please provide a short summary of your project. Please be aware that this section (or part of it) may be used by the European Commission, Executive Agency or National Agencies in their publications. It will also feed the Erasmus+ Project Results Platform.

In view of further publication on the Erasmus+ Project Results Platform, please also be aware that a comprehensive public summary of project results will be requested at report stage(s). Final payment provisions in the contract will be linked to the availability of such summary.

Objectives: What do you want to achieve by implementing the project?

Our objectives are as follows;

- 1-Increase inclusion among our students to reduce bullying in partner schools.
- 2-Cultivate European identity and improve inter-cultural awareness among teachers and students of all partner schools till the end of the project.
- 3-Improve Ict competences of 100 students and 6 teachers from each partner school during one project year.
- 4-Reduce bullying rates among all students of partner schools through workshops and inclusion game activities.

Implementation: What activities are you going to implement?

In the first month, attitude scales and questionnaires will be administered. Ideas about games of inclusion will be collected. Attitude scales and questionnaires will be prepared and implemented and in all the mobility, learning teaching training activities will be done; the theoretical knowledge will be put into practice. Workshops will be done in partner schools. Virtual meetings will take place before and in between the mobility. Finally a joint report will be prepared.

Results: What results do you expect your project to have?

We expect that at the end of the project we will reduce bullying rates to a minimum, improve the learning and teaching environment in our schools. Our teachers and students will improve themselves with respect to the usage of ict tools. Transnational visits will increase our students' intercultural awareness. Teachers will have ready lesson plans, materials for inclusive games. A booklet and an e book will be prepared to be used even after the end of the project for sustainability.

Annexes

The maximum size of a file is 15 MB and the maximum total size is 100 MB.

Declaration on Honour

Please download the Declaration on Honour, print it, have it signed by the legal representative and attach.

File Name	File Size (kB)
DOH -Declaration-on-honour Italy (2).pdf	2 166
Total Size (kB)	2 166

Mandates

Please download the mandates, have them signed by the legal representatives and attach them here. You can add a maximum of 90 documents.

Please ensure that mandates are valid before submitting them to the National Agency. Mandates shall be provided at the latest before the signature of the grant agreement.

File Name	File Size (kB)
MAN -Mandate Fernando Martinez Reymundo.pdf	627
MAN -Mandate Gursel Kaya.pdf	604
MAN -Mandate Loredana Terec-Vlad.pdf	606
Total Size (kB)	1 837

Other Documents

If needed, please attach any other relevant documents (a maximum of 9 documents). Please use clear file names.

If you have any additional questions, please contact your National Agency. You can find their contact details here: [List of National Agencies](#).

File Name	File Size (kB)
OTH -Italy Lista di indicatori per cancellare la presenza di bullismo Sondaggio per gli insegnanti.pdf	346
OTH -Italy Sondaggio sul bullismo per gli studenti.pdf	1 207
OTH -Romania Identificarea fenomenului de bullying în rândul elevilor de vârstă școlară mică.pdf	321
OTH -Spain Lista de indicadores para detectar la presencia de bullying Encuesta para profesores rom.pdf	334
OTH -Türkiye Zorbalığın varlığını tespit etmek için göstergeler listesi Öğretmenler için anket.pdf	344
OTH -Türkiye Öğrenciler için zorbalık anketi.pdf	1 227
OTH -romania Chestionar bullying.pdf	887
OTH -spain Encuesta de acoso escolar para estudiantes.pdf	1 203
Total Size (kB)	5 873
Total Size (kB)	9 877

Checklist

Before submitting your application form to the National Agency, please make sure that:

- ☒ It fulfills the eligibility criteria listed in the [Programme Guide](#).
- ☒ All relevant fields in the application form have been completed.
- ☒ You have chosen the correct National Agency of the country in which your organisation is established. Currently selected NA is: IT02 - Agenzia Nazionale Erasmus+ - INDIRE

Protection of Personal Data

Please read our privacy statement to understand how we process and protect [your personal data](#)

Submission History

Version	Submission time (Brussels time)	Submission ID	Submission status
7	24/03/2023 10:39:42	1449317	Submitted
6	24/03/2023 10:32:31	1449270	Submitted
5	24/03/2023 02:32:59	1448423	Submitted
4	24/03/2023 02:07:56	1448406	Submitted
3	22/03/2023 07:14:47	1441819	Submitted
2	22/03/2023 00:58:31	1440643	Submitted
1	22/03/2023 00:53:24	1440622	Submitted