

**CREATIVITY THROUGH
FAIRYTALES**



“Creativity Through Fairy Tales”

“Creativity Through Fairy Tales” is an Erasmus+ Youth Exchange project which aims to use fairy tales as a means to improve imagination and creativity. The mobility was held from 1st June to 9th June 2019 in Horné Orešany, Trnava (Slovakia) and it gathered 35 young people from 7 different European countries (Slovakia, Turkey, Italy, Romania, Poland, Lithuania, Croatia). The project was co-funded by the Erasmus+ Programme of the European Union and supported by IUVENTA – Slovenský inštitút mládeže.

The general aim of the project is understanding the place of imagination and creativity in our business and social life today and to work on the importance of improving individual’s creativity, to search for the origins of tales, to find ways to adapt the tales again to our daily lives and to use them as a tool for creativity, to create a “project tale” with the collaboration of all participants in our project and also to present this tale as a theatrical performance, and in the end to create this Talebook.



2

By non-formal education methods used during the project, we aimed to achieve the following:

- Developing soft skills of participants in order to fight against unemployment
- Boosting creativity and entrepreneurship skills
- Understanding the place of imagination and creativity in our business and social life
- Presenting the tales in order to find ways to adapt them again to our daily lives and using them as a tool for improving creativity
- Creating a project fairy tale, which will be presented as a theatrical performance
- Creating project Talebook, which will be used to share the project results with wide audience
- Preventing unemployment of youth, providing entrepreneurship among young people and providing them with intercultural learning
- Raising awareness of the Erasmus + Programme, non-formal education and Youthpass



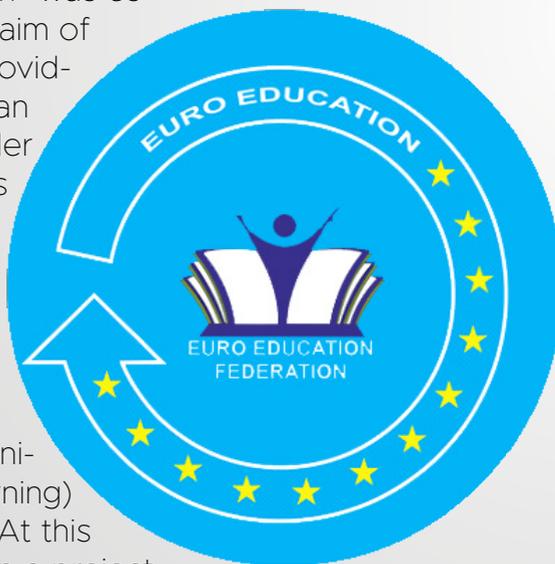
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PARTNER ORGANISATION INFO



Euro Education Federation

“Euro Education Federation” was established with the general aim of improving the quality of providing the education, to gain an European dimension in order to share the best practices in the field of education and especially ICT integration in teaching activities (management, staff competences, new teaching methods and tools, language competences, organisation of teaching and learning) with others organizations. At this moment we are working on a project about holograms for Oculus and Google.



www.euroeducation.ro

TURKEY YOUTH EURASIA

Youth Eurasia Youth Club was created in 2012 by a group of university students in Istanbul. The vision of Youth Eurasia is to raise awareness about educational and cultural development of young people and focus to leave an positive impact on people through youth work. Some of the main interests of Youth Eurasia are intercultural activities on national and international levels. Therefore, all European Union opportunities, especially Erasmus+ and EVS, have been taken care of by Youth Eurasia network in the frame of hosting and partnerships. Youth Eurasia has been represented by young people in various Erasmus+ projects in many European countries, they have contributed to this projects with several workshops, presentations and team works.



www.facebook.com/YouthEurasia/



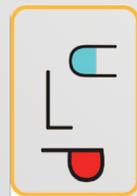
SLOVAKIA VIBE

The youth group VIBE was created by a few young people who are former volunteers in youth organizations involved in Erasmus + programme. VIBE’s purpose is to create opportunities for young people to actively participate in society, promote education, create a space for young people to express their ideas, realise their own projects and encourage them to be involved in charity activities. Media literacy, marketing communication, entrepreneurship, interculturalism, art and creativity are the key interests of our members.



POLAND LOGOS

Non-governmental international organization “LOGOS” has been working in Ukraine since 2013. We founded our NGO because we wanted to bring some positive changes to Ukrainian society and specifically to young people. Later we understood that by working closely with youngsters from different countries and by making common projects we can achieve much more. So since 2016 we started our work in Poland and Armenia. In 2017 we joined international network called “Shokkin Group International” and became a part of a larger European NGO family. We are a non-political and a non-commercial organization.



LOGOS
NGO

www.ngologos.org



ITALY PRISM

PRISM supports the social, cultural and economic development of the region of Sicily in which it operates. It acts as a qualified development agent able to monitor and boost the development policies promoted by local and transnational bodies in the region, in particular by the European Union through structural funds and direct funding programmes managed by the European Commission or its executive agencies.

The PRISM’s mission is to promote development that is:

- local, by promoting territorial identity and potential of endogenous resources;
- based on an effective local governance and development of social capital;
- sustainable, by meeting the needs of present generations without jeopardizing the ability of future generations to meet their own needs.



www.associazionep Prism.eu



CROATIA

University of Zagreb

Erasmus+ Network

University of Zagreb Erasmus+ Network is a student club based in Zagreb, Croatia. It actively takes parts in European projects and encourages young people in Croatia to get involved in European projects such as Erasmus+ youth exchanges, training courses, EVS and several other youth opportunities. It aims to boost youth skills for increasing employment possibilities of young people by equipping them with different skills and abilities. The student community has been created by the students of University of Zagreb, but welcomes the university students and young people from all around Croatia. The club aims to raise awareness regarding Erasmus+ within informal events, encourages young people to participate in European projects and produces alternative solutions to the youth unemployment using different topics as a tool of learning. Main activities of the group are creating relations with the other European associations and sending young people abroad within European projects in order to improve their skills in numerous areas.



LITHUANIA

VŠĮ INCEPTUS

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innovative education

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SALT OVER GOLD

SLOVAKIA 🇸🇰

Once upon the time, there was a king called Dobroslav. He started realizing how old he was and he wondered about who would be the best successor to the throne. He couldn't make a decision, therefore he made a quest for his three daughters. The quest was: the one of you who will prove me the greatest love, will get the throne and will rule the kingdom.

The oldest one told the king that she loved him more than all the gold in the world. The king thanked her and sent the oldest daughter to her fiancée, the gold prince. The second daughter told him that she loved him more than all the jewellery in the kingdom. Dad was glad about that and sent the second one daughter to her boyfriend. The youngest one, Maruška, told his father that she loved him more than salt. He got angry since salt is not rare and every poor inhabitant has got a lot of it. Maruška was expelled out of the kingdom. Then he told her that she could come back when salt would have been valued as more precious than gold. Suddenly a storm came and every window in the castle had been suddenly opened. Wind brought the Salt King who cursed the whole kingdom. If salt was so unimportant for them, they would have to live without it. From that moment all the salt had been transformed into gold. But the Salt King unconsciously turned his son - Salt Prince into a salt statue. Maruška packed all her clothes and went into the forest. There



she met an old woman that was a witch and knew everything about everybody. The woman offered her a chance, either she could stay with her in the forest to help her or she could go onwards. Maruška decided to stay with her. The old woman told her about the curse and how she could cancel it. The solution was to fill the drought well. But the bucket in which she should bring water to the well was leaking. After many months of desperate tries to fill the well, the old woman understood that Maruška's soul is pure. She gave her a salt rose which could break the curse.

Meanwhile the knights from the kingdom went to trade the salt gold to the near kingdom, but when they crossed the border, salt changed back to gold. They went back to the king to tell him what happened, but when they came back it was gold again.

Maruška came to the salt prince and gave him the salt rose which broke the curse. The gold changed to the salt again. The Salt King understood that love is stronger than anything and both kings praised them. After this moment both kingdoms were united and everyone lived in peace and tranquility.

THE END

ŞAHMARAN

TURKEY 

Şahmaran was known as the queen of the snakes. She was half-snake and half-human. She was a snake from the waist down and a very beautiful woman from the waist upwards. She was living underground in a cave. A tall handsome boy Cemşap was the the first human being who met her in the cave. One day by accident he walked into a cave where thousands of snake were sleeping. When he saw Şahmaran, he fell in love with her. He was not only attracted to her beauty but also to her wisdom. He remained in the cave listening to her stories about the world and humanity every day and night. Although they loved each other very much, one day Cemşap decided to return to the land where he used to live. Some scales appeared on his back showing that he had seen Şahmaran. Soon the king of the land got very ill. One of the king's advisers claimed that the only way to recover was to eat Şahmaran. So they took people one by one into the hamam to see if snake scales would come up. When Cemşap was identified, he was brought to the king's evil assistant, whose real aim was not to make the king feel better, but to hear about secrets of life from Şahmaran. Cemşap was tortured and forced to tell where Şahmaran was living.

The assistant went to the cave and found Şahmaran who revealed her great secret saying "Whoever takes a bite of flesh from my tail and eats it, will gain the secrets of the world and immortality". He was so excited about being immortal that without any hesitation he killed her instantly to possess this secret, even though she was the queen of snakes who was very wise and had the power to foresee bad things and even to kill the

assistant. But Şahmaran sacrificed herself to save her lover Cemşap. She was the only creature who would save Cemşap and king's lives by giving her life in return.



When the assistant of the king took a bite from Şahmaran's tail, he became the only immortal human being. He was so powerful that even his king who he had served for ages had to obey him. And not only his king, but also all the kings of the world for all times from now on would have been his servants. Nobody would have escaped from his eternal existence. There was no death in him anymore, but more and more evil.

Do you think he became the happiest man, having the secret of life and eternal power? No. Although he had the most powerful knowledge in his hands, he was the unhappiest and the loneliest man. While he was so obsessed with thinking how to kill Şahmaran and obtain eternal power, he never thought that being immortal had a price. But this secret also had a price that had to be paid. Because to receive you need to give first. In this exchange what you give affects what you will get back. To receive this immortality, the assistant had to give up his innocence, his friendships, his loyalty, his humanity. So nothing valuable was left for him anymore. In his wealthy power he was a poor man.

Moral of the story is to be careful what you wish for. It may be your endless end.

Retold by Nilay Yilmaz

THE END

ARLECCHINO

THE TWO OWNER'S SERVANT

ITALY 🇮🇹

The comedy opens up in Venice, at Pantalone de' Bisognosi place: he is an old merchant whose daughter, Clarice, is going to get married to Silvio, the son of doctor Lombardi. Clarice and Silvio are deeply in love and they're kind of lucky being able to get married because Clarice actually had been promised to another guy, Federigo Rasponi, who eventually ended up dying during a bad argument involving his sister, Beatrice. Suddenly the young servant Arlecchino shows up, ready to announce his owner: yes, it's Federigo Rasponi, that came to Venice to meet his bride and to talk about the dowry. But nobody knows that under the facade hides Beatrice Rasponi, the sister of the dead Federigo: she came to Venice because she's searching for Florindo Aretusi, her lover, that run away after killing Federigo. But Brighella, an owner of a venitian inn, recognizes Beatrice, not only without telling to anyone, but also trying to help her, or he, to be welcomed as it should. Alrecchino knows nothing about his owner: they just met near Bergamo a little time before. What Arlecchino really cares about though, is fulfilling his hunger! So when Beatrice stopped caring enough about the meals, often leaving him alone, he ends up, who knows why, being also another owner's servant. Florindo Aretusi is his new boss but he keeps himself hidden under a false name: Orazio Ardentì.

Of course both Beatrice and Florindo are Arlecchino's victims, because of his craftiness and greed, so they end up hosted at the same time in the same place, at Brighella's inn, still searching for each other. Arlecchino has to protect himself from unfor-

fortunate situations, so he starts creating many troubles and as to not get caught he blames it all on a non-existent servant, Pasquale. So Arlecchino goes on telling lies, being very hungry, courting girls, pretending to be able to read, serving both his owners with acrobatic moves, going from one room to the other, all while the fake Federigo Rasponi messes up with the two lovers, Silvio and Clarice, and respective families.



The climax of absurdity comes when Arlecchino exchanges the content of Beatrice and Florindo trunks: he has to explain to Beatrice why he has with him some Florindo letters, but also he has to explain to Florindo why he has a Beatrice portrait with him. At the end he escapes the doubts telling everybody that he inherited those items from his late owner.

The situation seems to be without solution so that both Beatrice and Florindo claim that they want to commit suicide, still not knowing about how near to each other they really are. They just think that the other one is dead, because of Arlecchino's many, many lies. Without any clue finally Arlecchino solves the farce so the two lovers find out about each other and can happily get married. Clarice and Silvio stop arguing with their families when they get to know about Beatrice's lie. Also Arlecchino and Colombina are finally allowed to get married: Alrecchino unveils his tricks just for the sake of Smeraldina's love: "I've struggled a lot, I've mistaken also but I hope that everybody will forgive me because the situation was so unconventional and awkward!"

THE END

LEGEND OF MARTISOR

ROMANIA 🇷🇴

One of the old Moldovan legend says that there was a time when the Sun used to take the shape of a young man and descend on Earth to dance among folk people.

A dragon found out about this and followed the Sun to Earth, captured him and confined him in a dungeon in his castle. Suddenly the birds stopped singing and the children could not laugh anymore, but no one dared to confront the dragon.

One day a brave young man set out to find the dungeon and free the Sun. Many people joined in and gave him strength and courage to challenge the mighty dragon. The journey lasted three seasons: summer, autumn and winter. At the end of the third season the brave young man could finally reach the castle of the dragon where the Sun was imprisoned. The fight lasted several days until the dragon was defeated. Though weakened by his wounds, the brave young man managed to set the Sun free to the joy of those who believed in him.

Nature was alive again, people got their smile back, but the brave young man could not make it through spring.



His warm blood was draining from his wounds in the snow. With the snow melting, white flowers, called snowdrops, harbingers of spring, sprouted from the thawing soil. When the last drop of the brave young man's blood fell on the pure white snow, he died with pride that his life served a noble purpose.

Since then people braid two tassels: one white and one red. Every March 1st, men offer this amulet called Martisor to the women they love. The red color symbolizes love for all that is beautiful and also the blood of the brave young man, while white represents purity, good health and the snowdrop, the first flower of spring.

THE END

EGLÈ, QUEEN OF SERPENTS

LITHUANIA 🇱🇹

One warm summer day, Eglè, the youngest daughter of a local farmer, went bathing in the sea with her two sisters. Afterwards, returning to the shore to get dressed, she found a serpent in her clothes. To her surprise, the serpent spoke to her in a man's voice and demanded that she promise to become his wife for the return of her clothes. Faced with an immediate need to get dressed and not thinking about possible future consequences, Eglè agreed.

Three days later a great number of serpents pulling a wagon showed up at Eglè's parents' farm to claim the bride. Eglè's family tried to trick the serpents by giving them one of their farm animals, but each time a cuckoo warned the serpents about the deception. Finally, wise to the trickery, serpents succeeded in taking Eglè with them to their master.

At the seashore they were met by Žilvinas, a handsome young man, the Serpent King, who took Eglè to a nearby island and then to his palace under the sea, where they wed. Eglè and Žilvinas lived together happily and had three sons, Ažuolas, Uosis and Beržas, and a daughter, Drebulè, their youngest.

One day the children started asking about their mother's former home. Eglè became homesick and asked Žilvinas to allow her and the children to visit her parents' farm. Žilvinas was against it and set a number of what he thought were impossible con-

ditions - to spin a never diminishing amount of silk, to wear out a pair of iron shoes, and to bake a pie without kitchen utensils. Eglè, however, with the help of a local sorceress, was able to accomplish them and Žilvinas had to allow Eglè and the children to go.

The reunion with the family was such a happy event that Eglè's family did not want to let them return to the sea and decided to kill Žilvinas. But first, they needed to know how to get Žilvinas to appear from the sea. They demanded that the children reveal the family secret. Sensing danger, the sons refused to comply, but the youngest daughter Drebulè became frightened and revealed the secret call.

Eglè's twelve brothers rushed to the seashore, called Žilvinas, who appeared in serpent form, and killed him with scythes. Not knowing her husband's fate and ending her stay with her parents, brothers, and sisters, Eglè returned to the seashore and called Žilvinas. In reply only a bloody foam appeared. In her grief, after she realized that Žilvinas was dead, Eglè transformed her family into trees - her sons into an oak, an ash and a birch, her daughter into a trembling aspen, and herself into a spruce.



THE END



Creativity through Fairy Tales

Erasmus+ Youth Exchange Project
Inventia Erasmus+

1-9 June 2019, Horné Orešany, Slovakia

Creativity Through Fairytales is an Erasmus+ Youth Exchange project gathering 35 youth workers from 7 countries to use tales to help to support the development of the imagination and creativity skills of the participating individuals to make a difference with their creativity in the work they are currently doing or in the future, to draw attention to the importance of imagination and creativity in today's business and social life conditions, to create social awareness and emphasize the importance of the tales, which is one of humankind's oldest literary productions, and to remember and use these artifacts that are most out of our lives.

Us: www.facebook.com/vibes
www.facebook.com/you

Co-funded by Erasmus+ of the European Union

THE FERN FLOWER

POLAND 

St John's night is the shortest night of the year. It is on this night that the legendary Fern Flower blooms somewhere in the forest. The golden flower, with its mysterious glowing centre, blooms for only one night until dawn. When the first rooster crows, the flower disappears and will not bloom again until the following year.

It is said that the path to the flower is protected by the trees and mystical creatures of the forest so that only the most courageous and noble young man might find it. The flower possesses the power to fulfil wishes, and whoever finds this flower will have all of his wishes granted; but he will not be allowed to share his wealth with others or he will lose everything.

Long ago, there was a young boy called Jack, but everybody in the village called him The Curious One because Jack always wanted things which appeared beyond the grasp of others. He did not care about things which he could get simply by reaching out his hand. Instead, he wanted things which required a great effort to obtain.

Once, when everybody in the village was sitting around the bonfire, the elder of the village told the story of the Fern Flower. The woman was very old and had travelled all over the world and seen many strange things, so Jack listened to the story very carefully.

The young boy was fascinated and promised himself then and there that he would find the flower and make all of

his wishes come true. It did not matter that the Fern Flower bloomed only once a year. If Jack did not find the flower on the first year, then he would keep looking year after year.

When St John's Night finally arrived, Jack dressed in his best clothes and went into the forest to seek out the mythical flower. Jack knew the paths and the trees of the forest very well, but on this night he did not recognize a single thing. The trees appeared much taller, and their branches and trunks stretched out in such a way that he could not always walk around them. The bushes were thicker and spikier, and the pathways were all darker and scarier.

Jack kept walking despite all of the obstacles in his way; despite the darkness and the terrifying blue, red, yellow and green eyes watching from the darkness. Jack walked on because he knew that the strangeness of the forest, and the scary eyes in the darkness, were all there to prevent him from finding the mythical Fern Flower.

The pine trees were tall and wide and caused Jack to make very slow progress. The bushes were so thick that he had to hack at them with his hands and feet in order to continue on his journey.

Then he came across a pine tree that was so tall it seemed to stretch up into the sky, and so wide it seemed to him as if it would take forever to walk around its trunk. When eventually he had gotten to the other side of the tree, he noticed that it was not so tall and wide after all, but rather another trick of the mysterious forest.



Some time later, Jack came across a marsh in the middle of the gloomiest, dampest part of the forest. There was no way around the marsh, and when Jack tried to put his foot into the water he almost sank to the bottom. Eventually the young boy noticed very small clumps of grass dotted here and there across the length of the marsh. He decided that this was the only way to cross the boggy water, so he took a deep breath and jumped from one clump to the next until he had crossed over to the other side.

Jack continued on his winding journey through the forest until he came across a massive fern in the middle of a clearing. He noticed a tiny, radiant flower growing on a leaf of the fern. Jack had never seen anything so beautiful. The flower had five golden petals, and in its centre something like an eye that flickered and glowed against the darkness of the night. Jack also thought he heard the distant sound of laughter, but told himself that it was just another trick of the forest.

He reached out very slowly, but just as he was about to touch the flower, the rooster crowed and there was a bright flash of light and the flower disappeared.

In the darkness Jack fell asleep, and the next time he awoke his mother was standing over him and he noticed that he was laid out in his own bed. Jack's mother looked very worried and explained how she had found him asleep in the middle of the forest that morning.

The young boy felt ashamed that he had failed, but he never told his mother or his friends what he had been doing in the forest that night because he was afraid they would not believe him. Instead, Jack made a silent promise to himself that he would try again the following year.

Jack thought about the flower all year long until St John's night finally arrived again. As the villagers gathered around the fires, he dressed in his best clothes and went into the dark for-

est in search of the flower. This time the trees were even wider and taller. There were huge, slippery stones on the forest floor, and thick ferns, some much taller than the young boy. Once again, the strange eyes looked at him from out of the darkness, but Jack continued on his search.

After many hours, he saw something glowing in the distance. As he got closer he knew that it was the same flower with its five golden petals and the amazing glowing eye at its centre.

Jack approached the flower in awe, but before he managed to touch it, the rooster crowed and the flower disappeared just as before. Jack was so tired after his adventure that he instantly fell fast asleep and experienced a strange dream in which the eye of the flower looked right at him. The flower asked the young boy, 'are you ready to give up yet?' When eventually he awoke from the dream, he promised himself that next St John's night the flower would be his for certain. The year passed very slowly, but eventually St John's night arrived, and again Jack dressed in his best clothes and set off into the forest.

This time the forest looked normal, just like it did in the daytime. Jack looked for the flower but could not find it anywhere. Then, quite suddenly, he noticed it, right there at his feet: the flower with five golden petals and the mysterious, glowing eye at its centre. Jack reached out and finally touched the mythical flower before the rooster could crow.

The flower burnt his fingers as if the petals were on fire! But Jack did not let go. As he put the flower inside his jacket, he heard a quiet voice say to him, 'now you can have anything in the world you have ever wanted, but you may never share your happiness with another soul.'

But Jack was too excited to hear the words of warning as he felt the flower laying down its delicate roots into his young

heart. The Fern Flower was finally his, and he was going to have his every wish fulfilled.

When Jack reached the edge of the forest he should have been able to see his cottage, but instead he saw a palace in the middle of a large kingdom. This was something Jack had always wished for: to live in a palace and be ruler of his own kingdom. There was also a carriage with six white horses waiting to take him to his new palace.

There were many servants inside the palace, but his family and friends were not there, nor anybody from his old village on the edge of the forest.

The young boy had a very comfortable bed and mountains of gold in the vaults of his palace. He often thought that he might send some of this gold to his family, but then he would remember how it was forbidden for him to share any of his wealth and happiness with another soul, even his family. If he did this, then everything would disappear and he would be poor again. And so the young boy decided that he must keep everything for himself, and if anybody else ever needed anything then they would just have to search for the Fern Flower as he had done. Jack lived what many would call a happy life, but although the young boy had everything his heart desired, he was very bored and so became a cruel and wicked king who treated his subjects unfairly.

One day, he decided to take the carriage and visit his old village because he missed his mother very much. When he arrived at the little cottage on the edge of the forest, Jack's mother observed the six white horses with fear in her eyes. He stepped down from the carriage with open arms but his mother did not recognize him. She said, 'My son Jack dead. If he were alive he would never leave his family. If he ever found the Fern Flower he would not keep such wealth and happiness for himself. He

would share it with his family and friends.'

Jack wanted to show his mother how much he longed to share everything he had with her, but each time he reached for the gold in his pocket he remembered that he would lose everything if he were to share with others.

With this realization, Jack's heart turned to stone and he ordered his carriage to take him back to his palace.

Upon his return, he ordered his subjects and his servants to entertain him. He got drunk on wine and tried to forget about his old life in the little village; but no matter what he did, Jack could never forget the look of sadness on his mother's face.

One year later, Jack decided to visit his family again. This time, when the carriage pulled up outside of his home, his mother did not come out to greet him. Instead, his brother approached the carriage. When Jack asked about his mother, his brother told him that she was very sick and that his father had gone.

Jack entered the cottage and saw his mother laid out on her tiny, uncomfortable bed. She looked very sick and could not even sit up to face her son. Jack felt a great guilt and fear come over him. He could not stand the thought of losing his mother. He wanted to reach into his pocket for the gold that might help his family, but again he remembered that he would lose everything if he were to share his wealth with others.

'My mother is old and will not suffer for long,' he reasoned. 'I am young, and if I give up everything now I will suffer for many years.'

Jack turned his back on his family and returned to the palace. But as hard as the young boy tried to forget his family, he was haunted by images of his sick mother and his poor brother. He tried to ignore his feelings but was unable to enjoy his wealth or his beautiful palace.

It was during these long, lonely nights in the palace that Jack realized how useless his wealth really was if he could not share

VELIKI TABOR LEGEND

CROATIA 

Dark Secrets and Spooky Legends of Croatian Castles
Dark secrets lurking behind walls of famous Croatian castles and forts...

There are several spooky stories of ghosts and ghouls trapped inside the walls as well as legends about fairies and witches that can make people's blood run cold, and which are passed on from one generation to the next. However, most people believe that all those stories are just old made-up folk tales.

According to the legend, a procession of skeletons was seen marching on All Saints day around the Veliki Tabor castle. The most famous mystery surrounding this castle is the story of forbidden love between beautiful Veronica and the married man named Fridrik. After Fridrik's wife Elizabeta Frankopan was

found dead, the couple fled, but were soon found. Fridrik's father Herman II. Celjski locked his son in the tower and accused Veronica of being a witch. According to the legend, she was killed shortly thereafter and buried in the northern wall of the fortress, and it is said that her cries can still be heard inside the castle.



it with friends and family.

As time went by, Jack lost weight and his health became very poor. He was always miserable and his vast wealth no longer seemed to matter.

The young man awoke one day and knew that he must return home to his family and his friends. He ordered his carriage to take him right away to his old house in the village on the edge of the forest. But when Jack arrived back at his old home, nobody came out to greet him.

Jack stepped down from the carriage and approached the little cottage. He looked through a tiny window hoping to see his family inside, but the cottage was empty.

It was then that an old beggar approached Jack and told him, 'Nobody lives in that cottage anymore. They all died of disease and hunger for they were too poor to buy food and were unable to send for a doctor.'

Jack began to cry over the loss of his family. He was the boy who could have anything he wished for, but what good was that if he did not have his family or friends around to share in his happiness? Jack wished he was dead because he could not bear the thought of being alone any longer.

Suddenly the ground opened up beneath his feet and Jack vanished into the darkness below, the mythical Fern Flower still clinging to his cold heart after fulfilling the young boy's final wish. The Fern Flower has never been found by another, and Jack, the young boy whom the villagers once called The Curious One, has never been seen again.

THE END

28

THE END

29

ACTIVITIES



Emotions Plutchik's Wheel of Emotions

Summary of the activity: The activity consists of miming different emotions to another person as a way to understand emotions, interpersonal and intercultural differences in their expression.

Purpose of the activity: The purpose is to discover emotions, raise awareness about their complexity and to get introduced to its theoretical roots through Plutchik's Wheel of Emotions.

Group size: 2+

Time: part 1 (20 – 30 minutes), part 2 (10 – 15 minutes)

Space requirements: Best if the pairs (part 1) and groups (part 2) can be isolated from each other

Realization:

Part1:

- Split participants into pairs
- Give them 5 papers with emotions
- Ask them to mime each emotion. Using words or other forms of verbal communication are not allowed, other than face/body communication
- Debriefing and evaluation (with introduction to Plutchik's Wheel of Emotions)

Part 2 (optional)

- Split participants in small groups (can be adapted according to the group size)
- Give them some complex emotions and ask them to match them with 2 basic emotions

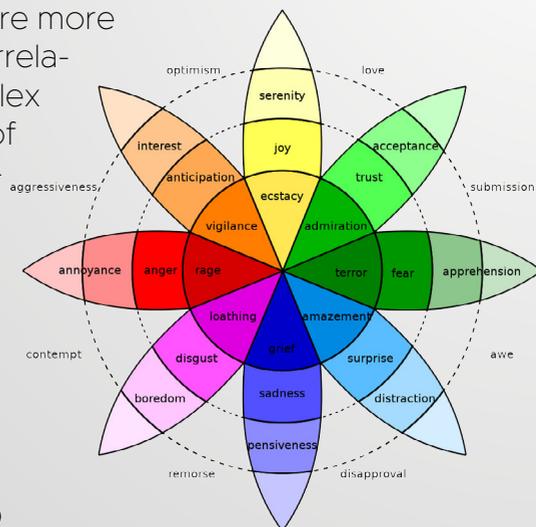
Tips for facilitation: Check if the participants have doubts about the meaning of the emotions, especially in a foreign language. Also check if participants get a duplicate emotion person.

Additional information:

- Give participants a copy of Plutchik's Wheel of Emotions
- Give participants a copy of the summary of the complex emotions
- Prepare papers with emotions, at least 5x number of participants.

Outcome of the activity:

We found out that some emotions, such as love or anger are easier to express, while other emotions, such as guilt or pessimism were more difficult. There was no correlation between basic or complex emotions with the difficulty of expressing them in a non-verbal way. Moreover, we have a discussion about complex emotions, with some people agreeing with Plutchik's theory and others proposing a different categorization.



Impro Theater

random situations for job interviews

Summary of the activity: it is a game based on creating impro theater with the help of the surprise effect of random words from the participants

Purpose of the activity: Explore creativeness through impro theater

Group size: 2 actors + spectators (any number)

Time: 45 minutes (for 3 plays). Can be adjusted according to the number of participants and their willingness to act on stage.

Space requirements: At least one stage. Audience in rows as in theater; pieces of paper and pens for writing down the random words.

Realization:

- Ask participants to write down 5 random words on separate pieces of paper
- Ask 2 participants to go to the stage and improvise a job interview situation (1 boss and 1 job seeker)
- Each actor improvises one line (question or answer) including the words they will have picked at that time (they can show the words to the audience if they wish so)
- Debriefing and evaluation: ask the audience to guess the words on the paper (if not shown during the play). Ask whether the impro was difficult or not.

Spot it!

Purpose of the activity: The main point of this activity was to show how different people interpret the same things differently based on their imagination power

Summary of the activity: Making spots with watercolors on the wet paper and try to see some things in the spots. Later the participants exchanged their papers and interpreted what they see.

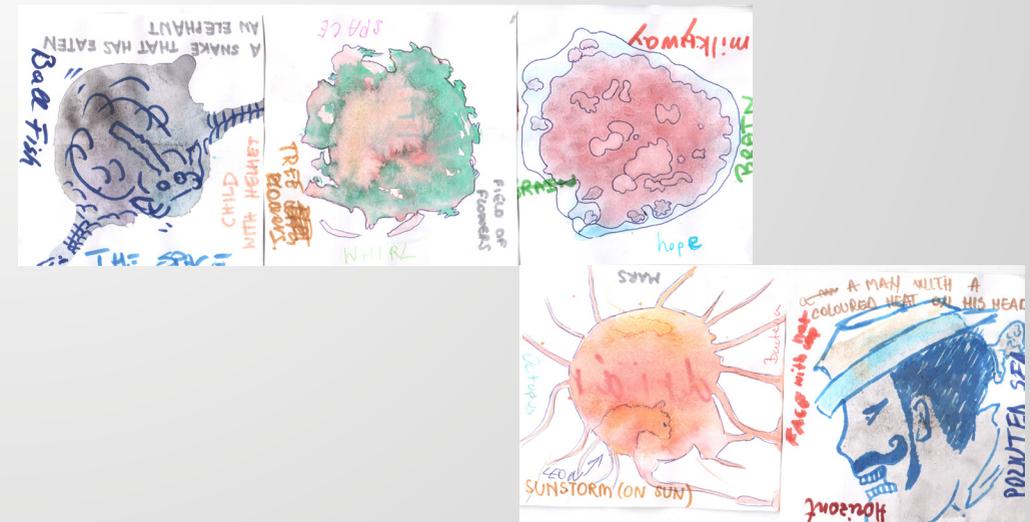
Group size:

6 – 8 persons per group

Time: 40 minutes (10 minutes explanation; 20 minutes act; 10 minutes debriefing)

Space requirement: Set up tables and chairs which are suitable for drawing

Materials: watercolors, brushes, paper, black pens



Tips for facilitation: Make sure that the audience can hear the actors properly. Split the participants in 1-2 smaller groups if it helps hearing the actors better. Make sure the actors do not see the 5 random words before the play. Make sure the actors face the audience.

Outcome of the activity: The participants could explore improvisation thanks to the surprise effect of the random words. It was interesting as well for the audience, as the play could turn into unpredicted situations at any time.



Drama

from black-out poetry

Summary of the activity: Activity consists of 2 parts: black-out poetry and drama and it focused on designing a visual poem from a page in a book. Participants basically choose words and making grammatically correct sentences to make their own stories from a random book page. Then the group of participants splits into groups in order to make a short story and place the dialogues into their stories.

Purpose of the activity: to boost creativity and imagination skills by creating a brand new text from the existing one; observing perspective of other individuals and experiencing creativity in a group; making other writer's stories to make their own; finding out individually hidden meaning and secret messages.

Group size:

No limits for the part 1. Groups in the part 2 should consist of 3 – 5 people.

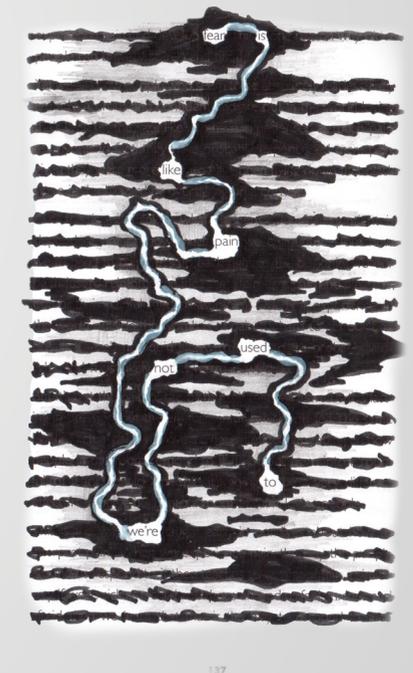
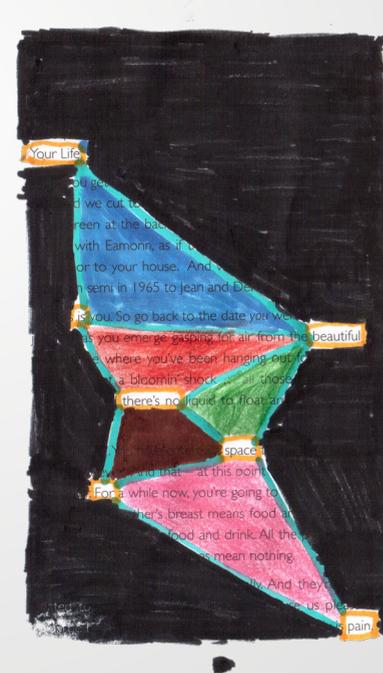
Time: 1,5 hours (explanation and showing examples: 15 minutes; black-out poetry: 30 minutes; creating short stories with dialogues: 30 minutes; presentation of stories: 15 minutes)

Space requirements: No special space requirements

Materials: 1 page from a book (for each participant), color pens

Realization:

- Scan the attractive and noticeable words
- Choose an idea or theme
- Outline or circle the words you want to keep
- Cross out / reduct all the other with black marker or color pencils
- Letters from several words can create a word you need
- Design your page
- Make groups of 3 – 5 people
- Each group creates a short story where they can use their sentences as a dialogue
- Debriefing and asking questions



Like Salt in Food

Summary of the activity: Groups create a part of the story and compares how they changed the content of the stories.

Purpose of the activity: Improving story telling skills and imagination skills.

Group size: 3+ people per group (according to the number of participants)

Time: 30 – 40 minutes

Materials: 3 separate pieces with spots for hiding envelopes

Tips for facilitation:

- Hiding envelopes before the activity
- Preparing the parts of stories in printed version
- Having full version of the story
- Be available for help in case the participants cannot find the envelopes
- Make sure the participants find the envelopes assigned to their group, not from another group

Outcome of the activity: We found out that the stories created by each group were very different from the original. Moreover, we reflected on the diversity of the created parts of the story, which was an expression of group creativity.

Stibor's Forest

Summary of the activity: The activity is focusing on everyone's view on a story. Taking different images from a story and observing the similarities and differences.

Purpose of the activity: Providing awareness of different perspectives.

Group size: Individual groups should consist of 7 – 8 persons.

Time: 1 hour (explanation: 15 minutes; act: 15 minutes; debriefing: 15 minutes)

Space requirements: It is suggested to set a table where the group can draw.

Materials: Print the stories according to the number of groups and put them on the tables. Provide the color pens and papers for each group.

Realization:

- Split participants into groups
- Give a story abstract (same story) to each group
- Let them read the story and draw one by one the flow of the story.

Outcome of the activity: Participants experienced drawing images they held in their mind based on a story and compared their different points of view.



“THANKS TO THIS PROJECT I COULD EXPLORE MY CREATIVE SKILLS IN MANY DIFFERENT ASPECTS, SUCH AS DRAWING, CREATING STORIES, PLAYING THEATRE AND GAMES. I WAS REALLY HAPPY ABOUT THE CONTRIBUTION OF EVERY AND EACH OF US. I WILL DEFINITELY USE ALL OF THE WORKSHOPS IN MY FUTURE ACTIVITIES IN NON-FORMAL EDUCATION.”

- FRANCESCO CARNIMEO (IT)

“WE NOTICED THAT ON THE FIRST DAYS OF THE PROJECT – WHEN YOU SHARE YOUR THOUGHTS, IDEAS AND ARE DOWN TO BE HELPFUL – EVERY GROUP OR SOLO TASK BECOMES EASIER. NOT ONLY THAT, DISCUSSIONS AND GAMES LONG INTO THE NIGHT, CULTURAL EVENINGS WITH DEEP TALKS ABOUT CULTURAL AND INTERNATIONAL PROBLEMS – WE THINK THESE ARE THE THINGS THAT MAKE YOU GROW. ALL THE ACTIVITIES YOU FIND IN TIMETABLE ARE IMPORTANT, BUT REAL NON-FORMAL EDUCATION HAPPENS BETWEEN CLOSED DOORS.”

- MANTĚ, MEDA, AUSTĚJA (LT)

Horné Orešany
Slovakia
2019