

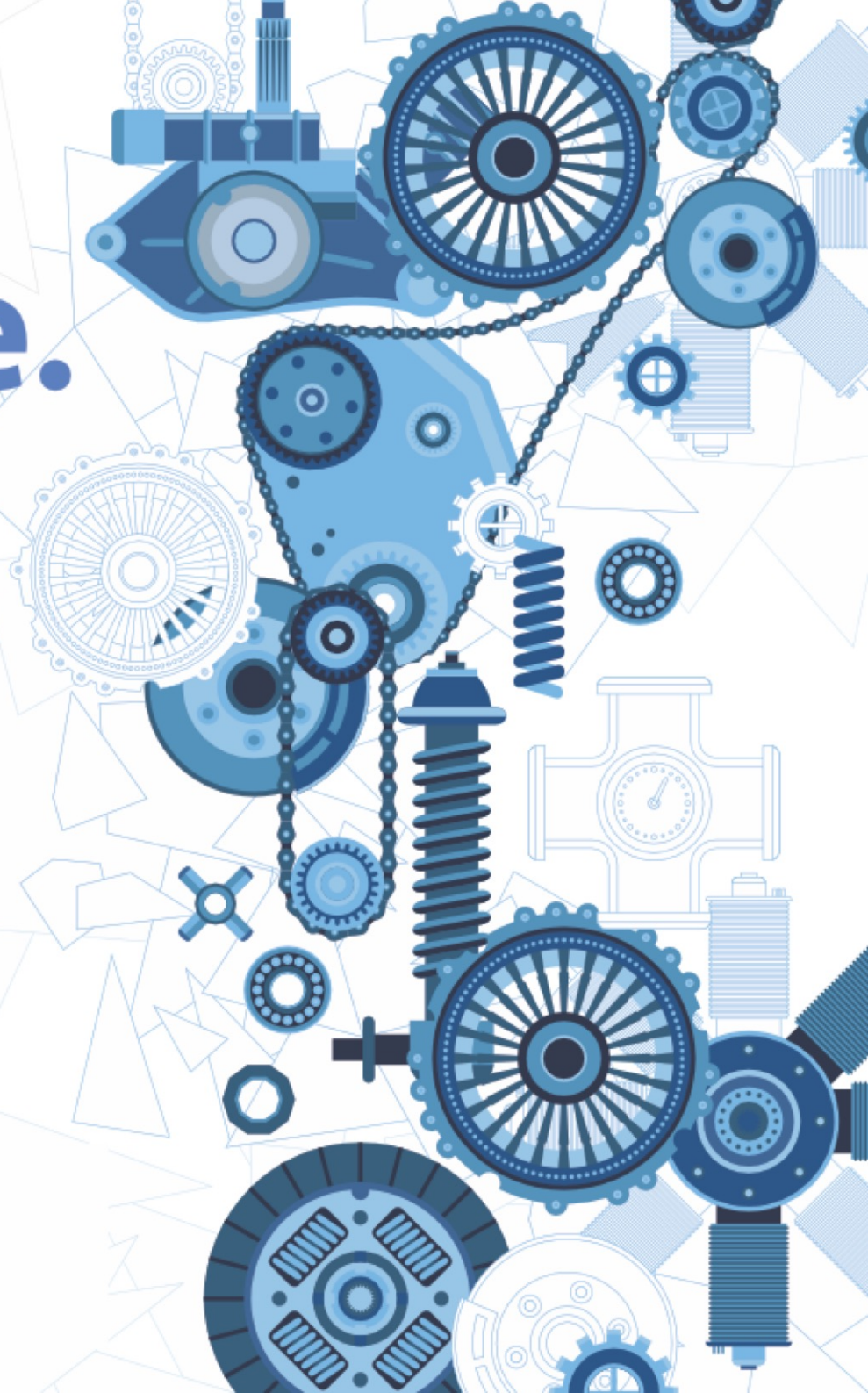
# Man, the machine.

**INFOPACK**

Lublin in Poland



**ART OF SCIENCE  
FOUNDATION**



# ABOUT PROJECT

The main goal of the project is to popularize natural sciences and technical sciences among children and young people. Through the implementation of the project we want to show that seemingly boring content from mathematical, physical or chemical classes can be used to create interesting subjects when they are translated into practice. We notice a lack of motivation and willingness to learn science among our peers and Younger siblings. For us, modern technologies And science are hobbies, passions and for others Ideas for working life. We want to take up the challenge of creating a mini-cultural event, the center of which will be an artistic installation created by us. Thanks to this, we will simultaneously increase our own technical and digital skills.

## METHODS

During the exchange, we will increase design and construction skills through the use of specialized computer software and the ability to use technical tools and devices such as 3D printers, laser plotters, cutting plotters etc.



# DRAFT AGENDA

## Timetable

## Activities

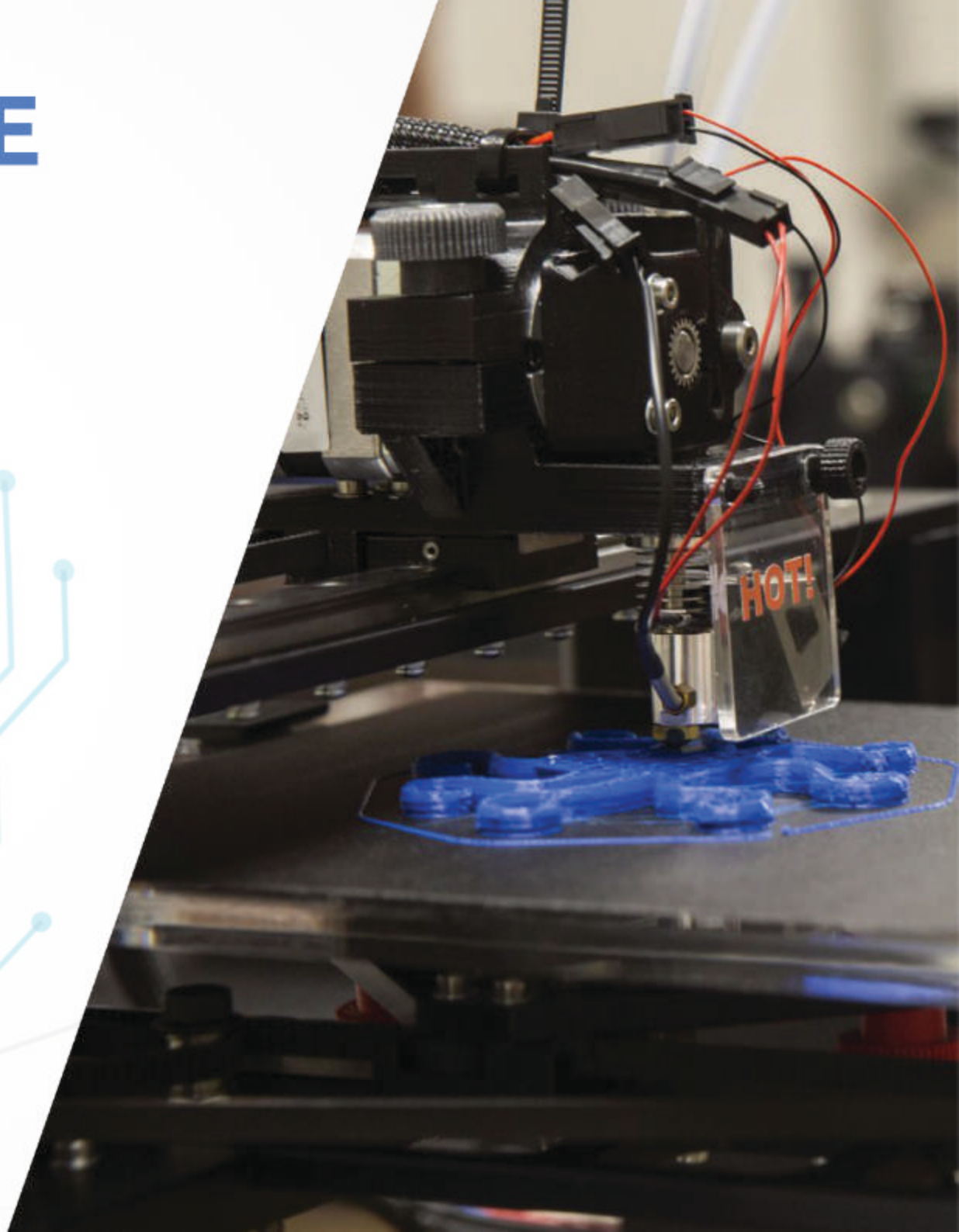
- DAY 1 A familiarization session. Learning about the concerns and expectations of the participants. Getting to know the safety rules. The contract. Presenting the idea of Youthpass certificates. Presentation of groups and people. An inclusive welcome evening.
- DAY 2 Our problems: technological development and society, especially affecting our countries. Android, humanoid robot or cybernetic man? Cyberpunk, dieselpunk, steampunk subculture workshops. Daily evaluation. Working on Youthpass. Cultural evening.
- DAY 3 Presentation of the mechatronics lab. Workshops of CNC equipment: laser plotter, lathe, milling machine, 3D printer and other equipment. Problems of the cyber world. Problems of the future city. Daily evaluation. Working on Youthpasses. Cultural evening.
- DAY 4 Art and science - workshops in the modern art gallery "Labyrinth Gallery". Street poll. Conversations with the inhabitants of the city about the technological development of the city and its vision. Daily evaluation. Work on Youthpasses. Cultural evening.
- DAY 5 Spatial design of an artistic installation with the use of 3D printing. Acquisition of materials for an artistic installation (junkyard, building sites, etc.). Daily evaluation. Working on Youthpasses. Free time.
- DAY 6 Division of tasks in building an artistic installation and happening. Building an artistic installation. Work on happening. Daily evaluation. Work on Youthpasses. Cultural evening.
- DAY 7 Building an artistic installation. Work on happening. Daily evaluation. Work on Youthpasses. Cultural evening.
- DAY 8 Building an artistic installation. Work on happening. General rehearsal. Daily evaluation. Work on Youthpass. Open space.
- DAY 9 Presentation of the created interactive installation. Happening in urban space. Final evaluation of the project. Presentation of Youthpass certificates. Free time for packing. Goodbye evening.

# DAY SCHEDULE

## Timetable

## Activities

09:00 - 10:00	BREAKFAST
10:00 - 11:55	WORKSHOPS
12:05 - 14:00	COFFE BREAK
12:05 - 14:00	WORKSHOPS
14:00 - 15:00	LUNCH
15:00 - 16:55	WORKSHOPS
16:55 - 17:05	COFFE BREAK
17:05 - 19:00	WORKSHOPS
19:00 - 20:00	DINNER
20:00 - 20:15	EVALUATION
20:15 - 22:00	CULTURAL EVENING / FREE TIME



# PARTICIPANTS

30 participants from 5 different countries (Poland, Croatia, Greece, Portugal, United Kingdom) at age 18-25 years. 5 participants + 1 leader from each country, there will also be a supervisor from the Polish group to whom everyone will be able to turn if they need help.

# TRAVEL BUDGET

If possible, our organization will buy travel tickets, but in exceptional cases it will be possible to buy it yourself.

Country	Budget per person
United Kingdom	275€
Greece	275€
Portugal	360€
Croatia	275€

The budget is calculated from the town where the organization is located.



# PARTNERS

## Art of Science Foundation

### Who We Are?

We founded the foundation in May 2013 to jointly implement educational projects that require combining 'hard' science knowledge with 'soft competences' in communication and art.

Through our actions, we **arouse** cognitive curiosity and show exact Sciences from a fascinating empirical side.

### Foundation's mission:

Our mission is to disseminate knowledge and make society aware of the importance of natural sciences and new technologies in the Global process of society development.



# PARTNERS

## Buinho

Buinho is a cultural association founded in the historic Village of Messejana, in 2015. It started in 2014 as an informal group of young people concerned with social innovation and youth empowerment through entrepreneurship and product design. Buinho has been envisioned to be a reference point of transdisciplinary innovation in Alentejo, gathering creative projects that bridge knowledge from local craftsman traditions to technological factors.

**Contact person:**

Carlos Alcobia  
info@buinho.pt  
+351918283288



# PARTNERS

## Abroadship.org

Abroadship.org activities are based on four pillars: ART – we use artistic and creativity-based non-formal methods, games and simulations, contemporary theatre, movement, painting, sounds, CULTURE – we encourage intercultural dialogue by creating dynamic multi-cultural groups, mixing nationalities, traditions and borders, ENVIRONMENT – we use outdoor elements in the training, we seek to make all the processes sustainable, taking into consideration environmental impact, SELF-DEVELOPMENT – we address personal development and improvement dimension when we work with youth.

### Contact person:

Justinas Brikyš

hello@abroadship.org

+447491377753

**Abroadship.org**  
Centre of Learning Through Mobility





# PARTNERS

## Youth Entrepreneurship Club

Youth Entrepreneurship Club is a Non Profit Organization that aims to inform and support young people with interest about business, willingness to learn and eager to work. So, we enable them to develop their personal skills, creative thinking, knowledge, understanding of business objectives and the wealth creation process. This process will help young people to adapt in real world of market economy.

**Contact person:**

Athanasios Paraschos  
thanos@iprovidenow.com  
+306945206777



# PARTNERS

## Meraki

NGO Meraki consists of 12 youth workers and 500+ members who covers different fields and professional profiles, and each one of them has responsibility for specific aims and aspect of the projects that we realize Or plan. The vision that brought our team together is building an authentic, original society. We want to be the voice of young people in Europe where young people are equal citizens and are encouraged and supported to achieve their fullest potential as global citizens.

### Contact person:

Katarina Ivšić

ngo.meraki@gmail.com

+385996959725



# HOW TO REACH LUBLIN

**Airport:** The Lublin Airport (Port Lotniczy Lublin) (IATA: LUZ) is located about 10 km (6.2 miles) SE of Lublin. With approximately 8 destinations and over 450 000 passengers served in 2018 it is the biggest airport in Eastern Poland. There is a direct train and bus link from the airport to downtown.

**Railways:** From Lublin Główny railway station, ten trains depart each day to Warsaw, and three to Kraków, as in other major cities in Poland. Lublin has also direct train connections with Rzeszów, Szczecin, Gdynia and other Polish cities and towns in the region as Nałęczów, Chełm or Zamość. The express train to Warsaw takes about two and half hours.

## Helpful links:



<https://www.intercity.pl/en/>



<https://global.flixbus.com/>



<https://en.e-podroznik.pl/>



<https://jakdojade.pl/lublin/trasa/>



# ACCOMMODATION

Participants will be accommodated in a center in Lublin that meets safety and hygiene standards, and at the same time provides support for our project in terms of program implementation (workshop space, meals).

## TRAVEL PREPARATION

- computer
- documents
- raincoat/umbrella
- cosmetics and personal care products
- medicaments (if you need)
- flip flops
- towel
- good mood :)





# MINI DICTIONARY

Cześć! /tʃɛstɕ/ - Hi!

Dzień dobry /dʑɛɲ dɔbri/ - Good morning / good afternoon

Dobry wieczór /dɔbri vjɛʃʊr/ - Good evening

Dobranoc /dɔbranɔʦ/ - Good night

Do widzenia /dɔ vidʑɛɲa/ - Hello / Good bye

Mam na imię Marta /mam na imjɛ Marta/ - My name is Marta

Miło mi Ciebie poznać /miwɔ mi tɕɛbjɛ pɔznatɕ/ - Nice to meet you

Mnie też /mnjɛ tɛʃ/ - So do I

Jak masz na imię? /jak maʃ na imjɛ/ - What's your name?

Jak się masz? /jak ɕɛ maʃ/ - How are you?

Przepraszam /pʃɛpraʃam/ - Excuse me / I'm sorry

Proszę /prɔʃɛ/ - Please

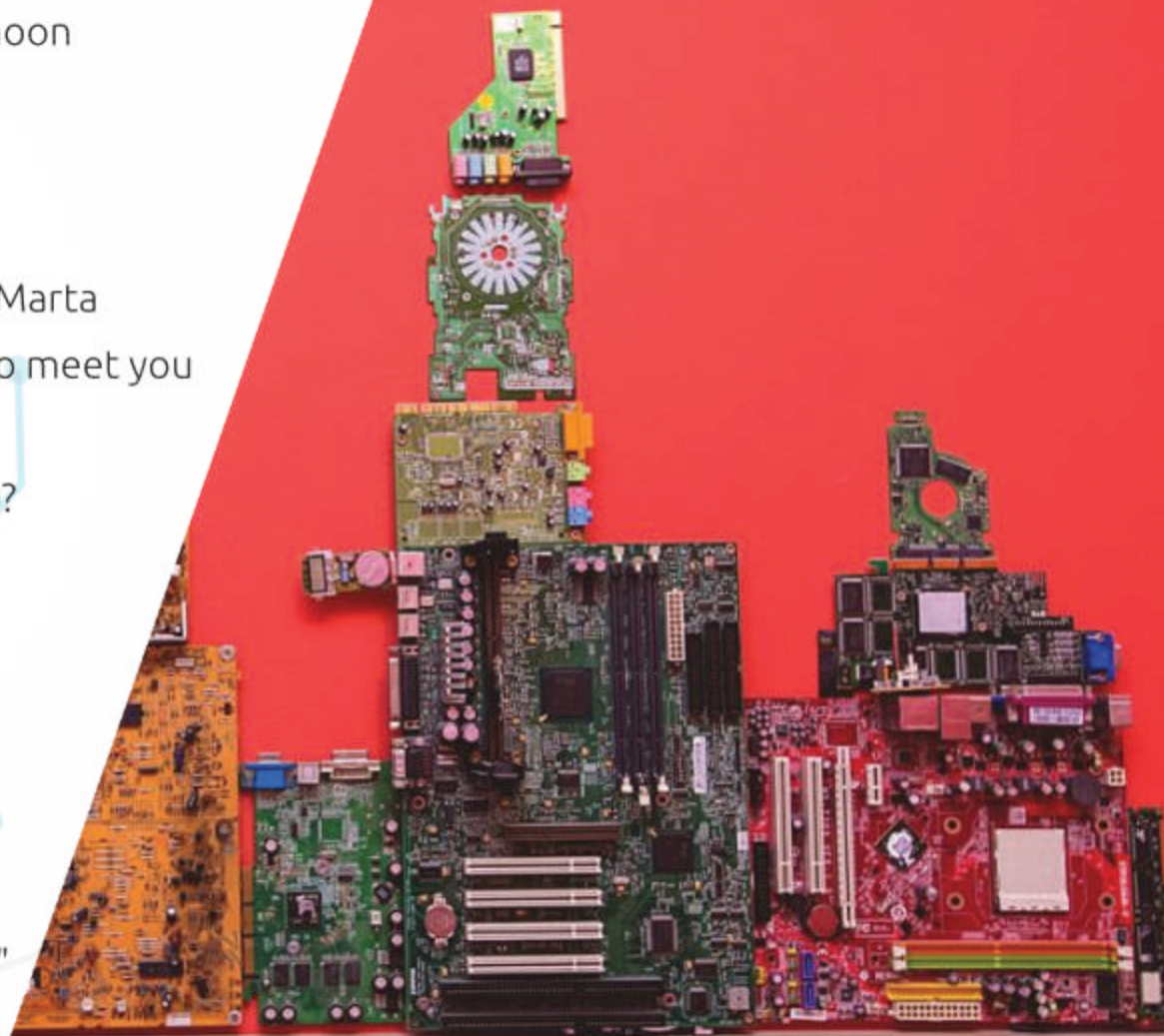
Dziękuję /dʑɛɲkujɛ/ - Thank you

Smacznego /smatʃɲɛgɔ/ - Enjoy your meal

Tak / Nie /ɲɛ/ - Yes / No

Nie rozumiem /ɲɛ rɔzumjɛm/ - "I don't understand you"

Nie wiem /ɲɛ vjɛm/ - I don't know



# MINI DICTIONARY

Zero /zɛrɔ/ - Zero

Jeden /jɛdɛn/ - One

Dwa /dva/ - Two

Trzy /tʃi/ - Three

Cztery /tʃtɛri/ - Four

Pięć /pjɛntɕ/ - Five

Sześć /ʃɛɕtɕ/ - Six

Siedem /ɕɛdɛm/ - Seven

Osiem /ɔɕɛm/: "Eight"

Dziewięć /dʒɛvjɛntɕ/ - Nine

Dziesięć /dʒɛɕɛntɕ/ - Ten

Dwadzieścia /dvadzɛɕtɕa/ - Twenty

Trzydzieści /tʃidzɛɕtɕi/ - Thirty

Czterdzieści /tʃɛrdzɛɕtɕi/ - Forty

etc.

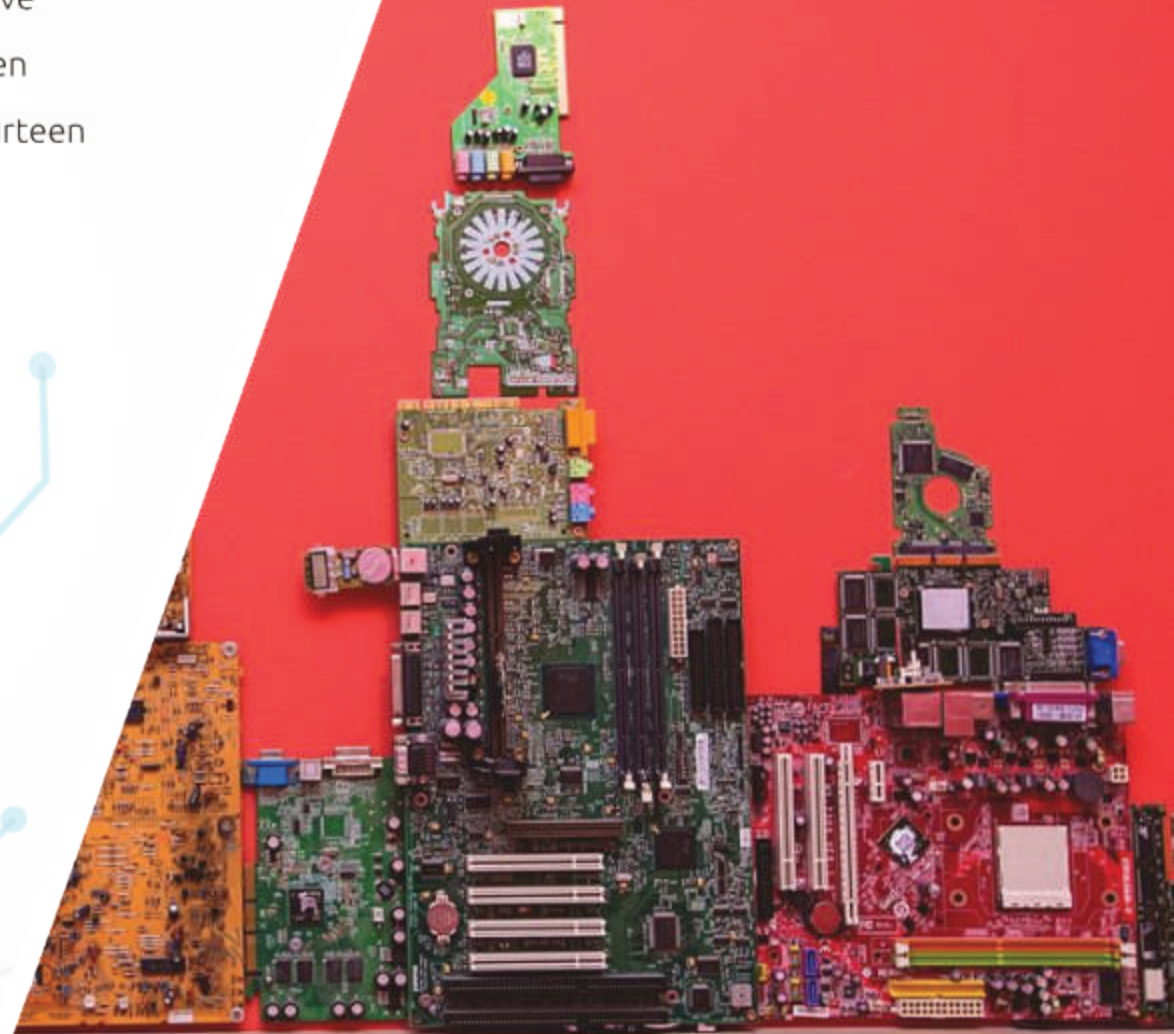
Jedenaście /jɛdɛnɛɕtɕɛ/ - Eleven

Dwanaście /dvanaɕtɕɛ/ - Twelve

Trzynaście /tʃinaɕtɕɛ/ - Thirteen

Czternaście /tʃtɛrnaɕtɕɛ/ - Fourteen

etc.



# SEE YOU ALL IN LUBLIN, POLAND



With the support of the  
Erasmus+ Programme  
of the European Union

