Subject: Presentation of the online educational entertainment program - Institute Assembly

ABSTRACT OF THE PROJECT (STARTING CONTEXT, PURPOSE, OBJECTIVES AND PROGRAM)

Project title: Connecting WOR(L)DS

The path in brief:

- Polis and agorà - The identity of a community
- Artistic-Literary identity agón

<u>Starting context:</u>

The representatives of the school play a fundamental role in the evolution and organization of social and cultural life in the context of their school community.

They are those who interface with the educational institution, are elected by the other students who, with their vote, express their favorable consent to be represented in the democratic choices of the community. It is undoubtedly a role of high responsibility. Attentive to listening to their classmates and open to discussion, together with class representatives they have the task of carrying out proposals of common interest for the well-being of the community and for the best use of school and extra-school activities.

Coordinating and moderating initiatives organized by secondary school students to contribute to their personal growth is certainly one of the objectives of our educational proposal, which promotes social, cultural and artistic progress, involving the largest number of people, institutions and others European organizations.

The European Festival of Ancient Greece project, through meeting and debates offers the opportunity to students and adults to participate to educational entertainment programs (online, "live" in the territories of ancient Greece and in Europe) linked to the practical experience "learning by doing", carrying out educational, socio-cultural, and dissemination activities, with a free methodology (inductive, heuristic, cooperative learning, action-research, etc.) and spreading ethical values, such as the centrality of the person, integration, responsibility, active participation, through experiential learning actions.

"**Connecting WOR(L)DS"** is a socially useful project for strengthening the identity of one's school community, for the importance of sharing and a sense of belonging. The digital component and the historical period that we are experiencing are further motivating elements of this short but intense journey, since, today, it is increasingly necessary to activate a process of knowledge, through the use of new educational and multimedia technologies that represent an element of innovation in the leaning

activities, a creative tool of knowledge and interaction, a means that allows the realization of common projects with the construction of forms of cooperation.

Purpose

- Strengthen the identity of one's school community through meeting and discussion (also ONLINE) - The relationship with others.
- Provide useful tools for future orientation in the management and organization of cultural events through debates, interviews, artistic agon, lectures, show-lessons, talks and seminars.
- Ensure the participation of students in the social and cultural life of the school.
- Encourage students to better understand their abilities - Personality development.

Educational goals

- Disseminating ethical values such as the centrality of the person, integration, responsibility, quality, with a view to active participation.
- Acquire behaviors that are based on the appreciation of differences, on collaboration and solidarity.
- Create meaningful and motivating experiences for students, opportunities for experimentation.
- Knowing how to interact in democratic ways and forms.
- Knowing how to act responsibly and consciously.

Didactical objectives

- Acquire the memory of the past to orient yourself in the present and plan for the future.
- Develop a knowledge process: knowing how to understand, knowing how to apply, knowing how to synthesize, knowing how to analyze, knowing how to evaluate.
- Foster the propensity for creativity and Problem Solving.
- Training young people capable of working in teams, making them work in groups within which tasks and responsibilities are identified and divided.
- Evaluate and analyze the difficulties encountered in organizing the event, sharing ideas for possible better management of initiatives and future prospects.

Program and Timing of the meeting / assembly of the institute

The meeting, which lasts as an institute assembly (2 hours), in a first phase, virtually projects us thanks to images and historical-literary and artistic interventions, into the Polis and the agorà of the ancient Greece, with particular reference to the symbolic places of hospitality, confrontation, reflection, listening, while in the second part of the meeting, the artistic literary agón offer the opportunity to all participants who intend to get involved, to interact using artistic codes, such as expressive reading and music, recreating a shared artistic-literary space, a virtual cultural lounge of one's school community in which it is possible to share art and readings.

The Educational event is promoted throughout Europe, in online and video conference version, all activities are held in English Language.

Draft Program: "Connecting WOR(L)DS"

Phase 1: Polis and Agorà - Literary Artistic Agon

Presentation of the educational path - 5 minutes

by the the Institute Reps

Guest speeches - 30 minutes

- Our origins and Ancient Greece - Cradle of European Civilization (10 minutes)

- The relationship with oneself and the relationship with the other - listening - (10 minutes)

- DAIMON: The cure of talent (10 minutes)

Tips for books - 5 minutes

- Author interview and presentation of the books

Agorà - 10 minutes

- Space for proposals, debate (activities and actions) managed independently by the Institute Reps

Phase 2: Literary Artistic agón

Presentation of the Literary Artistic agón - 5 minutes

Agón Action - 60 minutes

-Musical Agón

-EXPRESSIVE READING Agón

Presentation of the "community sound project" - 10 minutes

Video projection and live performance of the musical coach singer-songwriter

Greetings - total duration of the meeting 120 minutes

————USEFUL INFORMATION —————————————————————————

The event is organized by experts of the educational sector, artists and entertainment professionals. For more information and/or to receive a description of the artistic-literary agón, do not hesitate to contact us. If you are interested and wish to join the initiative, send us the following information and will be our priority to contact you back as soon as possible. Needed info: School name, City, Country, contact name, email address and telephone number.

The educational entertainment path "Connecting WOR(L)DS" for the first three phases:
Polis and Agorà - The identity of a community; Artistic-literary identity agón; Community sound project - ήχος κοινότητας, is free of charge, while for the participation to the European artistic agón event, the school can join by paying a symbolic registration fee (to be defined).

Contact:

E-mail: info@efae.eu | PEC email: europeanfestivalancientgreece@pec.it **| Th.** +39 339 33 69

837 **- Website**: www.efae.eu **| Facebook**: https://www.facebook.com/europeanfestivalancient-

greece **| Youtube:** https://bit.ly/europeanfestivalancientgreece

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