



EDU

MAKE

- Tim Van Lier - VRT

Mission

The overall ambition of EDUMAKE is to **internationalize the concept of EDUbox** as developed by VRT (targeting 12-18 yo) and create an **easy-to-use format for translating and contextualising** EDUbox packages across the EU (and potentially even worldwide) and **make a joint EDUbox** that connects youngsters to **European policy**.



Objectives

1. **Translate** and **contextualise** existing EDUbox packages to **2 other European countries** in the context of the project: **the Netherlands** and **Croatia**, and validate them in the local context.
2. Based on the knowledge and experience that is gained after the translation and contextualization activities, the consortium will develop an **EDUbox DIY toolkit**, which can easily be contextualised by others for other new major topics.
3. Together with the core project partners, a **new common EDUbox** will be developed ahead of the **European elections**. This 'EUbox' will put key topics from the other created EDUboxes in a European context and aims to render the significance of the EU to youngsters.



EDUbox in a nutshell

EDUbox is an educational concept developed by VRT to introduce secondary school students to a specific social topic. EDUbox aims **to inform young people and stimulate them** to get involved themselves. The topics centre around (world) citizenship, critical thinking, science and technology, ...

EDUbox is a **free learning tool** for teachers to work towards specific **educational attainment levels** and several key competencies. It is a ready-made package based on the theory of deep learning, which combines **technology, didactics and storytelling** to create a fun and educational learning experience.





lateur en scannant le

simulateur étape par

de faire des allers-

aines données sont

si bien cachées.

veloppé par Tree company, un
informer et d'impliquer les gens
été à l'aide d'outils en ligne.



5. Aangename publieke ruimte

De ruimte waar we allemaal gebruik van maken, noemen we **de publieke ruimte**. Het gaat om parken, pleinen en straten.

Die moeten we zo aangenaam mogelijk ontwerpen. We houden daarbij best rekening met zo veel mogelijk mensen: rustige en schaduwrijke plekjes om te zitten voor ouderen, een speelruimte of hangplek voor jongeren, niet te veel trappen



Contextualisation

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tv **Kunstmatige Intelligentie** ntr:

Introductie

1. Hoe leert een machine?

2. AI in de werkelijkheid

3. AI in de werkelijkheid

4. Aan de slag met AI

Devran
Er zijn dus drie elementen nodig bij AI:

Een sterke en snelle **computer** voorzien van de nodige software **Goede antwoord!**

Heel veel **data**. Hoe meer, hoe gemakkelijker de computer patronen kan vinden. **Goede antwoord!**

Vul het missende woord in

De **kies een woord** gebruiken wiskunde om patronen te herkennen en toe te passen op nieuwe data.

the Netherlands

VIDEO

Sada pogledaj sijedeći video.
Upoznaj umjetnicu Ivu Zagodu i njen jedinstveni pogled na kulturu, naročito glazbu koja je glavni izvor inspiracije za njene slikarske radove.

Croatia

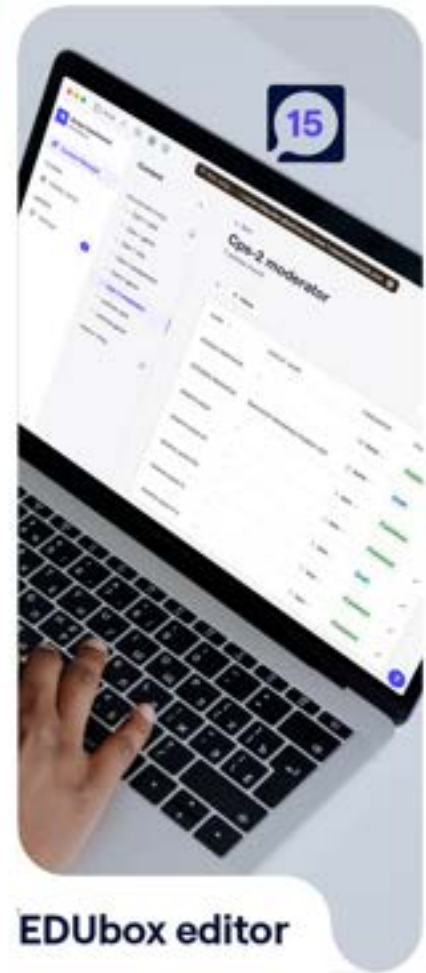


EDUbox design guidelines

EDUbox toolkit



EDUbox games



EDUbox editor



EDUbox digital tools



EDUbox framework



Politics

The path
of your vote



1. Connect

- Exercise: organize a party
- Voxpop Youngsters and politics
- Politics is more than politicians

2. Concept

- Political language
- Political conviction
- Political system

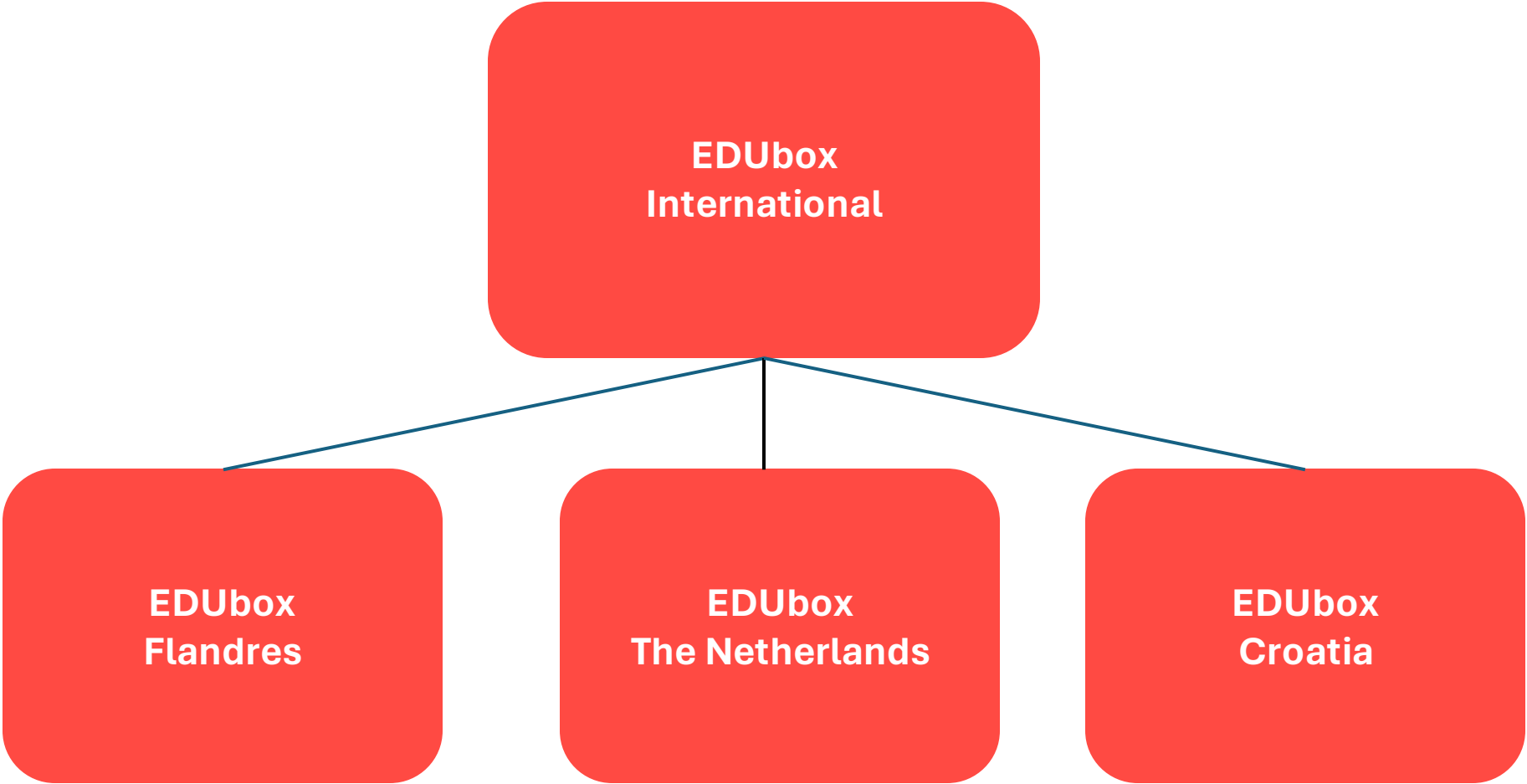
Content

3. Concrete

- The impact of the EU
- Co-op game: road to consensus

4. Conclusion

- Different ways to participate
- Vote



Let's party

"At the end of the school year you want to throw a school party for all the students."

Think about your own plan and write it down. Sidenote: you only have 2500 euros to organise this party. Afterwards you need to convince others of your group that your party will be the best.

- Concept:** What kind of a party will you organise?
- Supplies:** What do you need for this party?
- Budget estimation:**
- Price:** Will there be an entrance fee? How much?
- Target group:** Who can come to the party?
- Music:** ...
- Consumptions:** ...



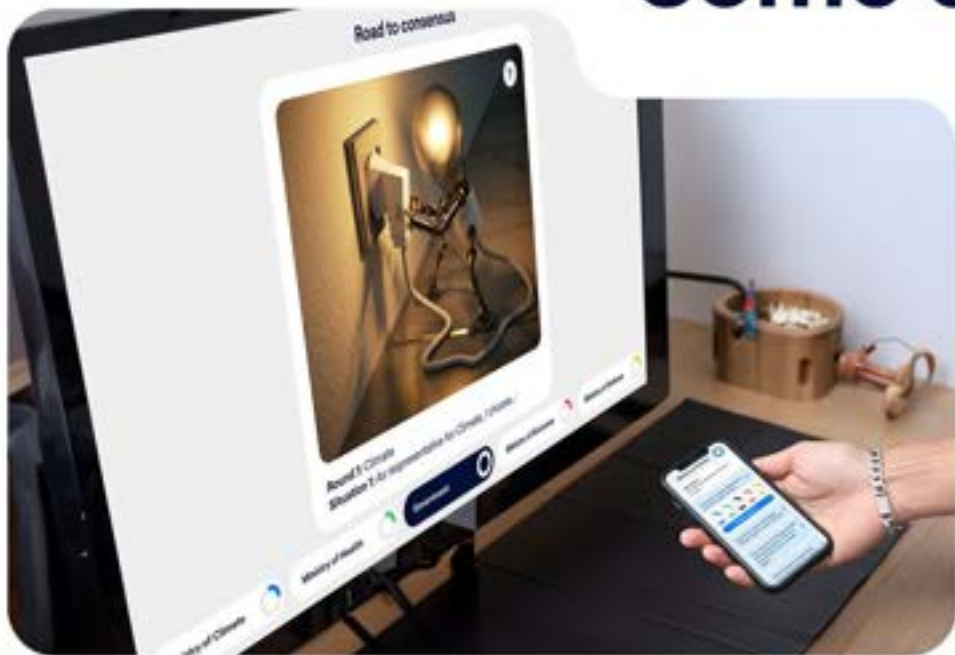
Example Nutella

Unveiling the Nutella Case in Croatia: Language, Techniques, and Political Complexity

Embark on an educational journey into the Nutella case in Croatia, exploring language, techniques, and political complexities. Discover the power of pronunciation and language and its impact on society. Unveil the historical context of Croatia and its connection to Europe. Engage in a memory game to reinforce your understanding. Join us in uncovering the influence of language, techniques, and politics in the Nutella case. Step into this captivating world today.

Watch the video

Some examples



Fun facts of eu elections

- European elections are held every five years to elect members to the EU Parliament, the legislative branch of the EU.
- Eligibility requires EU citizenship and usually being at least 18 years old. EU citizens living abroad can vote in their country of origin or residence.
- Voting processes vary between countries, with some having compulsory voting and different methods available.
- The European Parliament shapes EU legislation, amending and vetoing proposals from the European Commission, and approving the annual budget.
- Seats in the European Parliament are allocated based on member states' population size.

Co-op game



Round 1: Climate
Situation 1: As representative for Climate, I choose...

- Ministry of Climate
- Ministry of Health
- Government**
- Ministry of Economy
- Ministry of Defense



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Ministry of Climate

Situation 1:
As representative for Climate, I choose...

Commit to citizen awareness & commit to green energy

Confirm choice

Commit to citizen awareness & oblige industry to zero-emission

Concerns of this government, other places. There is a threat, but to a lesser

a top priority, environment, pollution

A young woman with brown hair and bangs, wearing a yellow sweater and denim overalls, is sitting at a desk in a classroom. She has her right hand raised, and she is smiling slightly. To her left, another young woman with long red hair is looking towards her. The background shows a whiteboard and a window.

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Questions

The logo for VRT, consisting of the lowercase letters 'vrt' in a bold, black, sans-serif font.The logo for ntr:, consisting of the lowercase letters 'ntr:' in a bold, black, sans-serif font.The logo for fpzg, consisting of the lowercase letters 'fpzg' in a black, serif font.The logo for mediawijs, featuring a stylized pink 'M' icon followed by the lowercase text 'mediawijs' in a blue, sans-serif font.The logo for nec, featuring a small blue square icon followed by the lowercase text 'nec' in a bold, black, sans-serif font.The logo for Media & Learning, with 'Media' in green, '&' in red, and 'Learning' in blue, all in a sans-serif font.

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