

The project «From Medieval to EU» 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"

Project title: From Medieval to EU

Participation: The project involves 270 citizens, 90 participants from Ardud (**Romania**), 90 participants from Nagyecsed (**Hungary**) and 90 participants from Jasło (**Poland**).

Location/ Dates: The event will take place in Ardud, Romania, from 23/07/2021 to 25/07/2021

The main goal of the project is to bring citizens of the three localities closer through the proposed programs, and to make them feel more European by discussing European topics.

The theme of the project, as reflected in the title, "From Medieval to EU", is intended to attract as many participants as possible from the above mentioned three localities.

Objectives:

- -strengthening the relations of the citizens of three localities at cultural, social and economic level, in order to have a prosperous and peaceful future in the European spirit;
- increasing participant's knowledge about the history of the European Union;
- -increasing the confidence of participants in European Union by debating Euroscepticism and the future of Europe;
- -active involvement of citizens in European Union policies by promoting voting and volunteering;
- -increasing the tolerance of participants by explaining concepts "national minorities" and "solidarity";
- -get acquainted with medieval life.

Activities used:

- -Activities for creating, completing knowledge about the EU.
- -Debate and reflection activities on the Policies and directions in which the EU is heading.
- -Activities to promote active citizenship, volunteering in the EU.
- -Presentation and reflection activities on the situation of EU minorities.
- -Cultural activities to discover the medieval past and to interact and increase the tolerance of participants.

The used methods used are: presentations, round tables, non-formal learning, brainstorming, debate, role plays, etc.