

SOCIAL AND CULTURAL PUZZLE



INTERCULTURAL GUIDE

CREATED DURING
ERASMUS+ YOUTH EXCHANGE
SOCIAL AND CULTURAL PUZZLE
GONIO, GEORGIA
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CONTENTS



INTRODUCTION

CZECH REPUBLIC
GEORGIA
ITALY
LEBANON
PORTUGAL
ROMANIA
THE REPUBLIC OF NORTH MACEDONIA
UKRAINE



INTERNATIONAL FAIRYTALES
THE MAGIC WATER
FOXIE-FOX
PEJO AND THE PUPPET
A MISERABLE PRINCESS
ADVENTURES OF ANTON IN THE ENCHANTED LANDS



INSIGHTS & CONCLUSIONS



INTRODUCTION



A puzzle is not only a game, but also one of the best learning experiences. In each puzzle there are at least two stories: one is the image it depicts, and one is the experience of the puzzle itself. The Social and Cultural Puzzle Project aimed at bringing together young people from different countries and offering them the opportunity of solving together the huge puzzle that constitutes culture and interculturality. We considered that each country's culture has four building blocks: rituals, fairytales, language and games. With these four, the possibilities to play and explore are infinite!



During the time spent together people were able to find out, which are the core values of humanity, how they evolved in different parts of the world, and where can they take us further in the future. Rituals and fairytales incorporate the wisdom each culture developed over centuries, while games and languages are fluid and alive phenomena which show us our recent past and how things are to this day. The participants were able to find out more about themselves and also about how to relate to other cultures, while the non-formal education activities helped them develop a positive and respectful attitude towards those who come from other countries, by understanding that communication and friendship are two of the most important gifts. We explored our peers' background and identity and built stronger and more inclusive bridges towards one another, on both personal and social levels.

All these are gateways for understanding the influence that culture has on each personality and for finding out what can be done to overcome cultural differences. Every person is unique and so is every country, but we are all part of the same beautiful puzzle!





CZECH REPUBLIC



WHO WE ARE

WE ARE TOUGH!

We are a nation full of surprises. You might think that since we are surrounded by giants, such as Poland or Germany, we might be intimidated but actually, it is the contrary! Did you know that Skoda auto originates in the Czech Republic? And what about Swarovski or Bata shoes? Also ours. We are proud of our hardworking nature, brave heart and kindness with which we welcome visitors to our country.



slušíčko

kočka

OUR LANGUAGE

pivo

řeřicha

WE HAVE ONE OF THE MOST DIFFICULT LANGUAGES TO MASTER!

Our alphabet contains plenty of unique signs, such as "háček" and "čárka". If I am about to give you an example, I would like to ask you to read the sentence "třista třicet tři stříbrných stříkaček". Difficult, isn't it? Our pronunciation is not the only thing you have to worry about, we have quite tough grammar as well. But don't be afraid, we have certain advantages as well. We read every single letter we write in a word! If you decide to learn our beautiful language, we are here to help you so do not hesitate to ask.

peníze

fotka



AHOJ HI

Abeceda

| | | | | | | | |
|----|----|---|---|---|---|---|---|
| A | a | á | ǎ | N | ň | Ň | ň |
| B | b | ǎ | ǎ | O | o | ó | o |
| C | c | č | č | P | p | ř | p |
| Č | č | č | č | Q | q | ř | ř |
| D | d | ď | ď | R | r | ř | ř |
| Đ | đ | đ | đ | Ř | ř | ř | ř |
| E | e | ě | ě | S | s | š | s |
| F | f | ř | ř | Š | š | š | š |
| G | g | ř | ř | T | t | ř | ř |
| H | h | ř | ř | Ů | ů | ř | ř |
| Ch | ch | ř | ř | U | u | ř | ř |
| I | i | í | í | V | v | ř | ř |
| J | j | ř | ř | W | w | ř | ř |
| K | k | ř | ř | X | x | ř | ř |
| L | l | ř | ř | Y | y | ř | ř |
| M | m | ř | ř | Z | z | ř | ř |
| N | n | ň | ň | Ž | ž | ř | ř |

CZECH ALPHABET

OUR GAME

ŠLY TŘI OPICE

Do you know those games that start with the words "please, sit in a circle..." we have this one as well! We sit in a circle, put our right hand on the hand of the person sitting on our right side, and our left hand below the hand of the person sitting on our left. Then we start chanting "šly tři opice, do porodnice, do jakého patra šly, to nám povíš třeba ty!". Your task is to state a number, then clap your hands from right to left and the last person who is about to be clapped needs to dodge, otherwise you lose. So do not zone out because this game gets **fast and furious**.



Šly tři opice...

OUR RITUAL



Czech Easter



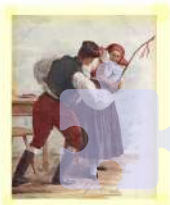
Celebrated on the first Sunday after the full moon
Celebration of upcoming spring, Christian celebration



Festive days that you should spend with your family painting eggs and preparing traditional food like Easter bread, cake in the shape of lamb

⑥ **EASTER MONDAY**

Czech boys go around and whip girls with their **pomlázka** while singing a carol. Then the girls will give the boys **painting egg** and tie a ribbon (every color has a different meaning) around their **pomlázka**. The whipping is thought to bring fertility, beauty, and rejuvenated youth to the girls for the rest of the year.





pomlačka
with
ribbon



8-5-9-8
8-5-9-8



Easter
bread



OUR FAIRYTALE

KRTECEK

Once a mole found a lot of things under the ground, but he didn't have any pockets to put those items into, which made him very sad. Once he saw beautiful blue pants with big pockets. He wanted pants like these. So he ran to a mouse asking her whether or not she saw pants like these, with big pockets and pointed at them. The mouse told him that even though she lives with people she has no idea where he can get such pants. So he ran to the butterfly asking him: "Butterfly, butterfly you fly around the world, have you seen pants with big pockets?"

The butterfly told him that even though he flies around the world he has no idea where the mole can get pants with big pockets. On the mole's way home he comes across a river with crayfish in it.

"Achooo" sneezes the mole, and he starts complaining that he will catch a cold.

"Oh my, who is making so much noise," asks the crayfish. The mole asks him if he knows where he can get pants with big pockets. The crayfish said to him: "Bring me the linen and I can cut them for you". The mole called: "The reedman is making a nest he surely can sew me the pants".

The reed man said to him: "Bring me the cut linen and I can sew you the pants".

"Achich Ach" cried the mole on his molehill. "The crayfish would cut the pants for me, the reedman will sew them for me, but where will I get the linen?"

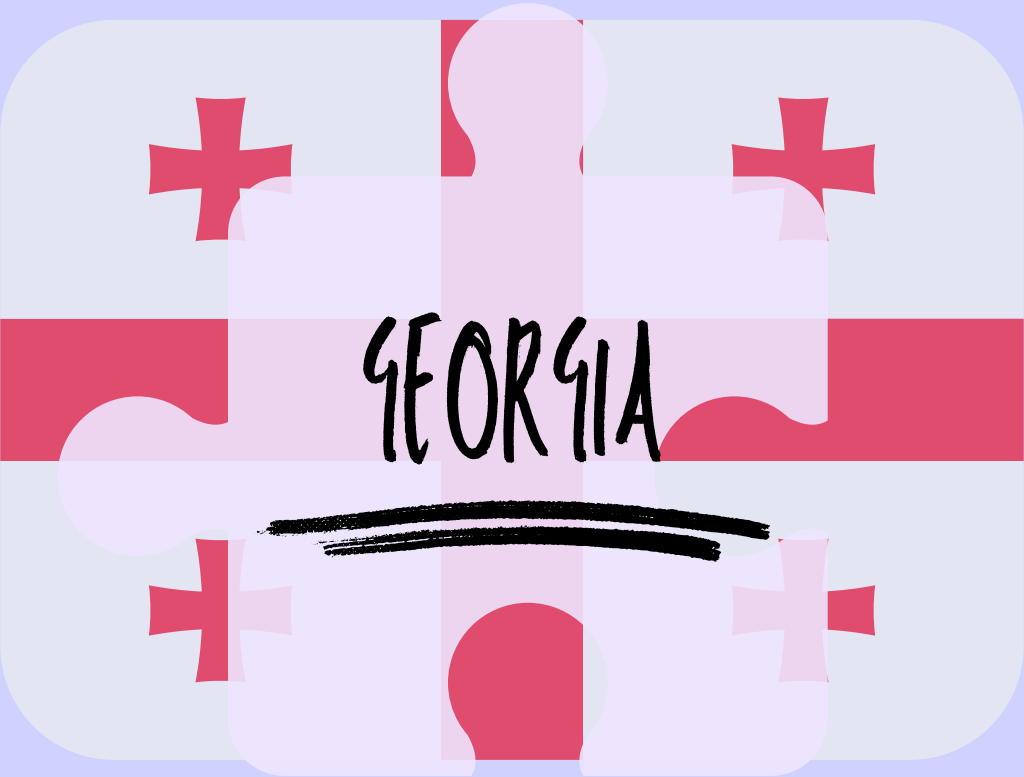
Then a flower bent over to him, it was flax, and she said: "If you will do everything I will tell you, you can have your pants. The first condition is that you need to get rid of the bugs on me".

The mole did so. "Second condition get rid of the weed". Mole did get rid of the weed. "I am so thirsty, please help me, bring me some water". So he did so again. One day the flax said to him: "I am ready now, all I need to do now is to tell you what you need to do in order to get your pants." The mole did everything, first he pulled the flax out, then he tied it up into a pallet, which he then wetted with the help of a frog. After that, he brushed the flax over the hedgehog. The spiders spanned it. The crayfish and reed man did as they promised. The mole was happy, now he has stylish blue pants with big pockets.





SAQARTVELO

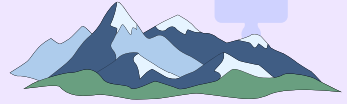


GEORGIA



WHO WE ARE

GEORGIA : A HIDDEN DIAMOND OF EUROPE



Georgia (Saqartvelo) is a country located in the Caucasus region of Eurasia. Its capital and largest city is Tbilisi. Georgia has a rich history and culture, with a unique language and alphabet.



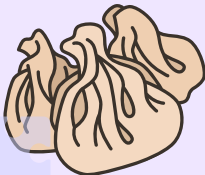
Georgia is known for its stunning natural beauty, including the Caucasus mountains , Black Sea coastline, and ancient forests



The country is also famous for its delicious cuisine, which includes dishes Georgia has a distinct culture that is unlike any other country in the world. This is evident in it's language ,music ("Chakrulo"), dance, literature and also art.



Georgian people are known for their hospitality , warmth , and generosity. Visitors usually find Georgian people as very friendly with strong sense of community that exists in Georgian society .



OUR LANGUAGE

ჩვენი ენა ქართული

The Georgian language has its own unique alphabet (ანბანი), called Mkhedruli, which has 33 letters. The alphabet is believed to have been created in the 3rd century BC



DURING GEORGIAN LANGUAGE WORKSHOP, WE HAVE SHOWED GEORGIAN ALPHABET TO EVERYONE, THEY ALSO WROTE THEIR NAMES IN GEORGIAN LANGUAGE AND HAVE LEARNED SOME PHRASES.



OUR GAME

KLASOBANA

Klasobana is an old game, we usually play it in the streets, in the hot summer evenings.



We draw the squares and number them then we move to each square with one feet , if you cross the square or don't step properly, then you lose .



OUR RITUAL

GEORGIAN "SUPRA"

Georgian Supra is a traditional Georgian feast that is characterized by the abundance of food, wine, and toasts. Supra is not just a meal, but a ritual that reflects Georgian hospitality and cultural values.

In Georgian culture, the Tamada is the person, who presides over a "Supra". The Tamada is responsible for leading the toasting. During Supra the Tamada leads the guests in a series of toasts, which are usually delivered in a specific order.





OUR FAIRYTALE

NATSARKEKIA



The story is about one man called "Natsarkekia". He was a lazy person, that's why his family members decided to kick him out from home .



Then he met a giant, in Georgian we call it "Devi". The giant was so stupid, so Natsarkekia has lied him that he was the strongest man in the world. A giant believed him.



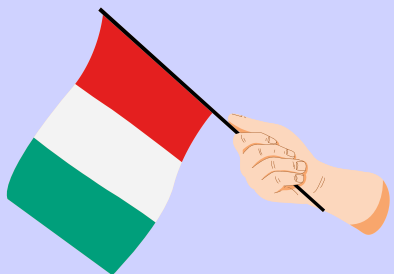
Natsarkekia has used his mind properly. Natsarkekia put the icebreaker on his shoulder, and a giant got hurted and thought that Nakharkhekia was really the strongest.



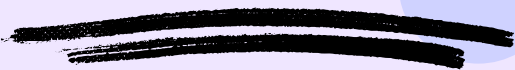
Finally, Natsakekia has defeated a giant and all the giant's treasure he got for himself.



The End!



ITALY



WHO WE ARE

ITALIANS

Italy is a constitutional republic with about 60 million inhabitants. It consists of a long peninsula with islands around whose two largest are Sicily and Sardinia. The capital of Italy is Rome but there are many other very important cities that demonstrate a cultural, social and economic variety starting with Milan, Naples, Florence, Palermo, Venice, Turin and many others. It was said that the italians understood as a people who historically inhabited the Italian peninsula even before Italy became a single nation humanity owes much: From Christopher Columbus to Amerigo Vespucci with the discovery of America to the historical greatness of imperial Rome. Italians are also famous for food and musical tradition that has been expressed over the centuries and has always been updated according to the musical tastes of the new generations, so much so that many Italian songs are now a universal heritage.



OUR LANGUAGE

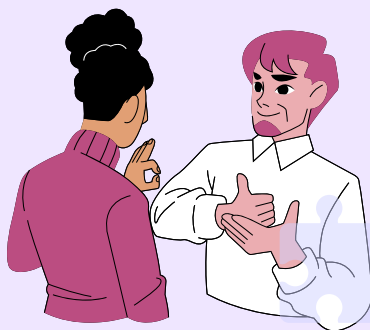
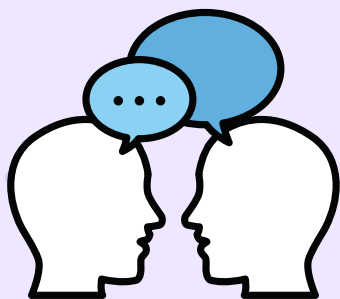
PROVERBS/IDIOMS/FACTS

The official language is Italian, but there are linguistic minorities, who speak French and German, protected by the constitution. Italians express themselves not only in the national language, but also in the various regional languages, the dialects, which have a fundamental social and cultural relevance.

We, Italians, use gestures and non-verbal language a lot to communicate better and be more expressive.

Proverbs:

- a buon intenditore poche parole
- a mali estremi estremi rimedi
- a pancia piena si ragiona meglio
- a tutto c'è rimedio fuorché alla morte





OUR GAME



SCHIACCIA SETTE



Schiaccia Sette is a very fun game that is played in a large group outdoors or in the gym. It combines the basics of dodgeball and volleyball in a skillful and challenging mix.

To play you need a minimum of four players up to a maximum of twenty-twenty-five players.





The ball is the only object needed to play this game. It should preferably be of the volleyball type. Light plastic balls are not recommended unless playing with children who could get hurt by hitting the face with the ball.

Participants gather in a circle large enough in circumference. The first player must pass the ball to a player of his choice by pronouncing the number "one".

Subsequent touches must not be numbered aloud (under penalty of exclusion from the game). The one who carries out the seventh touch has the possibility of crushing the ball trying to hit one of the other players who will thus have to dodge the blow. If the player is hit, he will be eliminated from the game immediately, if he manages to get out of the way or the ball hits the ground before hitting him then he will be safe. The last three players remaining inside the circle win the game. The rules are very strict:

- if the player blocks the ball thrown by the hitter with two hands, the latter will be eliminated;
- everyone must keep his place and must not get in the way of nearby companions;
- the one who lifts the ball to the hitter cannot be hit by the latter;
- If the dunk hits 2 players both are eliminated unless the second is groundbound.

The aim of the game is to stay in the race by finishing in the last three in the game and thus win the game.



OUR RITUAL

THE GIANTS OF MESSINA

The Giants of Messina are two huge giants on horseback, built by the Senate in the sixteenth century, in order to exalt the noble and ancient origins of the town. Over the centuries, original artifacts have been restored several times. The Giant and Giantess are taller than eight feet from the ground. After the damage caused by the Second World War, the giants have been completely redone in plaster, placed on iron platforms with wheels and dragged with the help of long ropes. The two giants parade during the Feast of the Assumption, which is celebrated in mid-August and culminates with the procession of the vara, the baroque pageant symbolizing the Assumption of Mary into heaven. The two puppets, one female and one male, are known as Mata and Grifone. Beyond the debate on the etymology of the names, there is no doubt that there is a reference to the topos of the struggle between Moors and Christians, though the cosmogony of Hesiod and other theories have also been advanced to explain the meaning and origin of the giants of Messina. Another great tradition in Messina is the devotion to the Madonna, with 2 big parties every year, one in June and one on August 15th with the great procession of the Vara. Other cities have equally important festivals: Sant'Agata in Catania, Santa Rosalia in Palermo, Santa Lucia in Syracuse.






OUR FAIRYTALE



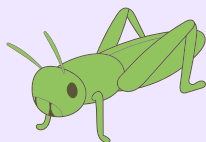
PINOCCHIO



A poor man named Geppetto wants to carve himself a marionette in order to make a living as a puppeteer. He is given a piece of enchanted wood, and as soon as Geppetto carves the puppet, which he names Pinocchio, it begins abusing the old man. Once its feet are made, Pinocchio runs away, and Geppetto is arrested when he seizes the puppet. Pinocchio returns to Geppetto's home alone, and when the Talking Cricket admonishes him, Pinocchio kills the cricket. Going his own way, and ignoring all advice, Pinocchio soon falls in with a variety of bad characters, particularly the Fox and the Cat, who scheme to steal the five gold pieces Pinocchio was given for Geppetto. Eventually, the Fox and the Cat, disguised as Assassins, hang Pinocchio in order to get the gold pieces.



However, the Fairy with Azure Hair saves Pinocchio at the last moment. When Pinocchio lies to the Fairy about the gold pieces, his nose grows comically long. Later, Pinocchio again falls in with the Fox and the Cat, who trick him out of his gold pieces. Eventually, Pinocchio finds the Fairy again and comes to live with her as her son. Twice he begins attending school, and twice he allows himself to be led astray, the second time resulting in his becoming a donkey. After further adventures, Pinocchio is swallowed by the Terrible Shark and finds Geppetto living in the shark's belly. Pinocchio rescues his father and thereafter takes care of him. The Fairy then turns Pinocchio into a real boy.





Tripoli



Byblos



Baalbek

Jounieh

Beirut

LEBANON



Sidon

Jezzine

Nabatiyeh

Tyre

LEBANON




WHO WE ARE



LEBANON



Lebanon is a small and diverse country located on the eastern coast of the Mediterranean Sea, bordering Syria to the north and east and Palestine to the south. The country has a long and complicated political history, marked by periods of conflict and instability, but it also boasts a vibrant cultural scene, with a renowned cuisine, music, and arts. Despite its challenges, Lebanon remains a resilient and dynamic nation that continues to play an important role in the region and beyond.



OUR LANGUAGE



INTERESTING FACTS

The official language is Arabic, but French is widely spoken in business and academic circles. There are also several regional dialects of Arabic spoken in Lebanon. Despite the diversity of languages spoken, Arabic remains the dominant language and an important aspect of the country's identity and culture. The Arabic alphabet, called Al-abjadiyah, has 28 letters. All 28 letters are consonants, and most letters have four different forms.

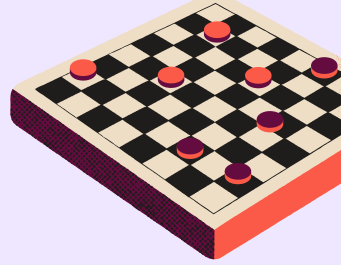
- Arabic is written and read from right to left;
- Arabic letters are made up of a series of strokes and written in a cursive style;
- Arabic letters change shape, depending on their placement in a word.

ARABIC ALPHABETS

| | | | | | | |
|------------|-------------|-------------|------------|------------|-------------|------------|
| kh-aa خ | H-aa ح | j-eem ج | th-ag ث | t-aa ت | b-aa ب | a-lif ا |
| S-aad ص | sh-een ش | s-een س | z-aa ز | r-aa ر | dh-aal ذ | d-aal د |
| q-aaf ق | f-aa ف | gh-ain غ | 3-ain ع | Dh-aa ظ | T-aa ط | D-aad ض |
| y-aa ي | w-aaw و | h-a ه | n-oon ن | m-eem م | l-aam ل | k-aaf ك |



OUR GAME



DAMA



"Dama" or "checkers" is a two-player board game played on a square board with 64 alternating colored squares. Players start with 12 pieces on black squares, and the goal is to capture all of the opponent's pieces or to block them from moving. The game involves moving pieces diagonally to an adjacent square and jumping over an opponent's piece to capture it. The game ends when one player captures all of their opponent's pieces or blocks them from moving. Dama is a popular game in Lebanon that has been played for centuries and is still enjoyed by older generations today.





OUR RITUAL

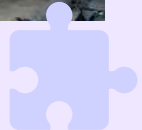


DABKE



The Lebanese dabke is a traditional folk dance that is popular in Lebanon and other countries. The dabke is performed in a group, with participants holding hands and forming a line or a circle. The dance is accompanied by traditional music played on instruments such as the mijwiz, tablah, and zurna.

The dabke is typically performed at weddings, festivals, and other social events, and it has a long history that dates back centuries. The dance is a symbol of unity and solidarity, and it is often used to express joy and happiness during celebrations. The movements of the dabke are rhythmic and energetic, with participants stomping their feet and kicking their legs in time with the music. The dance has become an important part of Lebanese culture, and it is often taught in schools and community centers to preserve this important tradition.



OUR FAIRYTALE

CRAZY SHANAI

TShanai is a town situated in Mount Lebanon, which was allegedly inhabited by an insane man referred to as the "Shanai Brothers." During that time, Prince Bashir Al-Shehabi II governed the country and sought to build the most beautiful palaces in the Middle East to serve as his headquarters and retinue. He hired renowned European engineers and builders from Aleppo, Damascus, and various parts of Lebanon for



this purpose. However, a significant obstacle arose in the form of how to transport water to the palace to drink and water the plants and horses. The madman proposed a solution where the workers would stand in a line, digging a canal suitable for transporting water from the spring to the palace, each digging as long as he was tall. The prince and his entourage were amazed by the intelligence of the so-called madman and ordered the project to be implemented. As a result, water reached the palace in abundance.



FROM THE LEBANESE TEAM
WE LOVE YOU ALL



FIRAS FOUAD JANA NANCY NINA

A yellow puzzle piece is centered on a background split vertically into green on the left and red on the right. The word "PORTUGAL" is written in a black, hand-drawn, uppercase font across the middle of the puzzle piece. Below the text, there are two thick, black, horizontal brush strokes that underline the word.

PORTUGAL

WHO WE ARE

PORTUGAL

Portugal is a country located on the western coast of the Iberian Peninsula in Southern Europe. It shares borders with Spain to the north and east and is surrounded by the Atlantic Ocean to the west and south.

The country has a rich history and culture, and is known for its beautiful beaches, picturesque cities, delicious cuisine and warm hospitality.

Lisbon, the capital city, is a vibrant and cosmopolitan destination with a historic city center, stunning architecture, and a lively nightlife. Porto, the second largest city, is famous for its port wine, charming riverside neighborhood, and historic buildings. Outside of the cities, Portugal is known for its natural beauty, including the stunning coastline with picturesque fishing villages and golden sand beaches, rugged mountains and scenic hiking trails, and the Douro Valley, a UNESCO World Heritage site known for its vineyards and wine production. Portugal is also a country with a rich cultural heritage, with traditional music and dance, colorful festivals and celebrations, and a cuisine that is celebrated around the world for its fresh seafood, grilled meats, and sweet pastries.





OUR LANGUAGE



PROVERBS/IDIOMS/FACTS



Facts and idioms of the Portuguese language:

1. Portuguese is the official language of Portugal, Brazil, Angola, Mozambique, Guinea-Bissau, Cape Verde, São Tomé and Príncipe, and East Timor. It is also spoken in parts of Goa, Daman and Diu in India, and in Macau and other parts of Asia.


2. The Portuguese language has a rich literary tradition, with authors such as Fernando Pessoa, José Saramago, and António Lobo Antunes receiving international acclaim.

3. Portuguese is known for its unique sounds and intonation patterns, with some of the most distinctive features being the nasal vowels and the use of stress and intonation to convey meaning.

4. The Portuguese language has had a significant impact on other languages around the world, especially in the areas of navigation, exploration, and trade.

5. The Portuguese language has many loanwords from other languages, including Arabic, French, and English, reflecting the country's history of cultural exchange and international trade.

Portuguese proverbs are an important part of the cultural heritage of Portugal and other Portuguese-speaking countries. These short, wise sayings have been passed down through generations and offer insights into the wisdom, values, and experiences of the people who use them. Here we have some examples that people use a lot in Portugal. "Quem espera sempre alcança." Translation: "Whoever waits, always achieves." This proverb speaks to the idea that patience is a virtue and that if you persevere, you will eventually succeed. "Em terra de cegos, quem tem um olho é rei." Translation: "In the land of the blind, the one-eyed man is king." This proverb speaks to the idea that even a small advantage can be significant in certain circumstances. "Quem não arrisca, não petisca." Translation: "Nothing ventured, nothing gained." This proverb speaks to the idea that taking risks is necessary in order to achieve success.



OUR GAME

THE TISSUE GAME

Material:

A tissue

How to play:

Players should form a circle with their hands behind their backs (they can be standing or sitting).

While everyone sings the game song, one of the players runs around the circle with the tissue in hand (the players cannot look back).

At a certain moment, the player discreetly drops the tissue behind another player.

When the player realizes he has the tissue behind him, he should start chasing the other player around the circle, trying to catch him before he sits in the empty spot.

If the player who dropped the tissue is caught, he runs again around the circle with the tissue.



OUR RITUAL

S. JOÃO (POPULAR SAINTS)

São João (St. John) is one of the most important and popular festivals in Portugal, particularly in the city of Porto. It is celebrated on the night of June 23rd, the eve of the Feast Day of St. John the Baptist, with festivities continuing until the early hours of the morning.

The São João festivities are deeply rooted in Portuguese culture, and are marked by **traditional music, dancing, food, and drink**. People take to the streets to celebrate with family and friends, and the atmosphere is one of joy and conviviality.

One of the most distinctive features of the São João festivities is the use of **garlic flowers and plastic hammers**, which are used to playfully hit one another on the head. This tradition is said to symbolize the **purification of the body and mind**, and is believed to bring good luck.



OUR FAIRYTALE

D. PEDRO AND INÊS DE CASTRO

The story of **Pedro and Inês de Castro** is a tragic love story that took place in 14th-century Portugal.

Pedro was the **heir to the Portuguese throne** and **Inês was a Galician noblewoman who was brought to Portugal as a lady-in-waiting to Pedro's wife**, Constance of Castile. Despite Pedro's marriage, he fell deeply in love with Inês, and the two began a secret affair.

When Constance died in 1345, Pedro was free to openly pursue his relationship with Inês, but their love was not accepted by his father, King Afonso IV. Afonso saw Inês as a threat to the stability of the kingdom, as she was a foreigner and the daughter of a powerful Galician nobleman. He also feared that Pedro's passion for Inês would distract him from his duties as heir to the throne, so he banished Inês from Portugal.

Despite the king's orders, **Pedro continued to see Inês in secret**, and their love for each other only grew stronger. However, their happiness was short-lived. In 1355, **Afonso IV ordered Inês to be assassinated**, and she was brutally murdered in front of her children by three of the king's knights.

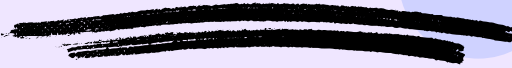
Pedro was **consumed with grief and rage over the death of his beloved**, and he vowed to avenge her. When he became king in 1357, he had the **assassins arrested and executed in a public square in front of a crowd of horrified onlookers**.

Pedro's love for Inês did not end with her death. **He had her body exhumed and crowned as queen**, forcing the court to pay homage to her as if she had been alive. Pedro's love for Inês became legendary, and their tragic romance has been immortalized in Portuguese literature and art.





ROMANIA



WHO WE ARE

IDEI SI PROIECTE PENTRU TINERI ACTIVI

The Romanian team is represented by five enthusiasts of culture, literature and education, on behalf of the youth organization 'Projects and Ideas for Active Youth'. Our participation in this Youth Exchange was prepared with multiple days in advance around the traditions, rituals, fairytales and games that represent the culture, history and language of Romania. It was a great and unique opportunity to explore deeper the cultural 'brands' that could represent us and we decided on a collection of elements that highlight the mood, the vibration of the archaic social context of the rural setting of our country, combined with the urban games played in our childhood.



OUR LANGUAGE

FONETICS ABOUT THE SOUND 'Ă'

Language is an important key component of any culture. During the language workshop, we highlighted the particularities of the phonetics of the Romanian language. We wanted to underline the fact that in our alphabet there are three vowels with a similar appearance, but with different pronunciation. Thus, we presented the specificity of the Romanian language through some diction exercises around the vowels 'a', 'ă' and 'â'. At the end of this activity, we were happy to see 15 participants who knew how to pronounce the name of our country correctly.



OUR GAME

TARA, TARA, VREM OSTASI

"Country country, we want soldiers" is a specific Romanian game, popular especially among children and not only. It can be played anywhere, the only recommendation is that the number of participants be as large as possible, so that the game is much more fun. In the beginning, two equal teams are formed. The participants hold hands, with the teams facing each other. The first team says: "Country country, we want troops!", to which the second team answers: "Who?". Team 1 has to choose a player from Team 2. The player must run as fast as possible and manage to get past the opposing team's handhold. If he succeeds, he is allowed to take anyone from the other team with him. If not, he is obliged to stay there. The game continues in the same way with the opposing team, until one of the two teams gathers all the players, winning the game.



OUR RITUAL

SEZATOAREA

In the Romanian tradition, the 'Sezaotarea' is a small gathering specific to the rural environment, which usually takes place in the winter evenings. Those who attend in the 'Sezatoare' work, sing, tell stories and play some social games. The annual cycle of this gathering takes place after the agricultural work is completed and the harvesting done. It begins before the Christmas fast and ends before the Easter fast. 'Sezatoarea' was usually organized during wintertime (in many villages, its frequency exceeded 3 evenings a week), after the agricultural work stopped.

In the evening a group of girls would gather next to the stove, in one of the houses that usually belongs to a lonely widow, and work, talk and make decisions about important aspects. During the 'Sezatoarea', information was exchanged about the events in the life of the village, or it was an opportunity to conclude future marriages.



OUR FAIRYTALE

HARAP ALB

"Harap Alb" is a Romanian fairy tale about the youngest son of a king who is sent by his father to have the throne of the Green-Emperor. The two elder brothers fail the test of courage set by their father, while Harap Alb is advised by an old beggar woman on how to succeed. She gives him a charmed horse, a bear fur, and warns him to beware of the white or red people. Along the way, he meets a bald man who tricks him into switching identities and becomes his servant. They arrive at the Green-Emperor's palace, where the Bald Man impresses the emperor by sending Harap Alb on dangerous tasks. With the help of a saint, enchanted creatures and gifts from ants and bees, Harap Alb succeeds and falls in love with the daughter of the Red Emperor. In the end, the Bald Man cuts off his head, but his horse avenges him, and the Red Emperor's daughter brings him back to life. The two marry and inherit the throne.





THE REPUBLIC OF NORTH MACEDONIA





WHO WE ARE

MACEDONIA

We are a group of passionate individuals based in Macedonia, dedicated to making a positive impact in our community.

Our mission is to promote the culture and tradition of Macedonia by fostering collaboration, innovation, and social responsibility.

At the heart of our organization is a commitment to excellence. We strive to be the best in everything we do, from our innovative projects and initiatives to our exceptional service.

We are proud of our Macedonian heritage and culture, and we are committed to preserving and promoting them. We believe that by celebrating our traditions and history, we can strengthen our sense of community and identity.

Whether you are a member of our organization, a partner, or simply interested in learning more about us, we welcome you to our community.





OUR LANGUAGE

PROVERBS/IDIOMS/FACTS

Proverbs:

- Брат за брат, сирењето за пари. (Brother for brother, cheese for money)
- Што ќе си посееш, тоа ќе си ожнееш. (What you sow, you will reap)

Idioms:

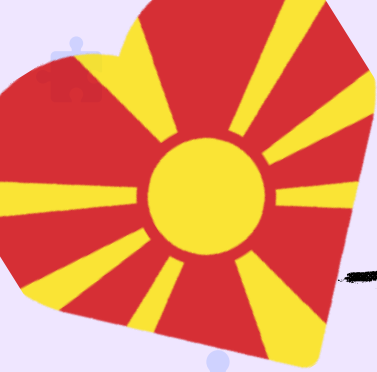
- Без влакна на јазикот (With no hair on his tongue) – He says whatever comes to his mind
- Му свири газор (His butt whistles) – He farts a lot

Facts:

- Skopje is the capital of Macedonia.
- Ohrid Lake is around 4 million years old.
- Ohrid has 365 churches, one for each day.



CHURCH ST. KANEO
OHRID



OUR GAME

THE DEVIL

ѓаол

We represented our game called "ѓаол", or "The Devil". One person is the devil and he has a small safe spot in which he can stand on two legs. The moment he steps out of the safe spot, he has to be on one leg and he chases the other participants only on his one leg, while trying to hit some of them with his other one. If he manages to hit someone with his leg, the hit person becomes the devil and then, he chases the other participants. If the devil steps on his two legs and he is not in his safe spot, the other participants chase him and hit him with their legs, until he gets back to his safe spot.





OUR RITUAL

VODICI

Водици

On the 19th of January, people from around the city gather around to jump in the holy water (lake, river ... depends on the city), which has been blessed by a priest before, to catch the cross thrown from the hand of the priest. Whoever catches the cross gathers more people, his friends, family etc... To go around the city from door to door singing the song and bless each household, while also receiving gifts.

Also, on this day a new godfather is chosen for the city/village. Cities have a community that decides who becomes the godfather for that year, and villages pass the cross from one house to another and every year it is a different house, so that way every family can be the godfather at least once.

The godfathers give dinner the day they are chosen.





OUR FAIRYTALE

SLY PEJO, THE PRIEST AND THE HALVA

Итар Пејо, попот и алвата

Pejo served some priest. The priest made halva really often. One day he made more than then both could eat, so almost half of it remained. The priest had a thought to scare Pejo with something so he wouldn't eat the halva alone while he was gone, and he said to him: - Listen, Pejo. I put poison in the halva. Don't be deceived by your own mind to continue without me, because you will get poisoned. They called the priest in church to baptize. Pejo was home alone, and he had a thought to eat the halva alone, while being sure that there is no poison inside of it. And, to be able to explain himself in front of the priest he thought of something. As he was chopping the wood in the garden, he got up and broke the ax handle on purpose, went and ate the whole halva, and continued to chop wood with the broken axe. When the priest came back and saw that Pejo had eaten the whole halva, he started to argue and call Pejo bad words. Then Pejo started justifying himself: - I broke it - he said - the ax handle, and afraid that you might scold and beat me, I decided to poison myself, so I ate the halva. The priest smiled, even though he didn't want to, and forgave Pejo for the both damages he caused that day.





UKRAINE



Ukraine is a wonderful country <3

- Its capital is Kyiv.
- There are 2 colors on the flag of the country: yellow and blue, they symbolize the sky and wheat fields, which Ukraine is rich in.
- The Dnieper is the largest river in Ukraine and is very important for its history.
- Ukrainian folk culture is very closely intertwined with ritual and religious traditions.
- Since ancient times, people believed in superstitions, and also adhered to customs that were passed down for generations.
- The best way to feel the Ukrainian culture is during the celebrations: Ivan Kupala, Christmas, Easter.





WHO WE ARE




UKRAINE




About our team:

We are friends and travel-buddies who like to meet new people and explore new places.

Even though we are different, the thing that unites us is that we are open-minded and ready for changes (personally and globally).



It's very important for us to be respectful for any person, place and culture that we meet with!



OUR LANGUAGE

PROVERBS/IDIOMS/FACTS

Ukrainian language or *Ukrains'ka mova* is an East Slavic language of the Indo-European language family, spoken primarily in Ukraine. For writing we use Cyrillic alphabet.



Facts:

Ukrainian is older than Russian. The oldest recorded mention of Ukrainian dates back to 858. But the first published words, in the language, didn't occur until 1798.

The letter P is the most common letter used in the Ukrainian language. As well as being the most popular letter overall, it is also the letter most words in the language start with.



There are over 37 million native speakers of Ukrainian across the world. The majority of speakers being in Ukraine itself. As well as these 37 million people who consider Ukrainian to be their first language, 15 million others consider it to be their second language.

OUR LANGUAGE

PROVERBS/IDIOMS/FACTS

Usually proverbs in Ukrainian give people “moral compass” through the basic values about friendship, love and work.

“

«Де любов у хаті, там
люди багаті»

Народна мудрість

Where there is love in the house,
people are rich

Ukrainian proverb

#Ukrainianquote

”

ukrainianlessons.com

“

«Правда у воді не тоне
і в огні не горить»

Народна мудрість

The truth doesn't drown in water and
doesn't burn in fire

Ukrainian proverb

#Ukrainianquote

”

ukrainianlessons.com

“

«Віддай людині крихітку себе,
За це душа поповнюється
світлом»

Ліна Костенко

Give a person a tiny bit of yourself. For that,
the soul is being filled with light.

Lina Kostenko
(Ukrainian poet, born in 1930)

#Ukrainianquote

”

ukrainianlessons.com

OUR GAME

SPRING

The game called "Spring" is an ancient ritual game that symbolized the melting of snow. The sun warmed the earth, the snow melted, murmuring streams ran everywhere.



The rules: You need to stand up in pairs, hold hands and lift them up to create a "hallway" or so called "spring". With the music going, the presenter enters the stream and finds a couple. Who is left alone, starts from the beginning of the spring choosing whom he wants to stand with. And so on till people become tired of running :)

OUR RITUAL

CANDLE FORTUNETELLING

It happens the night before Orthodox Christmas. Due to religion, it's a sin to fortune tell, but people say "the closer the god is, the more dark creatures are seen". That's why this evening is a perfect opportunity when everything is allowed.

As a rule, only girls can do this. That night they prepare a bowl of water and a candle. The candle reflects a person's birth, wedding, and death - three main events of people's lives. They melt the candle, think about the question that bothers them, and then pour the wax into the bowl of water. The wax will form the shape of some figures. After that, the girls look at it and try to find an answer to their question.



- This ritual came from paganism. In ancient times people were fortunetelling a lot because everyone wanted to know their future. Then in Middle Ages the church forbade this tradition because it's sinful, but some people still managed to do it.
- These days people usually do it for fun because most of the people don't really believe in fortunetelling anymore. We personally don't really fortunetell because in modern world we believe more in science and not fairytales.
- People always have a fear of unknown and in different times people overcome it in a different way. Besides the fact that it was happening before Christmas and directly connected to religion, it was still a sign of paganism coming from the ancient times.

OUR FAIRYTALE

KOLOBOK

There were an old couple who wanted to cook Kolobok which is a ball made of dough. The granny cooked it and left it on a window sill but Kolobok decided to escape. He was rolling through the forest and have met a hare. The hare said “Kolobok-Kolobok, I will eat you”. But Kolobok said “don’t eat me, I’ll sing for you”. He was singing about how he was cooked and how he escaped from the old couple. “I will roll away from you too!” said Kolobok and left the hare.



He continued his way through the forest and met the Wolf and the Bear. He also sang for them and rolled away. In the end, he met the Fox. The same situation happened: the Fox said that she wants to eat him and he sang a song for her. But the sly fox said: “I’m so old I can’t hear you. Can you jump on my nose and sing it again?”. Kolobok sat on her nose and sang his “escape” song. And suddenly the sly fox devoured him.



INTERNATIONAL
FAIRYTALES

THE MAGIC WATER

Creators: Timea (Romania), Daria (Ukraine), Marchello (Italy), Nina (Lebanon), Martina (Czechia), Maria (Macedonia), Marianna (Portugal)

Scene 1: Inez and Pinochio in a room. Inez thinks about her role as a leader, but is also happy she created something – that is, Pinochio. Pinochio starts moving and looking around, being curious about everything around. He wants to go out and discover the world.

Scene 2: Pinochio goes out, Inez is left alone, worried about her son and if he will be able to manage the world without having a real flesh and blood. She also thinks about what her subjects might think about such a unique creation on behalf of their leader.

Scene 3: Harap Alb says to The Tree: " Oh, Green Tree, you are the keeper of balance between us humans and the environment. We all love and respect you. Only a fool could ever harm you." Pinochio comes and tries to pick the leaves of The Sacred Tree. Harap Alb stops him, they have a fight, but Pinochio doesn't fight back because he doesn't know exactly what's going on. Harap Alb asks Who are you and where do you come from? Don't you know this tree is what keeps the balance in the environment? Pinochio says: Who are you? I was created by My Mother. Harap Alb says I don't know who you are, but I will take you to our leader.





Scene 4: Inez comes to the woods and sees the two of them. Harap Alb tells her what's going on.

All lights shut down. Inez is alone on the stage.

She talks to public and says:

How is it possible that I've created someone who can kill my villagers? My creature will destroy the tree of life!

Scene 5: MadMan is crazily walking around wood. He passes by and tells Inez: Only human can feel the heart of A tree! Trees have choice, humans have creation. Water! Everything is water!

Inez remembers how her grandma used to tell her stories about the magical lake that could turn things into humans, so she decides to go in a journey.

Music representing the journey. The public moves to the pool..



Scene 6: in front of the lake, there is Ines, the meditating Marie.

Marie tells her you can have the magical water if you tell me what's between humans and plants?

Ines sees in the pool axolotl and tells who are you? The axolotl says I am not a plant, I am not a human, I am an animal. If you want peace between humans and plants, you also need to take care of animals!!!

Ines turns to Marie and says I know it's animals and gives Ines a bottle of water.



Scene 7: Ines, Pinocchio, Harap Alp, the Tree, axolotl. Ines sprinkles water over Pinocchio then becomes a real human. He looks at his mom, Harap Alp, the axolotl, and the Tree and they all turn towards the tree and hug together.



FOXIE-FOX

Creators: Nancy, Kristijan, Anna-Maria, Alina and Majda



Once upon a time in the Gonia kingdom, there was a king with 3 sons and no one believed in the youngest one called Harab Alb, so he decided to prove them wrong.

Harab Alb: I heard that there's a problem with water in Shanai kingdom! I will go there, help the king and show you that I'm stronger and smarter than you are!

But to get there he needed to cross a really dangerous Forest. To make sure that he will survive there, he asked the genius Pale to join him on this journey.

Harab Alb: the Genius Pale, can you please help me?

The genius pale: of course, I can my friend. But only if you will remember my kindness.

Harab Alb: of course, I will!

On the way through the forest, they see Kolobok sitting on the nose of the Fox.

Fox: Kolobok-kolobok, I will eat you!

The genius pale understood the intention of the fox to eat Kolobok so he smartly distracted her.

The genius pale: hey Foxie-Fox, don't eat Kolobok, you will get fat!

The Fox was distracted and the Harab Alb took the singing ball from her nose and ran away.

Kolobok: guys, thank you so much for having such a big heart and saving my life. I owe you one now.

Harab Alb: no problem! Do you want to join us? We want to save the kingdom of Shanai!

Kolobok: yes, of course! Let's go!

The genius pale: amazing! We make a great team!

Kolobok: guys, thank you so much for having such a big heart and saving my life. I owe you one now.

Harab Alb: no problem! Do you want to join us? We want to save the kingdom of Shanai!



Kolobok: yes, of course! Let's go!

The genius pale: amazing! We make a great team!

Passing the forest they met an evil Bald guy called Spin. He didn't want to let them help the kingdom, because he is an expelled bastard of the Shanai king.

Spin: I will not let u in! I will destroy you if you try to come in.

The heroes tried to fight the Spin but he's so powerful that he caught them and put them in a cage. Now they became his slaves.

Harab Alb: what do we do?

Kolobok: guys, you saved my life and now it's my turn to save yours. Poison me and offer me to the spin.

Harab Alb: no my friend, we just saved you!

Kolobok: I'm ready to sacrifice my life for you guys! Reach the kingdom, help the king, and show everyone who didn't believe in you how strong and smart you are!

The genius pale poisoned Kolobok.

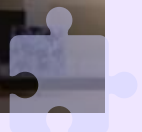
The genius pale: hey spin, are u hungry? Your slaves got a special dish just for you!

He was so flattered that now he has slaves, so he agreed to try it.

Harab Alb: yes my lord, please, try it. We were trying so hard so you can enjoy it!

The spin ate Kolobok, got intoxicated, and fell asleep forever.

The heroes got the keys from his neck and continued their way to the kingdom.





Finally, they arrived in the kingdom. The genius Pale helped Harab Alb to solve the water problem in the kingdom.

King: Harab Alb, thank you so much for your help! You saved our kingdom! I really want my daughter to marry such a brave guy like you!

As a reward, the king let Harab Alb marry his daughter so he becomes the prince of the Shanai Kingdom.

Harab Alb: Dear genius Pale, I thank you so much and I remember your kindness. If you wish, I would be more than honored to make you my minister, so we can run the kingdom together.

The genius pale: I couldn't wish for more, I would love that, thank you!

So in the end Harab Alb and the genius Pale started ruling the kingdom together and lived a long and happy and crazy life!

As they say in Lebanon: Take the lesson from the mouth of the crazy.



THE END



PEJO AND THE PUPPET

The fairytale brings together elements of the five fairytales described by most of the national groups who participated in this Youth Exchange. We combined the character of Pejo from 'Pejo, the Priest and the Halva', a Macedonian fairytale, with the story of Piedro and Ines (Portugal), the famous wooden puppet Pinocchio from Italy, the fictional episodic characters from Harap-Alb (Romania) and with the 'Crazy Shanai', a fairytale from Lebanon.

We build the fairytale around the concept of honesty, which was 'tested' through the decision of Pejo to deceive King Alphonso about his marriage with Ines. The description of the fairytale is a combination of scripts, stage indications and the dialogue of the characters. Enjoy!





*** Monologue of the King for one minute about the future of the kingdom.

King Alphonso has a burning desire to have a nephew, a heir, as soon as possible. He already thought about his son, Pejo, that he could marry Constanza, the daughter of the Green Emperor, so they could unify their fortune.

*** Monologue of Pejo in the dark with the below lines.

Pejo heard about his father's plans, and since then, he cannot sleep anymore. He doesn't want to hear about this arranged marriage with Constanza, as he is deeply in love with Ines, a maid, a poor girl leaving in a village near the castle. During his sleepless nights, Pejo makes the decision to try to convince the King that Constanza cannot have children. As an alternative, he said that the maid, Ines, could have, as the women in the castle checked that with the witch. oracle. But in fact, Pejo is the one who cannot have children and tries to hide it.

*** The King invites Pejo in the room.

Pejo asks the King why he should marry Constanza and tells him that he heard that Constantza could not have children. The King is really disappointed about the news regarding Constanzas's health condition and asks Pejo time to think.

*** Thinking time for the King, short monologue.

*** The King invites Pejo again to a discussion.

After a short period of time, the King asks Pejo for a short discussion and eventually agrees with his plan. But the King imposes Pejo that he and Ines should have a male boy within one year after the wedding. If that will not happen, Pejo and Ines would be expelled from the kingdom without any legacy.





*** New scene, with Ines and Pejo in the chamber. They talk about the below aspects.

The wedding happened, the joy of the celebration is gone, Ines and Pejo are together in their chamber, they love each other, but they know they cannot have children. It's the first day, after the wedding, when they talk about this. They know they have one year to fulfill the King's order for having a male child.

*** The announcer spreads the Geppetto's offer.

One day, on the streets of the citadel, Pejo hears that one crafter, named Geppetto, would give away one living puppet made of enchanted wood for anyone who could help him bring water to his new home. The special quality of the puppet is that in one year it will turn into a real baby. Pejo hears and likes the idea and tells Ines about this. She accepts the proposal, as this will make her happy with Pejo and advises him to visit Geppetto.

*** Also the Kings hear about Geppetto's proposal and asks himself who would be that fool to accept this.





*** A visit to Geppetto.

Pejo visits and asks Geppetto to craft a puppet with the characteristics of him and Ines, but Geppetto says that it will be very difficult to create such a child, as he can craft a regular puppet only, and only God and nature will shape the puppet after one year, and it's dangerous to play with that. They receive the living puppet after one week, but, as the times passes, the puppet's hands tend to grow longer than normally and the wood doesn't get softer.

*** Scene with the King and the couple.

Time passes and the King starts to ask Ines and Pejo about their efforts to give him a nephew. They promise that they will respect his wish and this calms the King, even if there are no visible signs of a pregnancy.

*** Scene with the announcer and the King in the background.

10 months have passed, and the King announced in all the Kingdom that God blessed the Kingdom with a male child! A male heir was born!

*** Scene with Ines and Pejo talking about the child.

He prepares for his first visit at Pejo's chamber. Pejo and Ines are really worried about this, as they cannot show the living puppet to the King. The puppet's hands are longer than anyone could imagine, there's no skin on the body, it's totally solid wood. They decide to hide the puppet in their chamber and not to allow anyone see the child, since the little one doesn't feel very well and it would be really dangerous to get in contact with people from outside, as the fever is spread in the Kingdom.





*** Scene with the King and the couple in their chamber.

The King enters the chamber and greets Pejo and Ines for the achievement. They welcome the King and, after a short talk about health and weather and hunting, the King wants to see his grandchild. With a sudden movement, Ines blocks the King's way and says that the little feels a bit sick, and it's really dangerous to expose him to the fever. The King, a bit surprised of Ines' dare, stops and tries to calm down, saying that yes, indeed, it could endanger the new born's life and promises to come back for a new visit in the upcoming days.

*** The previous scene repeats

The visit repeats two times with the same outcome. But the King wants to see his grandchild, while the couple hides him immediately when the King asks for this. The King suspects that there is something wrong and sets a trap.

*** Last scene, in the chamber.

One night, the couple accepts an invitation to a celebration of the harvest, and once they leave the castle, the King sneaks with disguised clothing in the couple's chamber and checks the baby. He sees that he is a monster(ish) wooden puppet with extremely long hands, and not a genuine human being. He is completely damaged and starts considering what to do with Pejo and Ines. He hides in the chamber and waits for the couple to return. When the couple returns, the King holds the puppet in his hands and confronts Pejo, as he entered the chamber.

-You promised me a grandson. A human grandson. This is my grandson? My human grandson? What would you do to yourself now? What should I do to you now?

And the public has the option to vote in a specific way.



A MISERABLE PRINCESS



Beyond the nine rivers and the nine mountains laid the kingdom. In a beautiful palace lived an even more beautiful princess. She waited impatiently for her future bridegroom. This princess had a directorate father, he was a bad king and treated people in a horrible way. He would stir up wars.

King 1: You should be scared. I will rule the world

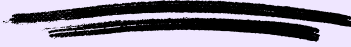
Once he got beaten by another king from silver palace, to save the kingdom he had to promise, that his daughter will marry silver palace prince.

King 2: You lost now, I will occupy your kingdom!

King 1: Not at all, this well never happen!

King 2: Give me your daughter then!

Time went and great preparations for the wedding were in process. White flowers decorated the whole palace. The corridors smelled of freshly roasted meat. Everyone was excited except the prince. He wanted to run in the woods, ride horses, drink beer... in short, he didn't want to marry the princess. He didn't know her at all. What if she was ugly.



Prince: I want my freedom, I will never marry this girl. I've never met her.

King 2: I won against her father and that's why you must marry his daughter. You'll become the king of the kingdom. If he finds another groom, he doesn't have to marry Princess Elisa. So he got himself a young, sturdy villager in a poor village.

Prince: Come with me. I will help you and you'll get enough food and money if you help me back

Villager: Yes I have nothing to lose. I will go with you.

All he had to do was wash him, change his clothes, and another silver prince was born. The villager was living his best life in the palace. Hunger didn't bother him, neither did the cold, and the princess... she was beautiful. He fell in love with her and she loved him back. They spent all their time together, but they were worried that their happiness would last only until everyone finds out that the wedding was invalid and they were hosting a fake prince.

Princess: We could run away and live happily ever after. Please.

Villager: I promised I will stay until marriage, but maybe once your parents know that the prince is liar, they will agree with our marriage.

Meanwhile, the prince, disguised as a servant, rode through the woods and went to inns. When he first saw the princess, he immediately fell in love with her.

Prince: I wish someone would told me she's that beautiful. I would have married her immediately.

He suddenly could imagine giving her a wedding kiss and holding her hand. The villager must have left, he decided he wants the princess. That very night he had the villager put in a sack and taken far away from the kingdom. The next day, when the prince confided everything to the princess, she wept.

Princess: How could you do that to me. You ruined my life! I love him so much.

The thought of never seeing her beloved again tore her heart. She would never marry the prince. She cried and cried and cried till she was tearful.



Her grief robbed her of her health, and her condition grew worse every day. The prince regretted his actions and truly fell in love with the princess.
Prince: I'm really sorry. I just need you to be happy to get well. I love you!

He decided to search the whole world to find a medicine that would cure her. After many weeks on the way, he finally found the right one. He brought it to the princess, but she refused to swallow it, worrying for a villager who was wandering lost on the other side of the world.
Princess: I want to die. I don't want any cure, Leave me alone.

She thought he was already dead. If he's not alive, she doesn't want to live either. She won't take the medicine. The prince was unhappy too, his vanity made Princess Elisa disappearing before his eyes. She never forgave him. She lost the will to live.

The villager searched tirelessly for a way back to his princess. He walked day and night.

Villager: I won't stop until I find you even if it would be death of me. After weeks of wandering and suffering, he reached the gates of the kingdom, his heart was pumping furiously with joy. He longed for the princess.

Villager: I've made it. Yes! I have to see her now.

He ran through the palace, and when he opened the door of the princess's room he saw her lying motionless on the bed. In spite of the tears in his eyes, he saw by the bed the weeping figure of the prince...





ADVENTURES OF ANTON IN THE ENCHANTED LANDS



Once upon a time there was a boy called Anton. He was young and ready to explore the world. Once he got the opportunity to bring a fire to the castle next to his village which was an annual tradition because the fire inside the castle gave the light to the whole village. With no hesitation Anton agreed to do this. But his childhood friend Sabrina was not happy about it because she loved him so much. Unfortunately love was not mutual.

When Anton hit the road Sabrina decided to put him into Mirror world with her magic to get a revenge. So she could pretend that she was Anton, bring the fire into the castle and marry King's daughter to be reach. She pretended to be a seller and put the plan into action.

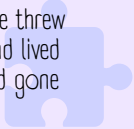

Sabrina brings the hero into the mirror. There Anton first appeared in enchanted forest in Autumn. Anton immediately noticed that the time goes there in a different way. He tried to go through trees but they started moving. The Madman appeared in front of him. His behaviour was crazy but still he helped Anton to go through those trees.

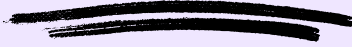
Then Anton met two trees. They were lovers, Telar and Entza but the love was forbidden. He noticed that there is a blade behind a troll with which he could cut trees' roots and let them be free. He made a serious troll laugh so hard that troll fell and the hero took the blade and cut the roots. Branches of lovers connected and flower of their love bloomed there. Anton took it and went further.

Next the hero entered the winter season. He walked around and saw the crystal castle. There was a giant snowman at the castle gates. To come inside that castle he had first to fight the snowman. Anton melted him with lover's flower and warm hugs of love and Pravda, spirit of truth went out of the snowman. Anton inhaled the spirit and proceeded to the ice castle.

In one of the rooms of the Crystal castle the hero found a frozen maiden on the chair who had a mirror in her hands. So Anton put the symbol of love into her hands and the ice melted. The maiden woke up, looked at Anton and fainted. Immediately magic mirror appeared and the hero jumped into it.

At that time in the castle near Anton's village the king congratulated the witch for bringing the fire. Anton appears out of Sabrina's mirror and killed her. Then he threw her into her own mirror. In the end the hero fortunately married the princess and lived happily ever after but as a totally different person after all the challenges he had gone through.







INSIGHTS &
CONCLUSIONS

Czech Republic

We want to share our amazing experience from the "Social and Cultural Puzzle" youth exchange in Georgia. We learned a lot, like the Romanian language having three different pronunciations of the letter "a" and how Georgian men shouldn't smile to appear more serious. We not only shared our knowledge but also our feelings and became a close-knit group. Thank you for the wonderful week of surprises and hugs. See you soon!





Georgia

I participated in a youth exchange program that offered engaging and interactive activities, including language, storytelling, and theater workshops. The program was well-organized, and the daily team leader meetings kept us on track. The facilitators created a safe and inclusive environment for sharing stories and perspectives. I highly recommend this program for anyone looking to expand their cultural horizons and develop new skills in a supportive environment.



Italy

We loved this project because it gave us the opportunity to get to know wonderful people and their cultures, their language and their way of life. We hope to meet again soon in the future.





Lebanon

Youth exchange programs provide a transformative experience, fostering empathy and understanding of diverse cultural perspectives. Participants engage in activities and discussions, broadening horizons and challenging assumptions while developing valuable skills like communication and adaptability. Overall, our experience was enriching, and we highly recommend it to anyone seeking to broaden their cultural horizons.



Portugal



This project allowed us to learn about different cultures, create international fairytales, develop acting skills, and learn basic rules of various languages. We also discovered similarities in traditional games across cultures. Such initiatives promote awareness and understanding, bringing us one step closer to a more peaceful world.

ROMANIA

Participating in a youth exchange program is a transformative experience that fosters empathy and connection with people from diverse cultural backgrounds. Engaging in activities and discussions broadens horizons and challenges assumptions while developing valuable skills such as communication and adaptability. Our experience was incredibly enriching, and we highly recommend this program to anyone looking to broaden their cultural horizons.



MACEDONIA



We had a great time during our project in Georgia, even though we didn't know what to expect at first. We felt welcomed and connected to everyone, like we knew each other already, and it was an unforgettable experience. We'll cherish the memories for the rest of our lives. Georgia is amazing, and the food is great too, despite being a bit unusual for us Macedonians.

U K R A I N E



OUR TEAM HAD A UNIQUE OPPORTUNITY TO LEARN ABOUT DIFFERENT CULTURES AND TRADITIONS DIRECTLY FROM LOCALS. WE IMPROVED OUR SKILLS IN TEAMWORK, ACTING, CREATIVITY, AND STORYTELLING, AND GAINED KNOWLEDGE IN VARIOUS FIELDS. WE HAD MANY UNFORGETTABLE EXPERIENCES, ESPECIALLY PLAYING TRADITIONAL CHILDREN'S GAMES AND CREATING SCENES FROM COMMON FAIRY TALES. WE'RE GRATEFUL TO EVERYONE INVOLVED IN THE PROJECT.



GENERAL CONCLUSIONS

1. Our Erasmus+ youth exchange project was a wonderful and enriching experience for everyone involved. The different activities, including storytelling workshops, theater performances, ritual cultural nights, language and games workshops, provided a variety of ways for participants to learn about different cultures and gain a deeper understanding of the complexities of cultural identity, to elaborate and explore the notion and idea of interculturality.

2. One of the main takeaways from the project is the importance of recognizing and celebrating cultural diversity. By bringing together participants from different countries and backgrounds, the project created opportunities for cross-cultural dialogue and understanding. It also emphasized the value of language learning as a means of connecting with other cultures.

3. Overall, it's clear that the project had a positive impact on all involved, providing opportunities for personal growth, cultural exchange, and new friendships. It's important to continue fostering these types of projects and initiatives in order to build a more tolerant, inclusive, and understanding society.

SOCIAL AND CULTURAL PUZZLE

INTERCULTURAL GUIDE

CREATED DURING
ERASMUS+ YOUTH EXCHANGE
SOCIAL AND CULTURAL PUZZLE
GONIO, GEORGIA
28 APRIL - 7 MAY 2023

