



6TH NEWSLETTER

6TH TRANSNATIONAL MEETING OF THE SPAHC PROJECT PARTNERS

Ława on the 22-23th of May 2018

Poland

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SPAHCO SIXTH TRANSNATIONAL MEETING

The sixth and also the last meeting of the Spahco project took part from 22 to 23 May 2018. The meeting was enriched by a beautiful, warm Polish spring, which made work for participants from seven European countries more pleasant. The meeting was organized by the Municipality of Łąwa (Poland), Psychoeducational Centre with cooperation of Primary School nr 1 in Łąwa.



FIRST DAY OF THE MEETING

The first day of the project proceedings started with a meeting in the Town Hall of Łąwa with the mayor Adam Żyliński. During the meeting the mayor explained the policy of Łąwa's Municipality and answered some questions about the town. It is a wonderful place for tourism, especially for sailors and nature lovers. Another asset of the town is openness of the local government for international cooperation, which leads to various international projects. After the meeting the representatives of the project countries got to see the historic town hall tower with a fantastic view of the town.

The next point of the agenda was a visit in Primary School nr 1 in Łąwa. The partners were greeted by the headmistress of the school Aleksandra Skubij

who organized a workshop meeting for over 30 students.

After a short introduction of the SPAHCO project and its aims the participants of the workshop were divided into 4 groups. Each group consisted with representatives of the project who were responsible for introducing to students advantages and disadvantages of using digital media in their countries and also for presenting the point of view of the adults. It was a very useful experience for the students not only in terms of getting to know the habits of using digital media in other countries but also in terms of practicing their English speaking skills. At the end representatives of each group presented their point of view on the world of technology.



The most common statements:

1. Positive:

- access to more information
- easier communication
- shopping online
- entertainment
- sport apps
- navigation
- access to more friendships
- getting back in touch with old friends
- earning money
- working from home
- you can learn better
- interactive exchange of information and idea

2. Negative

- wasting time, money
- limits you orientation
- fake information
- easy access to illegal things
- becoming addicted in order to connect with people
- cyber bullying
- forgetting about the offline sources
- fake realities of people

The last stop of the day was visiting the Psychoeducational Centre in Łława which works in the field of:

- helping in cases of addiction and codependency,
- family violence,
- preventive classes for children and teenagers from łławian schools,
- organizing preventive summer camps,
- cooperation with NGOs,
- organizing workshops for professionals,
- projects aimed at improving parenting skills.



During the meeting the manager of the centre – Krzysztof Panfil presented to the partners a local diagnosis of using psychoactive substances by the young people of the district according to ESPAD. More information: www.spahco.eu/documents/#documents.

At the end of the day the Italian partners responsible for the creation of the application and the online game hosted the workshop for the project partners. The groupwork was aimed at

consolidation of the online game content and also the translation of the game into the project languages. The project partner also decided on the next update of the app.

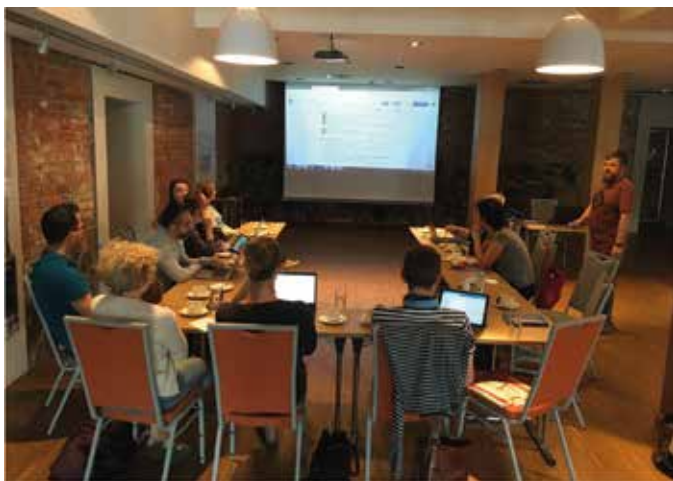


SECOND DAY OF THE MEETING

Day 2 started with a cruise through the Elbląg Canal, where we can find a system of 5 inclined planes – one of the greatest technical inventions in the world. The canal is a part of an ornithological nature reserve on the lake Druzno. More information: <http://www.zegluga.com.pl/>



On the return to Łwowa the leader of the project – Isabel Serna presented the final dates of completing the project tasks. She also mentioned the importance of organizing the final event promoting the outputs of the project (application and online game) which had to be organized in September or October 2018. The event will be devoted to people working with children, teenagers and families to offer them modern digital tool supporting their everyday work.



At the end of the day the partners agreed on the form of the guide for adult educators. It will consist of the description of the application and online game (advantages and disadvantages, ways of keeping children away from inappropriate content etc.), introduction of the partners and their best practices. Thanks to it the user will be familiar with the character of work of each project partner and it will be a great source of model behaviour.

At the end end of the project each of the project countries summarized the project during the multiplier events which took place in October in order to promote the outputs. Professionals working with adults and cooperating with families were familiarized with with the effects of the international cooperation and the outputs of the Erasmus+ project - „Stronger parents – healthier communities“. These products are:

1. GROW TOGETHER THE APPLICATION

Grow Together s an application created by the SPAHCO project partners for every person who would like to extend their knowledge in the areas such as child upbringing, healthy lifestyle, ways of spending family free time, and also it will be a communication tool for the people in the local community. The detailed information about the application you can find in the guide to be downloaded from the project website <http://www.spahco.eu/#project>.

The application is free of charge. It is maintained in seven languages according to the area of operation. You can download it from the Google Play or App Store, by writing "grow together" in the search section, by scanning the QR Code or from the project <http://www.spahco.eu/#project>.



22. GROW TOGETHER – THE GAME

The game consists of completing tasks during the common gameplay. It is a perfect combination of virtual world, in which we collect points for

completing tasks, and a real life, in which we strengthen our family ties. It is a perfect tool, which enables us to activate families to use digital media in different way. The detailed information about the game you can find in the guide to be downloaded from the project website <http://www.spahco.eu/#project>. The game is free of charge. There are eight languages available. You can download it from the Google Play or App Store, by writing "grow together" in the search section, by scanning the QR Code or from the project <http://www.spahco.eu/#project>.

3. THE GUIDE

The guide consists of several sections: detailed description of the SPAHCO Project, it's aims and how were they achieved, manual for the game and the application. It describes in details the purpose of the application and the game. In the guide you will also find examples of best practices of the project partners. Worth mentioning is the story of Gulliver created by Croatian partners. You can download it from www.spahco.eu You can download the guide from: www.spahco.eu/#project.

More project info on:

- <https://www.facebook.com/StrongerParents/>
- www.spahco.eu





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