



Schoolyard Games - Local Event Agenda



Day 1: 25th November 2024

10:00 - 11:00 CET

Opening & Introduction to the Schoolyard Games Project

- Welcome Speech: Iva Gjuric, Lota's Box / Lotina Kutija
- Introduction to Erasmus+ Sport Program: Rui Vieira, Sport Evolution Alliance
- Objectives and Expected Outcomes of the Project: Iva Gjuric, Lota's Box / Lotina Kutija

11:00 - 11:30 CET

Interactive Demonstration of Schoolyard Games

Presentation of Traditional Games from the Project's Human Library: Meric Tahan,
Youth Eurasia Turkey

11:30 - 12:00 CET

Lecture: "Our Schoolyard Games from Turkey"

• **Speaker**: Zuhal Solmaz, Physics Teacher and Ecological Literacy Formator, Yakacik Vocational and Technical Anatolian High School

12:00 - 13:00 CET

Lunch Break

13:00 - 13:30 CET

Introduction to the Ambassadors Program

Overview of the Network of Ambassadors: Patricia Necadova, OTI Slovakia





13:30 - 14:00 CET

Panel Discussion: Partners Experiences

• **Insights from Partners**: Representatives from each partner organization share experiences and contributions to the Schoolyard Games Project

14:00 - 14:10 CET

Evaluation Survey for Day 1

• Facilitated by Patricia Necadova, OTI Slovakia

Day 2: 26th November 2024

11:00 - 11:30 CET

Sustainability and Collaboration Roundtable

Facilitator: Lagerta Fitness

- Discussion Topics:
 - o Strategies for long-term sustainability with local and national partners
 - o Future Collaborations and potential new projects
 - o Feedback session with stakeholders and participants

11:30 - 12:00 CET

Lecture: "Physical Literacy's Impact on Active Commuting"

• Speaker: Nuno Dias, Sport Evolution Alliance

12:00 - 12:10 CET

Evaluation Survey for Day 2

Facilitated by Patricia Necadova, OTI Slovakia

12:15 - 13:30 CET

Lunch Break

13:30 - 16:30 CET

Internal Online Project Meeting

- Topics of Duscussion:
 - Review of progress on WP3 and other work packages
 - o Discussion of next steps and project deliverables
 - o Planning for future activities and events in the project cycle