

# Multiplier Events shared our Intellectual Outputs

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Produced by TRY media team



## Dissemination of Results

Project TRY arrived to the end of its implementation phase and the month of December 2020 was dedicated mostly to disseminate the main results and Intellectual Outputs that came out from this project. The initial plan was to develop 3 Multiplier events, one in each country' partners (Poland, Portugal and Romania), dedicated to specific Outputs and reaching a total of 189 participants, mainly students, teachers, school directors, decision makers and youth work practitioners. Taking into consideration the exceptional days we are living and the restrictions imposed due to the Covid-19 pandemic, we've changed a bit the approach and organized a total of 6 Multiplier Events, according to this calendar:

- 25/08/20, Kielce (Poland) with 18 participants, mostly school directors;
- 17/10/20, Kielce (Poland) with 39 participants, mostly students;
- 11/12/20, Amarante (Portugal) with 74 participants (20 international), mostly students;
- 15/12/20, Kielce (Poland) with 29 participants (16 international, mostly students);
- 16/12/20, Online from Cristuru Secuiesc (Romania) with 70 participants, mostly students;
- 22/12/20, Online from Cristuru Secuiesc (Romania) with 72 participants (21 international), mostly students.

In total we've reached 302 participants (57 of those international), far more than planned.



Throughout the implementation of the TRY Project, partners worked with a diverse set of educational tools (see: <http://try-project.eu/publications/>) and developed five major Intellectual Outputs:

- TRY our STUDY

(<http://try-project.eu/study-of-vet-teaching-approaches-and-management-practices/>)

- TRY our DOCUMENTARY (<http://try-project.eu/documentary-film/>)

- TRY our WEBSITES (<http://try-project.eu/try-our-websites/>)

- TRY our METHODS (<http://try-project.eu/try-our-non-formal-education-methods/>)

- TRY our GAMES (<http://try-project.eu/try-our-non-formal-education-games/>)

These products can be consulted on the website of our project (<http://try-project.eu/>).

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## Multiplier Events

Each Multiplier Event had, depending of the Organiser and country, specific Intellectual Outputs to disseminate but, in general, the agenda was mainly the same in all events, just changing the focus on the Intellectual Outputs produced:

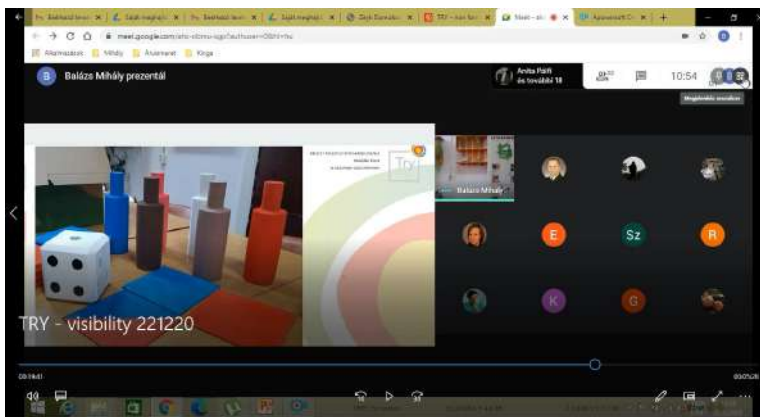
### Poland

In Poland, the Multiplier Events were done in order to implement and disseminate mainly Intellectual Outputs O2 (Try our Documentary) and O3 (Try our Websites) as well as explain the practicalities and their means of usage. The 3 Multiplier Events were organised by the VET school ZAKLAD DOSKONALENIA ZAWODOWEGO W KIELCACH (ZDZ) and took place between August and December 2020 in Kielce (Poland). In total the 3 events gathered 86 participants (16 of those international), mainly VET students, teachers and school directors. The event's agenda consisted in the presentation of the main project results and IOs, focusing especially in the presentation and demonstration of Intellectual Outputs O2, O3 and O4. These Multiplier Events served to disseminate the project's media tools and encourage the application and implementation of developed outcomes (intellectual outputs) in other schools and organisations in regional, national and international levels;



### Romania

In Romania, both Multiplier Events were online due to the Covid-19 strict restrictions in this country and were done in order to implement and disseminate mainly Intellectual Outputs O4 (Try our Methods) and O5 (Try our Games) as well as explain the practicalities and their means of usage. The 2 Multiplier Events were organised by the VET school Liceul Tehnologic



Zeyk Domokos (DOMOKOS) and took place in December 2020 and were broadcasted online from Cristuru Secuiesc (Romania). In total the 2 events gathered 142 participants (21 of those international), mainly VET students, teachers, school directors and youth work practitioners. The event's agenda consisted in the presentation of the main project results and IOs, focusing especially in the presentation and demonstration of Intellectual Outputs O4 and O5. These multiplier events served as a tool to disseminate NFE methods and games as a tool of inclusive education and encourage the application and implementation of developed outcomes (intellectual outputs) in other schools and organisations in regional, national and international levels.

### Portugal

In Portugal, the Multiplier Event was done in order to disseminate and test all project's results and Intellectual Outputs, with special focus on IO1 (Try our Study) and IO2 (Try our Documentary). This Multiplier Event was organised by AVENTURA MARÃO CLUBE (AMC) and took place in December 2020 in Amarante (Portugal) at Colégio de São Gonçalo. In total this event gathered 74 participants (20 of those international), mainly VET students, teachers, decision makers and school directors. The event's agenda consisted in the presentation of all main project results and IOs, thus multiplying its impact on these target audiences.