

We are all children of the Ancient Greeks and Romans
Report of the meeting in Spain 13-20 may 2017

1. Objectives of the meeting
 - Photo and theatre workshops
 - Summing up the photo competition
 - Presentations of students' performances inspired by the antiquity
 - Integration of the participants of the project
 - Exchanging experience between the participating teachers and presentation of good practice
2. Participation in the meeting: teachers from partnering schools (full list of participants in attachment no 1)
3. Programme of the meeting (attachment no 2)
4. Findings:
 - 4.1. Workshops devoted to fashion in antiquity (A5)
 - It was reminded that this activity will take place until October 2017.
 - It was reminded that in each school there should be organized workshops connected with ergonomics and material science, which, as the result will prepare the students to design the outfits inspired by the antique fashion. Materials and materials classes should be provided in schools, whereby young people will be prepared to design their own antique-inspired costumes individually
 - The costume design should be inspired by the culture of the ancient Greeks and Romans
 - The originality of the idea, the unity of structure and composition, and the proportions are important
 - Free choice of technique
 - Different ways and methods of combining different materials (not just paper) are welcomed
 - Authorized graphic on dress
 - Three selected projects will be presented in Italy
 - Each costume must have the description in English, which will include the technique, materials and its connection with the antiquity
 - Students can use only the recycled material
 - In Italy 4 costumes will be made from the materials supplied by the Italian side. They will be the suggestion of the possible outfits for 4 gods (2 men and 2 women). The Italian side will decide which gods are chosen and if they are going to have any attributes (if yes- what kind of). These costumes will be prepared by the groups of students from different schools as a part of the integration of the participants of the project.
 - 4.2. Inventions and games (A6)
 - 4.2.1. Inventions (A6a)
 - We make a functional model of the ancient invention or its development
 - Students are working in groups to prepare the models. Each school will decide on the rules of selecting the pupils representing groups at the meeting in Italy.
 - The invention is the participant's own idea in a prototype inspired by his ancient model
 - The 2 best inventions will qualify for the final, which will represent our school in the international competition
 - We choose one invention from two categories: with or without engine
 - Each invention must have a description in 1 language (English)

- Maximum size of 50cm 50cm
- It was suggested that each school should prepare 2 models of antique inventions which are used also in modern world.
- We got the idea that it could be interesting to create on the spot one working model out of all previously prepared inventions. It should be able to perform some task. That would be a challenge for students involving a lot of cooperation before the meeting and building creativity.
- The participants of the competitions have the assignment to construct an invention which is based on an invention or a device from the ancient times (Greek or Roman) or it could be inspired by such an invention. The invention/device has to be in a working order and be able to perform one of the tasks given below. The participant has to choose one of the tasks.

So, the participants have to choose one of the tasks from the list below, build the invention/device and the objects that are necessary to perform the task (something will be carried, moved, make noise etc.). It is also necessary to prepare documentation showing the original ancient invention the new invention is based on (the author, time and place of its origins, the working of it and the usage).

List of tasks to be chosen from:

- 1/ Carrying something from place to place
- 2/ Making something move
- 3/ Playing music
- 4/ Lifting a flag
- 5/ Dividing an object into two parts
- 6/ Lifting something into vertical position
- 7/ Opening a book

- For the coordination of this project will be responsible Aneta Dwornik from Poland (the teacher of physics, IT, and crafts) aneta.dwornik@debinka.pl, who will contact the coordinators of each school and set the final draft of the activity). Aneta will be also responsible for preparing the games.

4.2.2. Games (A6b)

- These can be board or card games
- Topics should refer to the antiquity
- Free technique
- Each game should additionally contain a short description and rules of the game in English
- The games will be the final effect of the series of classes synthesizing the humanistic knowledge (history and politics) and science (maths, science, geography, economics).
- We assume that each school will prepare 2 games, which will allow us to create the base of 8 games - tools for learning about the antiquity and its heritage (geographical names, political and economic mechanisms, important people and situations connected with them, inventions and its applications, monuments, etc.). The games will be promoted in the partner schools environments.
- We suggest that the presentation of the games should take place in Poland during the meeting in May 2018. probably there will be a game tournament in Poznan at the same time, which could be a nice occasion for dissemination of our project.

4.3. Visit in Italy- November 2017 (C3)

- The suggested date-from 15 to 22 November 2017, with program days- from 16 to 21 November

- The number of participants: For Polish team- 7 or 8- if the Italian side is able to host one more person, for Spanish team- 7 people.
- 3 teachers from Poland and Italy will take part in the meeting. The final number will be given after the partners check the budget.
- Who will take part in the visit?- 3 students connected with the inventions and games (the schools will choose them independently on the basis of their own rules and regulations), 3 students – fashion designers (the schools will choose them independently on the basis of their own rules and regulations), and 1 student who will make the photo documentation of the meeting The schools can modify the scheme of the teams provided that the mentioned roles are sustained. It is accepted for one student to hold more than one role in a team.
- During the visit there will be a fashion show inspired by the antiquity. The show is not a competition. Each team will present 3 outfits brought by them from their country. The description of the outfits must be prepared in English.
- The next 4 outfits will be prepared on the spot by mixed teams (consisting of students from different schools)
- During the visit there will be organized the exhibition of inventions and games as well as the active use of the chosen games.

4.4. Meeting in Spain (M2)

- The meeting of the coordinators of the project will take place from 17 to 24 February in Spain.
- If it is possible, we would be happy to stay at the Spanish teachers' homes
- would like you to prepare the quote of the potential expenses.
- It was reminded that it will be mainly devoted to deciding on the final form of the meeting in Poland (May 2018) as well as to preparing the first elements of summing up of the project.
- It was reminded that in the meeting should take part teams of 3 teachers from each partner school and that we shouldn't cut that number as it is written down in the project.

4.5. International drama review (A7) in Poland – May 2018 (C4):

- The Polish side will check the possibility of hosting the group of students bigger than 21 and about 10 teachers. We assume that we will stick to the tradition of hosting in students' and teachers' houses.
- The draft of the expenses and the program of the meeting in Poland will be presented to the partners by September 2017. it will make it possible for the partners to plan their budgets.
- We have already roughly planned the time of the visit in Poland.7-14 May 2018.
- We assume that we will prepare one performance in 4 acts presented in 4 different conventions.
 - The Polish team will prepare the ancient version
 - ICA 2 team will prepare the Medieval version
 - ICA 3 team will prepare the Baroque version
 - the Spanish team will prepare the Modern version
- Peter Reiss will prepare the suggestion of the play and the frames connected with the adaptation of the play to our project . It will be a script of a play divided into 4 acts. We are considering "King Edyp" by Sofocles, mainly because of the construction of the play and its topic. The play is available in a very good translation into English. More details will be sent by the end of August for further discussion. We think that the final decision about the author and the play must be taken by the end of September to give the teams time (6 months) to prepare the show, costumes, and decorations. Your suggestions

about the play are more than welcomed.

- We suggest organizing with the students a "happening" as a final part of the project . Out of each theatre team, 2-3 students- volunteers , who are coming to Poland would additionally take part in a drama experiment prepared by the Polish side. It would probably be connected with learning a bit more of the tekst (bear in mind - these are supposed to be volunteers). It is an open topic for discussion during our next meeting in Italy and Spain. We will prepare the description of the task so that the interested students could know what it will look like. The main purpose of that task is to show that our students are able to cooperate in making art, and have fun with the project.
5. We have already started the website of the project , available at the address: <http://debinka.pl/erasmus/Main.html>. Please, send us the materials to be put on that site.
 6. We would like to remind about the obligation to organize the exposition of photos which took part in the competition, as well as the international exhibition of all the photos which were presented in Terremolinos. To do that, the Spanish side is requested to send the other sides the link to download the works from the exhibition.