

The project « Captain Europe » was funded with the support of the European Union under the Programme "Europe for Citizens"

Applicable to the Strand 2 – Measure 2.1 *"Town-Twinning"*

Participation: The project involved 1000 citizens, notably 800 participants from the host town of Lučivná and its surrounding (**Slovakia**), 40 participants from the city of Gols (**Austria**), 40 participants from the city of Priverno (**Italia**), 40 participants from the city of Morawica (**Poland**), 40 participants from the city of Staré Město nad Landštejnem (**Czechia**), 40 participants from the city of Gennepe (**Nederland**).

Location/ Dates: The event took place in Lučivná (**Slovakia**), from 02/07/2017 to 08/07/2017

Short description:

The day of 02/07/2017 was dedicated to getting to know. It was about getting to know each other, learning the languages of the present nations, getting to know the EU. This initial acquaintance outlined the whole future program of the event. After the arrival of foreign guests the event was ceremonially opened. A program of the event and places of activities were presented. This activity was followed by dating games among the participants. Within them, participants were divided into groups where they played different games with the need for social interaction with others, which made the participants familiar with each other. The Language window was a continuation of the common familiarizing. The participants learned basic phrases in partner languages. These were words like: hello, good day, thank you, good taste, and so on. Even here the participants had the opportunity to learn new people from abroad in a creative way. The participants also had the opportunity to meet the EU. As part of the activities, the European Corner was opened, providing the participants and the general public with information materials, coloring pages, puzzles, social games with EU themes. This has helped to disseminate information about the EU. The day was ending with music as an opportunity for further familiarizing.

The day of 03/07/2018 was dedicated to interactivity and creativity. First of all, it was artistic creativity. Within the activity Creativity Olympics, the younger participants produced artifacts from clay and modularity. This enabled them to learn to produce objects like our ancestors. This was followed by advanced understanding of the language of each country. Reading texts in partner languages was performed within the Reader window. After learning the basic language phrases, reading was the second step in overcoming language barriers. The European Union has also come to speak in the form of an interactive lecture on its functioning. Presents have the opportunity to learn more about the EU, how it works, how it has been shaped and what common policies are promoting. European awareness has developed. An important element of the project was the debate on migration. As part of a meeting with foreigners who live in Slovakia for a long time, they have had the opportunity to learn the difficulties of moving to other countries (for war, oppression, etc.), such as admission to the community, language learning, or people's reaction to aliens. By the evening the guests learned about the local town and its surroundings.

The day of 04/07/2018 was dedicated to solidarity. Early activities were designed for the youth. The young people divided into groups searched for indices in nature and linked them to the elimination of the task. The theme concerned the EU. As part of the picnic in nature, participants got familiar with local nature and the need to protect it. Solidarity as the main topic of the day was presented in the form of a presentation of the activities of non-profit organizations that help people and aliens to integrate into life in Slovakia. This has helped to present the theme of migration from a different perspective. It also highlighted the need for solidarity with migrants leaving their homes due to ongoing conflicts. In a similar way, activity We Migrate, We Love, We Help, We Integrate was carried out. Its role was to overcome the possibilities of helping migrants, as well as domestic marginalized groups by the majority. The importance of this forum was to evoke the need for volunteering and community assistance. The Writing Window brought a new element from the foreign languages, along with the basic phrases and the reading - the writing. Participants learned to write the specific letters of each language. Thanks to this, the language barriers were rebuilt.

The day of 05/07/2018 was dedicated to activation of young people. Firstly, young people have taken part in sports competitions. Sport is, in addition to culture, a universal language of communication. It also promotes healthy competition. Subsequently, young people became involved in the European Parliament's work within the framework of the activity Parliament of young European citizens. This was a fictitious negotiation of parliament by elected youth representatives from partner municipalities, with young people learning the elements working in the EP. Citizens have the opportunity to see the benefits of the EU. These were specific benefits in terms of showing supported projects from the European Funds. This is how the EU supports the development of municipalities and civil society. It was a seed campaign in the fight against Euroscepticism. Creative workshops featured activity with an informal way. At the same time, children have the opportunity to learn something new. The Narrative Window was another element of overcoming language barriers. Participants spoke their national fairy tales, bringing the present citizens closer together.

The day of 06/07/2018 was dedicated to volunteering. This means that they have gained information on volunteering and were also stimulated on how to become a volunteer. These activities were dedicated to theme:

For Free and Voluntary and Solidarity with Us. As part of the first activity, participants discussed volunteering. Within the second activity, NGOs working on a volunteer basis were presented. Thanks to these activities, it has been possible to attract more participants to become volunteers. Smallest participants were involved in the activity Creative workshop. They produced different objects/products together. Children's activities are also designed for fun. In their playful form, they became aware of the EU. Representatives of municipalities, associations and youth jointly discussed the need for greater involvement of young people in public affairs. They were looking for ways to reach out the young generation, with each group presenting their views. Common dinner serves to create friendships.

The day of 07/07/2018 was dedicated to Captain Europe. This means that during social activities they have taken the EU as theirs. Important in this was the Captain Europe activity. The young people got to know what the EU was offering them (travel, internships, study abroad, Erasmus +). They learned relevant information for their further work in the EU. At the same time, they jointly created a boxes with EU motifs, selecting pictures that were processed into the game and distributed among the partners. The activity of joining people of different nationalities was: pushing their hands on a white sail. The sail thus became the output of the project. Social activities, cultural performances or entertainment served to connect participants, to get to know each other and to overcome prejudices and barriers, especially language barriers.

The day of 08/07/2018 was dedicated to confirmation of friendship. Early musical-sport activities were a combination of a lifelong style and tradition. Here, guests have the opportunity to get to know the surroundings of the local community again. Activities included a video presentation of Nicky's Family about Sir Nicolas Winton, who during the World War II voluntarily saved more than 500 Jewish children. The film was a reminder to today's generations about the need to help. The last activities were related to the evaluation of the event and to the discussion among the participants.