Application

Programme	Erasmus+
Action Type	KA210-ADU - Small-scale partnerships in adult education (KA210-ADU)
Call	2024
Round	Round 2

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Context

Field	Adult Education
Project Title	Science App
Project Acronym	Sapp

Project Start Date (dd/mm/yyyy)	Project Duration	Project End Date (dd/mm/yyyy)	National Agency of the Applicant Organisation	Language used to fill in the form
01/03/2025	18 months	31/08/2026	RO01 - Agentia Nationala pentru Programe Comunitare in Domeniul Educatiei si Formarii Profesionale	English

Project lump sum	60 000,00 €

For further details about the available Erasmus+ National Agencies, please consult the following page: List of National Agencies.

Priorities and Topics

All project proposals under the Erasmus+ Programme should contribute to one or more of the programme's policy priorities.

Please select the most relevant priority according to the objectives of your project.

HORIZONTAL: Addressing digital transformation through development of digital readiness, resilience and capacity

If relevant, please select up to two additional priorities according to the objectives of your project.

ADU: Improving the availability of high quality, flexible and recognised learning for adults
ADU: Creating and promoting learning opportunities among all citizens and generations

Please select up to three topics addressed by your project.

Digital content and pedagogical practices
Science, technology, engineering and mathematics (STEM)
New learning and teaching methods and approaches

Project description

Description

What are the concrete objectives you would like to achieve and 'outcomes or results you would like to realise'? How are these objectives linked to the priorities you have selected?

1.Improve Parental Confidence in Teaching Science.
Increase the confidence of stay-at-home and out-of-work parents in teaching scientific concepts through accessible resources and interactive experiences. Develop digital learning materials that cover essential scientific concepts and engage them. These materials include video tutorials, interactive quizzes, and hands-on experiment guides using common household items. Additionally, we aim to implement interactive online sessions where parents can participate in live demonstrations and ask questions to experts in the field. We will assess confidence levels through pre-and post-surveys, aiming for a 25% improvement in self-reported confidence among participants within six months of program launch. A comprehensive evaluation will be conducted 12 months after the implementation of the Science App, focusing on the retention of knowledge and ongoing engagement in science activities at home.
2. Develop and expand the knowlegde about science through Science Education Tools.
Create and distribute three user-friendly digital tools designed for parents to facilitate science learning without requiring advanced knowledge. The tools will be developed through a collaborative process, encompassing research, design and feedback from beta testing groups comprising parents. These resources will leverage everyday items found in the kitchen or home environment to make experiments engaging and straightforward. Our target is to secure 1,500 active users (visitors on the site/media campaign) until the end of the project, showcasing the tools' effectiveness and appeal. The tools will be tested for usability and educational value, ensuring they meet the needs of parents seeking to support their children’s science education effectively.
3. Raising awareness about healthy science habits used at home in parenting teaching methods by creating a community for parents.
Cultivate a supportive community for parents that encourages sharing of resources, experiences, and best practices for teaching science. We will establish an online platform that serves as a hub for parents to exchange guidance and personal stories. This community will foster a collaborative atmosphere where members feel comfortable asking questions and offering advice. We will implement targeted outreach through social media campaigns and partnerships with local organizations to increase visibility and attract participants. Our objective is to expand this community to 400 active members (app users) by the end of the project, effectively creating a network of support that enhances parents' confidence and efficacy in imparting science education at home. Practically, the platform will be piloted by these 400 users who will guide us in reaching the final goal of 1500 members.

Please outline the target groups of your project

1. Stay-at-home parents, form a core segment of our target audience. These individuals, predominantly mothers and fathers dedicated to full-time childcare, often possess a genuine desire to engage their children in educational activities. However, they may have limited opportunities for formal scientific engagement outside their homes, resulting in a lack of confidence when it comes to teaching science. By equipping these parents with user-friendly digital resources and interactive materials, we aim to enhance their self-efficacy in facilitating science education, fostering a more enriching home learning environment;
2. Out-of-work parents represent another significant target group. Currently unemployed or between jobs, these parents often find themselves spending increased time at home with their children. While the additional time provides an opportunity for engagement, many face economic constraints that limit access to traditional educational resources, workshops or classes. Our initiative seeks to bridge this gap by providing free or low-cost educational materials that utilize everyday household items for science experiments. This approach ensures that these parents can support their children’s learning without incurring additional expenses, promoting a hands-on learning experience that is accessible for all; 3. Adults with Limited Science Backgrounds, who aspire to work with children but lack advanced or formal education in science. This group may feel unprepared or lack confidence in teaching scientific concepts, often relying on basic school materials or their own limited knowledge. By offering comprehensive yet straightforward learning tools, we intend to empower these adults, enabling them to foster an interest in science among children effectively. This group includes both current parents and prospective educators who are eager to develop their skills and confidence for future teaching roles;4. Diverse Demographic Backgrounds. Our project recognizes the importance of inclusivity and representation in STEM education. We target parents and future parents from diverse cultural, socioeconomic, and educational backgrounds, particularly those from underserved or underrepresented communities in STEM. Many individuals in these communities may not have access to quality science education resources due to systemic barriers. By creating culturally responsive and relatable materials, we hope to engage these parents and provide them with the tools to encourage their children's scientific exploration, helping to bridge the equity gap in STEM education.
5. Parents Seeking Peer Support and Community, especially immigrants, who seek a sense of community and peer support in their educational efforts. By fostering an online platform for these parents, we can create a collaborative environment that encourages interaction, shared learning, and the exchange of information regarding science education.

Please describe the motivation for your project and explain why it should be funded

In 2019, I founded ScienceBox with the goal of complementing the educational system by offering products that help children and adults understand physical phenomena beyond the classroom, Our journey has illuminated a vital truth:

parental involvement in children's education is important for fostering a genuine interest in science. Feedback from workshops with children, teachers, and parents revealed an important theme: many parents lack the confidence and resources necessary to engage in science education effectively, leading to a disconnect in the critical parent-child dynamic. This disconnect can often result in children turning to digital devices for answers, rather than engaging in meaningful discussions with their parents. Through parental education, we can turn this challenge into an opportunity. By equipping parents with the skills and knowledge to understand scientific phenomena, we enable them to actively participate in their children's education performing experiments, assisting with homework, and nurturing a love for science. A well-informed parent not only enhances their child's learning experience but also strengthens familial bonds that are vital in today's technology-driven world. Additionally, our project recognizes the broader societal challenges faced by many parents, especially those who are unemployed or isolated. Understanding the overwhelming nature of parenting, our project aims to create a supportive community where parents can connect, share experiences, and learn from one another. This sense of solidarity can combat feelings of isolation and exhaustion, fostering emotional resilience and ensuring that parents do not feel alone in their educational roles. The Science App will democratize access to quality science education resources, making them user-friendly and accessible to adults of all educational backgrounds. Our focus on diverse and underserved communities addresses barriers to educational equity. For immigrant parents or those seeking work in the education sector, this project can enhance their employability, offering them resources that elevate their teaching potential. Funding this project will contribute to building a supportive ecosystem for parents, expanding educational opportunities, and fostering digital skill development. By bridging the knowledge gap in science education, we not just empower parents but also enrich the educational journeys of countless children, cultivating a future generation that values curiosity, inquiry, and lifelong learning. Science App is an investment in community empowerment, educational equity, and the reinforcement of family bonds - elements for a brighter future for all families.

How does the project address the needs and goals of the participating organisations and the identified needs of their target groups?

Alignment with Organizational Goals: 1. Educational Outreach and Impact: The project prioritizes accessibility by providing digital resources that enable users to develop and enhance their educational skills. This directly supports the organizational goals of improving educational outreach and maximizing impact on community learning. 2. Empowerment and Capacity Building: Our mission focuses on empowering parents to take an active role in science education. By boosting adults' confidence and teaching skills in science, the project aligns with the organizations' objectives to build individual capacities, fostering a culture of lifelong learning within communities. 3. Community Engagement and Inclusion: With an emphasis on community engagement, the project aims to serve diverse populations, particularly those marginalized in traditional education systems. By creating a supportive community for parents and adults, the initiative promotes inclusivity that resonates with the values of the participating organizations. 4. Resource Development and Innovation: Organizations involved are dedicated to developing innovative educational tools. This project serves as a platform for testing and refining new digital science education resources, helping them meet their goals of fostering creative solutions and advancements in educational methodologies.
Addressing the Needs of the Target Group: 1. Building Confidence in Science Education: A need among stay-at-home and out-of-work adults/parents is their lack of confidence in teaching science. The project tackles this issue head-on through practical learning techniques, workshops, and interactive sessions, empowering parents to effectively engage in their children's science education. 2. Access to User-Friendly Science Education Tools: Many parents face barriers due to limited scientific knowledge and lack of tailored educational resources. The project addresses this gap by developing accessible digital tools specifically designed for adults with minimal science backgrounds, making science learning approachable and manageable. 3. Creation of a Support Network: Recognizing the isolation that many parents feel, particularly those outside the workforce, the project establishes a community platform that facilitates peer support, resource sharing, and shared learning experiences. This directly responds to the need for connection and collaborative growth among parents. 4. Providing Practical, Actionable Resources: The tools provided through the Science App are designed for immediate application in home settings. By equipping parents with tangible resources that are easy to implement, the project addresses the necessity for accessible and comprehensible digital educational materials, ensuring users can engage effectively with science concepts right away. Empowering parents, fostering community, ensuring accessible educational resources, the project stands to make an impact on individual families and educational landcape.

What will be the benefits of cooperating with transnational partners to achieve the project objectives ?

1. Diverse Expertise and Best Practices: Transnational partners bring a wealth of varied expertise, enriching the project with innovative ideas and approaches in science education and community engagement. Exposure to different cultural contexts enhances our strategies, making them more effective. 2. Access to Global Insights: Collaboration enables the exchange of successful strategies and insights, allowing us to adapt and refine our project to ensure cultural relevance across different target groups. This diversity in perspectives fosters a more inclusive educational approach. 3. Pooling of Resources and Technology: By pooling financial, technological and human resources, we can create top-quality digital tools and educational materials more efficiently than if working in isolation. This collaboration leads to richer, more comprehensive products. 4. Access to Cutting-Edge Technologies: Partners from technologically advanced regions can introduce the latest tools and methodologies, significantly enhancing learning resources. This mix of innovation drives progress in science education, improving how science is taught and learned at home. 5. Reaching a Larger Audience: Our cooperative approach enables the project to transcend national borders, impacting a wider audience - especially in underserved or

remote areas. By reaching more parents and children, we ensure a broader influence on educational outcomes. 6. Scalability and Adaptation: Collaborating with international partners allows the project to be more easily adapted and scaled for various cultural and linguistic contexts, making it accessible to a diverse audience and maximizing its overall impact. 7. Building a Global Community: Establishing a cross-border community fosters richer interactions among parents from different countries. This encourages the exchange of experiences and resources, promoting a sense of global solidarity in science education. 8. Learning from Diverse Experiences: Parents will benefit from exposure to various parenting styles and educational approaches, which bolsters their confidence and capability in teaching science. This diversity enriches their everyday interactions with their children. 9. Professional Development for Staff: Collaborating with international experts offers participating staff invaluable growth opportunities, enhancing their skills in education, technology and community outreach - important for effective project implementation. 10. Raising Visibility: Working with transnational partners elevates the project's profile, enhancing the reputation of the participating organizations as leaders in innovative science education and community support.

Participating Organisations

To complete this section you will need your organisation's identification number (OID).

If you have an OID number please introduce it in this section.

If you are not sure if you have OID number, you can check here: Organisation Registration System

If you do not have OID number, you can create one here: Register New Organisation

Whenever an OID has reached the limit agreed of appearances in drafts and submitted forms, a notification by email will be sent to the Authorized person of that OID. We can include in the email a list of projects where that OID is encoded providing all the information necessary for him to act if he needs to: Form ID, Name of the applicant organization, National agency. If we don't have the NA and the applicant organisation filled in the form **we don't count this form** to the value which triggers the email notification.

According to the Programme Guide, each organisation (OID) can apply only once as applicant organisation and can be included in a total of 10 Small-scale partnerships in the fields of vocational education and training, school education, adult education and youth per application round. The maximum number includes all applications in the listed fields, regardless of whether the organisation is a coordinator or a partner. Once this limit is reached, it will not be possible to submit further applications with the same organisation (OID).

Applicant - THESCIENCEBOX (E10322548 - RO)

Organisation ID	Legal name	Country
E10322548	THESCIENCEBOX	Romania

Applicant details

Legal name	THESCIENCEBOX
Country	Romania
City	Motru

Profile

Is the organisation a public body?	Is the organisation a non-profit?
No	No

Type of organisation	Small and medium sized enterprise

Background and experience

Please briefly present your organisation.

What are the organisation's main activities?

Science Box, is a start-up founded in 2019 and was created in response to the need for practical elements in the classroom to help students understand and become excited about the natural sciences. Our initiatives continued throughout the pandemic, during which school activities shifted to the online environment. Science Box introduced both workshops for adults and teachers, as well as an innovative science kit containing all the necessary materials for conducting experiments that explain important natural phenomena to young explorers. We promote and contribute to applied education that goes beyond definitions and theorems found in textbooks.

Our mission is to help children understand natural sciences through hands-on experiments while also supporting teachers, parents, and educators with a comprehensive guide and the necessary materials to perform key experiments. By doing so, we aim to make science accessible, engaging, and understandable for everyone involved.

What are the organisation's activities in the field of this application?

Science Box develops educational materials for adults designed for at-home use, allowing them to engage in science learning with their children using everyday kitchen products. Our manual provide step-by-step guides to fun, interactive experiments that explain scientific principles in an accessible way. Parents can explore topics like chemistry, physics, and biology through simple activities such as creating volcanoes, experimenting with baking soda reactions, or understanding density with kitchen liquids.
We also offer a variety of workshops specifically designed for adults, providing hands-on experiences that bring science to

life in a practical and engaging way. These workshops cover a range of topics, including chemistry, physics, and environmental science, and are suitable for adults with any level of scientific background. Participants conduct real-world experiments, gaining practical knowledge and skills that can be applied in everyday life or professional settings.

What profiles and age groups of learners are concerned by the organisation's work?

Science Box's educational initiatives cater to a wide range of profiles and age groups, ensuring that learners of various backgrounds can benefit from our programs. The key learner profiles and age groups concerned by our work include:
-General Learners: Adults with a curiosity for science, looking to explore scientific concepts for personal enrichment.
-Parents: Adults who want to learn science in order to be able to explain it to their kids
-Educators and Teachers: We provide specialized workshops and resources for educators, helping them integrate hands-on science learning into their classrooms or remote teaching environments.
-Adults looking for a job that requires specific educational skills

How many years of experience does the organisation have working in the field of this application? Please reply with a number of years of experience, for example '10'

5

	As Applicant		As Partner or Consortium Member	
Action Type	Number of project applications	Number of granted projects	Number of project applications	Number of granted projects

Newcomer organisation	Yes
Less experienced organisation	Yes
First time applicant	Yes

Partner Organisations

Organisation ID	Legal name	Country
E10176763	Learnmera Oy	Finland

Learnmera Oy (E10176763 - FI)

Partner organisation details

Legal name	Learnmera Oy
Country	Finland
Region	Helsinki-Uusimaa
City	Espoo
Website	www.learnmera.com

Profile

Is the organisation a public body?	Is the organisation a non-profit?
No	No

Type of organisation	School/Institute/Educational centre – Adult education

Background and experience

Please briefly present your organisation.

What are the organisation's main activities?

Learnmera Oy is a private adult education provider and translation company, founded in 2011 focused mainly on corporate clients in the greater Helsinki area providing private executive business language lessons. Courses are offered in the major Nordic and European languages, but also beginner's courses in Finnish and Swedish for foreigners.
Learnmera Oy has considerable in-house experience in educational resource, website creation and mobile application content building.
Their website The Language Menu - tools for teachers has a member base of around 35,000 teachers worldwide. It is this technical and creative expertise that Learnmera can bring to a project.

What are the organisation's activities in the field of this application?

As Learnmera Oy is a private adult education provider in the greater Helsinki area providing business language lessons their area of expertise is language and integration as well as ICT.
The nature of the work means that they teach many migrants and therefore help them with their needs outside the classroom and integration into the community.
Learnmera Oy has considerable experience in educational resource, website, and mobile app content creation. In addition to language training, Learnmera offers translations, proofreading, video creation, editing, voice-overs and subtitling.
Learnmera also develops websites, web portals, web apps and phone applications for both Android and iOS.
Learnmera has extensive experience leading dissemination/valorisation and working with social media for EU project dissemination. The Learnmera staff has worked on over 50 EU and domestic projects. They have worked on several projects involving integration, language learning for immigrants, STEM education

What profiles and age groups of learners are concerned by the organisation's work?

adults

How many years of experience does the organisation have working in the field of this application? Please reply with a number of years of experience, for example '10'

4

	As Applicant		As Partner or Consortium Member	
Action Type	Number of project applications	Number of granted projects	Number of project applications	Number of granted projects
Small-scale partnerships in school education (KA210-SCH)	0	0	3	1
Small-scale partnerships in adult education (KA210-ADU)	0	0	13	4
Small-scale partnerships in vocational education and training (KA210-VET)	0	0	1	0
Small-scale partnerships in youth (KA210-YOU)	0	0	3	0

Newcomer organisation	No
Less experienced organisation	No

Cooperation arrangements

How was the partnership formed? What are the strengths that each partner will bring to the project?

This partnership was formed through Erasmus+ communication channels. After communication via online methods we decided to partner up and propose this project.

ScienceBox is a startup established in 2019 after winning a national grant, giving us valuable experience in budgeting and management. The founders bring expertise from diverse fields: one holds a PhD in Physics, and the other is a seasoned marketing professional. Together, we are uniquely equipped to develop high-quality educational products and effectively promote them to the general public.
The inspiration behind ScienceBox stemmed from challenges we identified in the education system. We sought to enhance traditional classroom lectures by offering hands-on experiments. Our kits are designed to provide everything children and adults need to grasp fundamental scientific concepts in an engaging and accessible way.
Over time, we've become deeply involved in community projects, driven by our mission to create meaningful impact rather than simply sell products. We've hosted numerous pro bono workshops for both children and adults, collaborating with NGOs, science institutes in Bucharest, and various organizations. Notably, we worked with an NGO to provide workshops for a foster care home and partnered with science institutes for events like "Green Week," benefiting both children and teachers. In response to the humanitarian crisis, we've also joined forces with an international NGO to assemble emergency kits for Ukrainian refugees.
Our expertise extends far beyond developing science-based educational tools. We are also highly skilled in budgeting, marketing, and leveraging a vast network to effectively disseminate the outcomes of our projects. This diverse experience makes us a valuable asset, capable of driving success across multiple aspects of any initiative we undertake.

Learnmera Oy is a private adult education provider located in the greater Helsinki area, specializing in business language lessons. Their expertise lies in language instruction, integration, and information and communication technology (ICT). Given the nature of their work, they teach many migrants, assisting them with their needs beyond the classroom and aiding their integration into the community. It has significant experience in creating educational resources, website content, and mobile app content. In addition to language training, the company provides services such as translation, proofreading, video creation, editing, voice-overs, and subtitling. Learnmera also develops websites, web portals, web applications, and mobile apps for both Android and iOS platforms.

Furthermore, Learnmera has extensive experience in leading dissemination and valorization efforts, as well as managing social media for EU project promotion. The staff at Learnmera has been involved in over 50 EU and domestic projects.

How will you ensure sound management of the project and good cooperation and communication between partners during project implementation?

1. Defined Roles and Responsibilities: At the project's outset, we will clearly outline tasks for each partner, specifying individual duties, timelines, and expected outcomes. This clarity ensures that all parties understand their responsibilities, preventing overlaps and gaps in execution. 2. Scheduled Meetings: Regularly scheduled meetings will be established to review progress, address emerging issues, and align upcoming milestones. These meetings will facilitate open dialogue and keep everyone on track. 3. Digital Communication Tools: To maintain seamless communication, we will utilize digital platforms like Zoom and WhatsApp for day-to-day interactions, task tracking, and resource sharing. This approach encourages ongoing connectivity among partners, regardless of their geographical locations. 4. Regular Progress Reports: Each partner will be required to submit periodic progress (6 months) reports detailing achievements, challenges, and risks encountered. The project coordinator’s team will review these reports to ensure the project remains on schedule and to swiftly address any problems. 5. Feedback Integration: We will actively seek and integrate regular feedback from both partners and beneficiaries to facilitate continuous improvement. This ongoing responsiveness will help us adapt to emerging needs and concerns throughout the project lifecycle. 6. Risk Assessment: A comprehensive risk assessment will be conducted at the project's initiation to identify potential challenges, whether financial or logistical. Contingency plans will be developed to effectively manage these risks, ensuring readiness for unforeseen circumstances. 7. Cultural Sensitivity: Recognizing the diverse backgrounds of each partner, we will promote cultural sensitivity throughout our interactions. This understanding will enhance collaboration and foster a spirit of inclusivity. 8. Documentation and Resource Sharing: We will implement a centralized document management system to store project-related materials, ensuring all partners have easy access to necessary resources and information. 9. Evaluation and Adjustment: We will conduct regular evaluations (6 months) of project progress and collaboration effectiveness. This adaptive approach enables us to make necessary adjustments, maintaining initiative alignment with the project goals. Through these structured strategies (part of the implementation plan), we will ensure effective project management and impactful outcomes for the project.

Have you used or do you plan to use Erasmus+ platforms for preparation, implementation or follow-up of your project? If yes, please describe how.

We plan to utilize Erasmus+ platforms for the preparation, implementation, and follow-up of our project. These platforms will play a crucial role in ensuring effective collaboration, resource sharing, and long-term impact.
-Erasmus+ Project Results Platform (PRP): During the preparation phase, we will leverage the PRP to explore best practices and learn from other projects funded by Erasmus+. This platform provides valuable insights into what has worked in similar projects, allowing us to refine our approach, avoid common pitfalls, and incorporate innovative strategies into our project design.
-EPALE (Electronic Platform for Adult Learning in Europe): As our project focuses heavily on adult education, EPALE will be an essential tool during implementation. We will use the platform to share project updates, engage in discussions with the broader adult education community, and disseminate knowledge or materials produced. EPALE's forums and blog sections also offer an opportunity to receive feedback and suggestions from practitioners and educators across Europe.
-Erasmus+ Dissemination Tools (PRP and EPALE): After the project's conclusion, we will use the Erasmus+ Project Results Platform to publish the project's outcomes, resources, and case studies. This platform ensures that our project results are accessible to a wide audience, contributing to the sustainability and transferability of our findings.
-EPALE: Post-implementation, we plan to continue engaging with the adult learning community through EPALE by sharing ongoing insights, holding webinars to further disseminate project outcomes, and participating in collaborative events with other Erasmus+ projects.
-Erasmus+ Virtual Exchange: If relevant, we may also explore the Erasmus+ Virtual Exchange to maintain long-term partnerships or create new virtual learning opportunities after the project ends. This could involve offering follow-up digital workshops or courses for adult learners who participated in the project.

Please describe the tasks and responsibilities of each partner organisation in the project.

In this project, each partner organization will have clearly defined tasks and responsibilities that align with their expertise, ensuring a collaborative and well-rounded approach to achieving the project's objectives. Below is an overview of the roles and responsibilities for both Science Box and Learnmera Oy:

Science Box (Expert in Developing Scientific Educational Material for Adults) will leverage its expertise in science education to lead the development of hands-on educational materials and experiments tailored for adults. The focus will be on creating content that encourages parents to engage in science learning with their children at home using simple, everyday materials.
Responsibilities: Content Creation, Resource Development, Training and Support for Partners (Offer training to Learnmera Oy's team on how to integrate scientific educational content into digital platforms and assist in ensuring scientific accuracy in translated materials), Serve as the primary point of contact for scientific expertise in the project, Collaborate with Learnmera Oy on the digitalization of the educational materials, Conduct evaluations to assess the effectiveness of the scientific content and refine materials based on user feedback.

Learnmera Oy (Private Adult Education Provider and Translation Company) will apply its expertise in adult education, digitalization, and Erasmus+ project management to oversee the digital aspects of the project. This includes translating the educational content into multiple languages, ensuring user-friendly digital delivery, and contributing to the overall management of the project.
Responsibilities: Training on Digitalization of Educational Materials, Convert Science Box's educational materials, experiments, and guides into digital formats, give feedback on materials.
Science Box and Learnmera Oy will work closely to ensure that the scientific materials are translated into effective digital formats, with Learnmera Oy providing input on the best practices for adult education and digital engagement.Science Box will lead the scientific aspects of the workshops, while Learnmera Oy will ensure the effective digital delivery and translation of these sessions to broader audiences.
Monitoring and Evaluation: Both organizations will collaborate on monitoring the progress of the project, collecting feedback from participants, and making adjustments to ensure the best possible learning outcomes for adults.
Science Box is the leading organization of the project and will be in charge of the budget, quality and overall management of the project, with transparency.

Activities

All the activities of a Small-scale Partnership must take place in the countries of the organisations participating in the project. In addition, if duly justified in relation to the objectives or implementation of the project, activities can also take place at the seat of an Institution of the European Union, even if in the project there are no participating organisations from the country that hosts the Institution.

In the following sections, you are asked to provide details about each project activity.

You are asked to provide information about each planned activity as a whole (e.g. its venue, duration, etc.), to define the activity's lead organisation, and optionally to list the other participating organisations. The lead organisation is typically the one organising the activity. The other participating organisations are all other project partners who will also take part in the particular activity. The estimated activity start and end dates can be changed during implementation.

Please include in the section below all planned activities and indicate the grant amount allocated to each one. Keep in mind that the total amount should be equal to the Project lump sum requested.

Activity Title	Estimated start date	Estimated end date	Activity duration (in days)	Grant amount allocated to the activity (EUR)
Project Management	01/03/2025	31/08/2026	549	10 000,00
First Project work meeting	02/04/2025	05/04/2025	4	4 000,00
Content Developement for the ScienceApp	07/04/2025	31/07/2026	481	14 000,00
Development of the Site and Mobile App	07/04/2025	31/07/2026	481	12 000,00
Science Experiments meets Digital Era	02/03/2026	08/03/2026	7	8 000,00
Final project work meeting	01/07/2026	04/07/2026	4	4 000,00
Dissemination activities and beta testing	05/07/2026	05/07/2026	1	8 000,00
Total			**1527**	**60 000,00**

Activity Details (Project Management)

Please complete the following table

Activity Title	Project Management
Venue	Romania
Estimated start date	01/03/2025
Estimated end date	31/08/2026
Leading Organisation	THESCIENCEBOX
Participating Organisations	Learnmera Oy (Finland)
Grant amount allocated to the activity	10 000,00 €

Describe the content of the proposed activity.

Project Management includes:
- management of the partnership: during the first partnership meeting, we will define a clear project management structure that outlines tasks, responsibilities, deadlines, and the allocated budget. Each organization will designate a leader for each activity to oversee the project and ensure that activities are advancing as planned. This designated leader may also be responsible for overall coordination, communication, and reporting within their organization. also we will establish responsabile persons for roles such as financial management, a person in charge of managing and applying the project's evaluation indicators, and someone responsible for implementing and monitoring the tools. Each project manager will be accountable for communication and ensuring that activities are carried out effectively.
- the control of the budget: every three months, each partner is required to submit a progress report detailing all activities carried out up to that point, including expenses incurred. These progress reports are reviewed by the project coordinator, who has appointed a financial manager at the team level.
- risk management plan: a plan for the potential risks that might arise(delays, renunciations, natural causes, communication) will be developed alongside with the solutions for it.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

Project management team: key members from each participating organization bring valuable experience to their respective roles. These staff members are responsible for the project's strategic direction and act as facilitators to ensure effective execution. Their expertise in management, education, and community engagement will be instrumental in guiding the project toward defined objectives.

Explain how is this activity going to help to reach the project objectives.

The project management activity is integral to achieving the project objectives by ensuring that all components are aligned, coordinated, and executed efficiently. Project management begins with a comprehensive management plan that clearly defines objectives, timelines, and responsibilities. This structured approach enables the team to set measurable goals, ensuring everyone understands their roles and contributions toward the desired outcomes. By implementing a monitoring strategy that includes periodic reporting and feedback mechanisms every three months, the project management activity allows the team to assess progress against objectives. This continuous evaluation helps identify any issues early, enabling timely adjustments to stay on course and achieve the intended results. A quality evaluation plan, assessed biannually, ensures that all project deliverables meet high standards. Rigorous evaluation criteria will track qualitative and quantitative improvements, confirming that initiatives are effective in enhancing science education. This focus on quality directly supports the project's overarching aims. A risk management plan will identify potential challenges that could impede progress. By proactively addressing these risks, the project management team mitigates disruptions, thereby maintaining momentum and ensuring that objectives are met without significant setbacks. The project management activity fosters open communication channels among all partners and stakeholders. Regular meetings and updates will ensure that all parties are informed and engaged. Through structured planning, ongoing evaluation, risk management, effective communication, and capacity building - creates a framework that directly supports the realization of the project objectives, ensuring successful outcomes for the partnership.

Describe the expected results of the activity.

Successful Achievement of Objectives: The project meets its goals and delivers expected results on time and within budget.
Efficient Resource Use: Resources like time, money, and personnel are optimally allocated and used effectively throughout the project.
High-Quality Deliverables: The final product or service meets or exceeds stakeholder expectations in terms of quality and functionality.
Risk Mitigation: Potential risks are identified early, managed proactively, and addressed before they can negatively impact

the project.
Clear Communication: Transparent and consistent communication keeps stakeholders informed, aligned, and engaged throughout the project.
Team Collaboration and Morale: Strong project management fosters a collaborative environment where team members are motivated, productive, and aware of their roles.
Timely Problem-Solving: Challenges are addressed quickly, minimizing delays or disruptions.
Continuous Improvement: Lessons learned from the project are documented and applied to future projects, improving efficiency and effectiveness over time.
Compliance with Scope, Time, and Budget: The project stays on track in terms of deliverables, timeline, and financial constraints.

Please describe how you determined the grant amount attributed to this activity.

The cost of this activity involve purchasing raw materials, equipment or supplies necessary for project implementation.
And it includes the salaries of the persons responsible for the project management (eg project manager, financial manager, etc)
This Budget is split among partners: 6000 euro for coordination and 4000 euros for our partner.

Activity Details (First Project work meeting)

Please complete the following table

Activity Title	First Project work meeting
Venue	Finland
Estimated start date	02/04/2025
Estimated end date	05/04/2025
Leading Organisation	Learnmera Oy (Finland)
Participating Organisations	THESCIENCEBOX (Romania)
Grant amount allocated to the activity	4 000,00 €

Describe the content of the proposed activity.

In the project's first implementation meeting, a comprehensive project overview is presented, outlining the project's goals, objectives and scope. This segment highlights the project's importance, the results and the impact desired to be achieved by the end of the project. A timeline featuring key milestones is shared, offering a timeline that the team can refer to as they advance.
Following this, the meeting moves into a detailed discussion of roles and responsibilities. Each member's specific contributions are clarified to ensure everyone understands their tasks and how their efforts align with the project's overall aims. The implementation plan is then reviewed, covering various phases of the project. Resources and budget allocated for each phase are discussed, alongside potential challenges that may arise. The team examines the tools and software that will facilitate the efforts, ensuring that everyone is equipped for successful collaboration. A communication strategy will be designed, participants decide on preferred communication channels-whether through regular updates, emails, or project management tools-and agree on the frequency of future meetings. Risk management is also addressed, allowing the team to identify potential risks and devise mitigation strategies. This proactive approach encourages open dialogue about challenges while fostering a solutions-oriented mindset. The meeting will be finished in a Q&A session, empowering staff to voice their queries and feedback. This inclusive approach helps to refine the implementation plan.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The target group for this project activity consists of staff members (4-6) who will engage in the project's implementation and benefit from its outcomes. Key participants include project team members, who are directly involved in executing various phases and project leaders, who set the strategic direction and oversee progress. This group encompasses individuals with distinct roles-such as project managers, subject matter experts and support staff-each contributing unique skills essential for achieving the project's objectives. Each member is expected to actively collaborate, communicate effectively and commit to their responsibilities as clarified in the implementation meeting. By aligning individual efforts with the project's overarching goals, the team fosters a sense of ownership and accountability. The benefits of the project extend beyond the immediate participants. The results are expected to create a ripple effect affecting various end-users or beneficiaries, parents or community members who will gain from the project's deliverables. These benefits may include improved services, enhanced systems or increased access to resources. The structured approach to implementation-highlighted through a detailed timeline, defined roles and a communication strategy-ensures that all contributors are well-prepared to navigate potential challenges while upholding project integrity. The proactive discussion of risk management further emphasizes a commitment to addressing obstacles collaboratively.

Explain how is this activity going to help to reach the project objectives.

The first implementation meeting is a step towards achieving the project's objectives by establishing a clear foundation for collaboration, accountability and strategic planning. By presenting a comprehensive overview of the project's goals, objectives and scope, all participants gain a shared understanding of what is to be accomplished. This clarity not only highlights the project's importance but also aligns the team's focus on desired outcomes, ensuring that everyone is working towards the same end results. Sharing a detailed timeline featuring key milestones serves as a timeline for the project's execution. It allows team members to visualize their tasks within the broader schedule, enabling better time management and progress tracking. With clear deadlines in place, the team can maintain momentum and celebrate milestones, reinforcing a sense of progress and accomplishment. The explicit discussion of roles and responsibilities further facilitates efficient project execution. Each member knowing their specific contributions promotes accountability and reduces the likelihood of misunderstandings or overlaps in tasks. This clarity is essential for maintaining a smooth workflow and ensuring that all aspects of the project are covered comprehensively. By reviewing resources and budget allocations, the team is prepared for potential challenges, fostering resilience and adaptability. Identifying potential difficulties early allows for preemptive strategizing, which positions the team to respond effectively and mitigate risks. The adoption of a communication strategy is mandatory for ongoing collaboration. Establishing preferred channels for updates and feedback promotes transparency, encourages continuous engagement and helps address issues as they arise. Regular communication creates an atmosphere of openness and allows for collective problem-solving.

Describe the expected results of the activity.

Results: establishment of a clear project timeline, establishment of a detailed implementation plan with monitoring tools, responsible, budget, deadlines; establishing a communication strategy and dissemination of the results; establishing a risk management plan and establishing an evaluation framework with measurement tools and the frequency of application of these tools.

Please describe how you determined the grant amount attributed to this activity.

The budget is composed of travel expenses for the coordinator's team, 3000 euros, and logistical expenses for organizing the project meeting from the partner, 1000 euros.

Activity Details (Content Developement for the ScienceApp)

Please complete the following table

Activity Title	Content Developement for the ScienceApp
Venue	Romania
Estimated start date	07/04/2025
Estimated end date	31/07/2026
Leading Organisation	THESCIENCEBOX
Participating Organisations	Learnmera Oy (Finland)
Grant amount allocated to the activity	14 000,00 €

Describe the content of the proposed activity.

The result will include comprehensive educational content accessible through a dedicated mobile app and website. This resource will house a wealth of information, including articles, interactive quizzes and infographics covering a wide range of scientific topics. Content will be structured to cater to different learning styles, offering both visual and written materials to enhance user engagement. Users will benefit from a seamless interface that makes learning science enjoyable and accessible. Acknowledging the importance of parental involvement in children's education, ScienceBox will create science tutorials specifically for parents. These resources will provide practical tips and simple experiments that parents can conduct with their children at home. By empowering parents with knowledge and resources, the project supports family engagement in learning, promoting curiosity and scientific thinking in everyday situations. A commitment to continuous improvement will be woven into the project through the systematic collection of feedback from users. ScienceBox will implement feedback mechanisms, such as surveys and focus groups, to assess the effectiveness of the educational materials. Based on this feedback, the content will be refined and updated to better meet the needs of the audience, ensuring that it remains relevant and effective in imparting scientific knowledge.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

Recognizing the essential role that parents play in their children's education, the project specifically targets parents and caregivers. Science tutorials will provide practical, hands-on activities and experiments that parents can conduct with their children at home. These resources aim to empower parents with the knowledge and tools needed to actively participate in

their child's learning journey, fostering a shared exploration of science. By encouraging family engagement, the project promotes not only education but also quality bonding time through collaborative learning experiences. The content is designed to capture children curiosity through engaging articles, interactive quizzes and visually appealing infographics. By catering to different learning styles the educational resources aim to accommodate diverse preferences, ensuring that all children can engage with and understand scientific concepts. The content will also attract a broader audience of science enthusiasts, including older students, adults and hobbyists interested in scientific concepts. These users may seek out the materials for personal enrichment or to stay informed about various scientific topics. Also, local community organizations that focus on education or family activities could benefit from the resources provided by ScienceBox. These organizations might use the content in workshops, events or programs aimed at enhancing community understanding of science.

Explain how is this activity going to help to reach the project objectives.

This activity is mandatory to achieving the project objectives by delivering comprehensive educational content designed to engage various audiences and enhance scientific literacy. The establishment of a dedicated mobile app will serve as a centralized hub for users to access a wealth of resources, including articles, interactive quizzes and infographics on a wide range of scientific topics. This accessibility is reaching the project's goals, as it allows users to learn anytime and from anywhere, removing traditional barriers to education. By structuring the content to cater to different learning styles, the project ensures broader user engagement. This versatility is key to maintaining interest and helping users internalize complex scientific concepts effectively. A seamless interface will further enhance user experience, fostering an enjoyable learning environment that motivates continued exploration of scientific topics. Recognizing the role of parental involvement in education, the creation of targeted science tutorials for parents will empower families to engage in learning together. These resources will equip parents with practical tips and easy experiments that can be conducted at home, encouraging active participation in their children's education. By nurturing curiosity and scientific thinking within the home environment, the project aims to create a supportive learning culture that extends beyond the classroom.

Describe the expected results of the activity.

Results: short films with science experiments for social media, educational content for the app, a website and science tutorials for parents.

Please describe how you determined the grant amount attributed to this activity.

The cost of this activity is for:
- research on the information
- purchasing material for the experiments and for the tutorials
- organizing meeting for testing the content of parents in order to see the feedback

Activity Details (Development of the Site and Mobile App)

Please complete the following table

Activity Title	Development of the Site and Mobile App
Venue	Finland
Estimated start date	07/04/2025
Estimated end date	31/07/2026
Leading Organisation	Learnmera Oy (Finland)
Participating Organisations	THESCIENCEBOX (Romania)
Grant amount allocated to the activity	12 000,00 €

Describe the content of the proposed activity.

Learnmera's role is in the development and implementation of the website and mobile application for this project. With extensive expertise in crafting websites, web portals, web apps, and applications for both Android and iOS, Learnmera brings a wealth of experience to ensure a user-friendly digital platform. Their technical proficiency positions them as the ideal partner for this project, given the project's aim to provide comprehensive educational content and resources to a diverse audience. The collaboration will involve the regular receipt of content from ScienceBox on a monthly basis. Learnmera will seamlessly integrate this content into the website and mobile app, ensuring that users have access to the latest information and educational materials. This dynamic content management approach will facilitate continuous engagement, keeping the platform fresh and relevant for users who are eager to learn. In addition to content integration, Learnmera's expertise in translations, voice-overs and subtitling will be instrumental in enhancing the accessibility of the educational materials. By providing multilingual support and ensuring that content is accessible to a broader audience, Learnmera will help to promote inclusivity and foster a more diverse learning environment. A component of Learnmera's process will be the implementation of beta testing. This phase will allow for rigorous assessments of both the website and mobile app, ensuring that they function smoothly and meet the high-quality standards expected from the project. Beta testing will involve real users trialing the platform and providing valuable feedback, identifying any potential issues and areas for improvement before the final launch. This attention to quality assurance underscores the commitment to delivering an exceptional user experience, tailored to meet the needs of learners.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

In this activity experts on it will be involved, as well as persons who will translate the content created by ScienceBox.
The final beneficiaries of this activity are all the adults interested in acquiring knowledge in order to become better.

Explain how is this activity going to help to reach the project objectives.

Learnmera's contributions will enhance the project's capability to provide comprehensive, user-friendly and accessible educational content. By integrating continuous updates, emphasizing multilingual support and prioritizing quality assurance through beta testing, Learnmera ensures that the project will effectively meet its objectives of promoting scientific knowledge and encouraging active participation in learning. This comprehensive approach positions the project for success in fostering curiosity and engagement in science across varied audiences.

Describe the expected results of the activity.

By the end of this activity we will have a functional website and a mobile app, both equipped with information that will help parents understand scientific phenomena.

Please describe how you determined the grant amount attributed to this activity.

The cost pf this activity is composed of:
- the translation of the content in multipla languages (english, french, ukranian, german, romanian)
- the hosting and development of the site
- the development of the app

Activity Details (Science Experiments meets Digital Era)

Please complete the following table

Activity Title	Science Experiments meets Digital Era
Venue	Finland
Estimated start date	02/03/2026
Estimated end date	08/03/2026
Leading Organisation	Learnmera Oy (Finland)
Participating Organisations	THESCIENCEBOX (Romania)
Grant amount allocated to the activity	8 000,00 €

Describe the content of the proposed activity.

During this collaborative activity, both entities will engage in an exchange of best practices, fostering an environment of mutual learning and growth. By this point in the project, we anticipate that approximately 70% of the scientific content will have been developed, allowing for thorough explanations and hands-on testing.
Workshops and Training by ScienceBox: Over 3 days, ScienceBox will conduct dynamic workshops aimed at equipping participants with the skills needed to effectively explain scientific concepts to beginners. These sessions will include practical demonstrations on how to conduct engaging science experiments using everyday household supplies. Participants will leave with not only theoretical knowledge but also practical skills that they can apply immediately in their own educational contexts.
Digitalization Training by Learmera Oy: After, Learmera Oy will utilize an additional 3 days to deliver comprehensive training focused on the digitalization of educational materials. This training will cater to beginners, offering insights into the best practices for transforming science content into engaging digital formats. Participants will learn how to create accessible online resources that enhance learning experiences and expand their reach to a broader audience.
Feedback Session: The final day will be dedicated to a collaborative feedback session, where all participants will come together to reflect on the training and workshops. This session will provide an opportunity to gather valuable insights and suggestions for improvement. Participants will discuss their experiences, share what worked well and identify areas for enhancement, ensuring that the project evolves based on collective input.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The employees/colaborators/volunteers of the 2 organizations (10 participants) in the partnership will be the direct target group for this activity. Instead, the impact will be seen in the indirect target group of the project: Parents seeking to support their children’s education at home; Individuals interested in learning how to digitalize educational materials; Individuals involved in science communication, including outreach coordinators and program directors who seek to share scientific knowledge with the public.

Explain how is this activity going to help to reach the project objectives.

By facilitating this exchange of best practices, we will successfully achieve the three main objectives of the project.

Describe the expected results of the activity.

This activity will facilitate the exchange of best practices among participants, creating a collaborative environment where insights and experiences can be shared. By coming together, we will foster a deeper understanding of effective teaching methods and strategies that can enhance the project’s impact.
Participants will have the opportunity to discuss successful approaches to engaging learners, utilizing digital tools and promoting scientific inquiry in everyday life. This exchange will not only enrich their knowledge but also inspire new ideas for further developing the educational materials associated with the project.
Additionally, we will gather feedback on existing materials, enabling us to identify areas for improvement and innovation. By incorporating the diverse perspectives of our participants, we can refine our resources to better meet the needs of our audience and ensure that they remain relevant and effective.

Please describe how you determined the grant amount attributed to this activity.

The budget is composed of travel expenses for the coordinator's team, 6500 euros, and logistical expenses for organizing the activity from the partner, 1500 euros.

Activity Details (Final project work meeting)

Please complete the following table

Activity Title	Final project work meeting
Venue	Romania
Estimated start date	01/07/2026
Estimated end date	04/07/2026
Leading Organisation	THESCIENCEBOX
Participating Organisations	Learnmera Oy (Finland)
Grant amount allocated to the activity	4 000,00 €

Describe the content of the proposed activity.

In this meeting, we will conduct an evaluation of the project's results to assess its overall effectiveness and impact. This process will include a detailed review of the data collected throughout the project, allowing us to measure progress against the initial objectives and goals. By systematically analyzing the outcomes, we can identify areas of success and pinpoint aspects that may require further attention or adjustment. This evaluation will serve as a foundation for making informed decisions about the project's future direction and enhancements. The evaluation will also include a thorough examination of the project reports. These reports encapsulate key findings, methodologies, and lessons learned during the implementation phase. By reviewing these documents, we can ensure that the information reflects the project's activities and results. In addition to evaluating the project's qualitative aspects, we will conduct a review of the financial components, including the examination of financial documents. This process ensure that all expenditures align with the project's budget and that resources have been utilized effectively and transparently. Also, we will discuss both the dissemination plan and the sustainability strategy moving forward. The dissemination plan will outline how we intend to share our project results with the broader community, ensuring that the knowledge and resources developed are accessible to those who can benefit from them. Concurrently, we will focus on the sustainability plan, which will address how we can maintain the project's impact and ensure its longevity beyond its initial funding period.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

The persons involved in the project management is composed from the key members of each organization were involved in the implementation of the project.
4 to 6 members of each organization must participate in order to make sure that each task of the project is fully understood.

Explain how is this activity going to help to reach the project objectives.

This activity will be instrumental in aligning the team with the project objectives as it emphasizes reflection, open communication, collaborative planning and adaptability. By ensuring that all voices are heard and that a cohesive strategy was developed for the final implementation steps, the meeting will contribute significantly to realizing the project's goals of enhancing scientific literacy and providing accessible educational resources.

Describe the expected results of the activity.

The corrections and completion of the results and materials.

Please describe how you determined the grant amount attributed to this activity.

The budget is composed of travel expenses for the partner's team, 3000 euros, and logistical expenses for organizing the project meeting from the partner, 1000 euros.

Activity Details (Dissemination activities and beta testing)

Please complete the following table

Activity Title	Dissemination activities and beta testing
Venue	Romania
Estimated start date	05/07/2026
Estimated end date	05/07/2026
Leading Organisation	THESCIENCEBOX

Participating Organisations	Learnmera Oy (Finland)
Grant amount allocated to the activity	8 000,00 €

Describe the content of the proposed activity.

The project, along with its objectives and outcomes, will be promoted both online and within local communities to ensure widespread engagement and visibility. Our comprehensive communication strategy includes the following activities:
- Regular Updates and Progress Reports: we will share continuous updates on the project's progress across our digital platforms
- learning transnational activity conclusions: the conclusions and insights from our sessions will be shared with the public, highlighting the learnings, best practices, and strategies developed throughout the project.
- Science-Based Information: we will regularly publish accessible and engaging scientific content to spark curiosity and foster a deeper understanding of science within our community
- Community Engagement (Including Refugee Communities): we will involve local communities in the project, with special attention to refugee communities. To ensure inclusivity, our content will be translated into at least 3 languages (RO, FI, EN), allowing broader access to our materials. Additionally, community meetings will be organized to assess the impact of our educational tools before and after participants interact with our resources. These meetings will serve as beta testing opportunities, enabling us to measure the effectiveness of our materials in real-world settings.
-We will host a dedicated dissemination event where 15 selected adults/parents/future parents will be introduced to the project's digital tools, including the website and mobile app. Attendees will also have the chance to participate in a live science demonstration, offering hands-on experience with our educational approach
-As the project nears completion, we will engage in a online promotional campaign to highlight the final results
This activity will be done in the mirror by both organizations.

Describe the target group for this activity. Who is going to take part and who is going to benefit from the results?

In this activity, the primary beneficiaries will include:

- Adults, Parents, and Future Parents: Our main target group consists of adults who are interested in enhancing their knowledge of digital tools and scientific concepts. We anticipate reaching approximately 1500 individuals through social media platforms such as Facebook, Instagram and TikTok, along with an estimated 800 visitors to our dedicated website. These online materials will provide valuable resources and insights to help them engage with science in a meaningful way.
- Diverse Group of 15 Adults: we will also engage 15 adults from various backgrounds, including representatives from schools, community organizations, parent centers, science institutes and members of refugee communities. This diverse group will offer a broad perspective and enhance the project's impact through their unique experiences and insights.
-Staff members of the both organization

Through these targeted outreach efforts, we aim to foster a strong community of learners who can benefit from our educational resources while promoting science education and digital literacy among adults and families.

Explain how is this activity going to help to reach the project objectives.

By implementing a dissemination strategy, we aim to achieve several key objectives:

1. Boost Confidence in Educators and Jobless Parents: We will empower adults interested in entering the education field, as well as unemployed parents, by providing digital learning materials designed to enhance their understanding of scientific concepts. This support will help them feel more confident and competent in teaching science, both at home and in educational settings.
2. Expand Knowledge of Science: Our initiative will focus on developing and broadening the scientific knowledge of adults, parents and future parents through the use of innovative Science Education Tools. These resources will be tailored to meet their needs, ensuring they have the necessary tools to foster curiosity and learning in themselves and their children.
3. Promote Healthy Science Habits in Parenting: We will raise awareness of effective scientific practices that can be integrated into home life and parenting. By creating a supportive community for parents, we aim to share strategies and methods that encourage healthy science habits, fostering a culture of inquiry and exploration within families.
Through these efforts, we seek to not only enhance individual capabilities but also create a collaborative environment that nurtures a love for science among adults and children alike.

Describe the expected results of the activity.

By implementing this dissemination strategy, we will achieve the following goals:
- Facebook and Instagram Updates and Campaign: We will execute a targeted campaign on Facebook and Instagram, providing regular updates and sharing engaging information about science. This initiative aims to reach approximately 1500 people, fostering interest and awareness in the scientific community.
- 20 TikTok Videos: We will create and distribute 20 engaging TikTok videos that demonstrate how to conduct science experiments using common household supplies. These videos will not only make science accessible but also encourage

families to engage in fun, hands-on learning experiences together.
- Online Engagement: Our goal is to attract 800 visitors to our dedicated website, where users can access resources and information related to the project. Additionally, we aim to have 400 users actively engaging with our mobile app, further enhancing their learning experience and interaction with scientific content.
- Dissemination Event Participation: We will host a dissemination event where we expect to welcome 15 adults from diverse backgrounds, including representatives from schools, community organizations and parents. This event will serve as a platform to share insights, demonstrate the project's offerings, and foster connections among attendees.
Through these focused efforts, we will effectively raise awareness, promote engagement, and encourage a deeper understanding of science within our target audience.

Please describe how you determined the grant amount attributed to this activity.

Renting space, media campaigns, beta testing, demonstration of science experiments using home products, protocols, meeting with the community.
The budget is split between partners: 4000 euros for RO and 4000 euros for FI

Budget Summary

This section provides a summary of the estimated project budget. The table is automatically completed taking into account the described project activities and their estimated cost.

Activities	Estimated cost (EUR)
Project Management	10 000,00
First Project work meeting	4 000,00
Content Developement for the ScienceApp	14 000,00
Development of the Site and Mobile App	12 000,00
Science Experiments meets Digital Era	8 000,00
Final project work meeting	4 000,00
Dissemination activities and beta testing	8 000,00
Total	60 000,00

Project lump sum	60 000,00 €

Impact and Follow-up

How will you know if the project has achieved its objectives? What tools or methods will you use?

To determine if the project has achieved its objectives, we will implement a structured evaluation approach utilizing quantitative and qualitative indicators and established evaluation methods. This process includes several key tools to monitor progress and assess outcomes. 1. Management Plan: Central to our evaluation strategy, the management plan incorporates a monitoring framework that involves collecting reports and feedback every six months. These reports will detail indicators such as the number of participants engaged, completion rates of training modules, and improvements in participants' confidence levels in science education. By tracking these metrics, we will assess how well the project meets its objectives and identify areas needing adjustment. 2. Quality Evaluation Plan: Every six months, we will deploy assessment tools designed to evaluate the quality of deliverables against pre-defined standards. Indicators will include participant satisfaction ratings collected through surveys and assessments measuring improvement in knowledge and skills. Results from these evaluations will inform adjustments to strategies and operations to enhance project effectiveness. 3. Risk Management Plan: To monitor potential setbacks, our risk management plan will identify and evaluate risks quantitatively, assigning numerical values to the likelihood and potential impact of each risk (e.g., low, medium, high). By regularly reviewing these metrics, we can proactively address risks that may emerge, ensuring they are managed before they disrupt project activities. 4. Communication and Dissemination Strategy: This strategy will facilitate transparency and ongoing communication with stakeholders. It will include metrics such as the number of dissemination activities conducted, audience reach for project updates, and engagement levels on digital platforms. This will allow us to gauge the effectiveness of our outreach and visibility efforts. 5. Project Oversight: The project coordinator will oversee all evaluation activities, ensuring that established strategies and timelines are adhered to. They will regularly aggregate data from the management plan, quality evaluations, and risk assessments to provide an accurate picture of project progress. Through consistent oversight, the coordinator will facilitate communication among partners and ensure that any emerging challenges are addressed.

How will the participation in this project contribute to the development of the involved organisations in the long-term? Do you have plans to continue using the results of the project or continue to implement some of the activities after the project's end?

The long-term goal of ScienceBox is to drive meaningful change by helping people grasp fundamental scientific concepts, thereby improving their lives in various ways. We aim to make science more accessible, not only as a foundation of knowledge but also as a valuable topic for social interactions, lifelong learning, and practical applications. This can empower individuals to assist their children with homework, explain science-related career opportunities, and foster curiosity and critical thinking in their everyday lives.
This project represents a natural progression in our development. While we currently offer hands-on science kits and workshops with interactive experiments, the next step to expand our reach is the digitization of our content. By transitioning to digital platforms, we aim to make our educational materials more accessible and user-friendly, ensuring that they are just a screen touch away for a broader audience.
Our partner, which specializes in developing educational tools for adults, sees this project as an extension of their efforts. While their current programs lack a strong science component, this collaboration will enable them to create more well-rounded educational offerings. By integrating scientific elements into their existing framework, both organizations will benefit from more comprehensive programs.
Through the learning and training activities, we will share knowledge and exchange best practices, helping one another improve in our respective fields. This collaboration will allow both organizations to incorporate new methods and practices, enhancing the way we teach and engage with learners. The shared expertise will help us refine our approaches and improve the impact of our educational initiatives.
Moreover, both organizations will gain significant experience in developing educational materials and digital platforms tailored to adult learners. This will strengthen our expertise in science education and adult learning methodologies. Our staff will acquire new skills in project management, content development, user engagement, and digital tools, thereby increasing our capacity to deliver high-quality educational programs.
Finally, this project will facilitate the creation of networks with other educational institutions, NGOs, and community organizations, paving the way for future collaborations. By establishing a peer community platform, we will foster ongoing engagement with parents and educators, creating a supportive network that will continue to thrive even after the project concludes.
The educational resources developed during the project will remain valuable assets that both organizations can use and adapt for future initiatives, ensuring the sustainability and long-term impact of the project. The site and platform will continue to grant free access to the materials, and we will enhance the content over time and adapt it to the new needs of the community.

Please describe your plans for sharing and use of project results.

- How will you make the results of your project known within your partnership, in your local communities and in the wider public? Who are the main target groups you would like to share your results with?
- Are there other groups or organisations that will benefit from your project? Please explain how.

We will hold periodic meetings throughout the project to discuss progress, share findings, and collaborate on strategies for effective implementation. This ongoing communication will ensure all partners are informed and can provide input on project developments.
As part of our external communication strategy, we will leverage multiple social media platforms to keep our audience engaged and informed about the project's progress. We plan to use Facebook and Instagram to share weekly updates, providing insights into the project's milestones and achievements. Additionally, we will launch a science awareness campaign across these platforms to emphasize the importance of science in everyday life. This campaign will feature "Did you know?" posts, sharing intriguing science facts and fostering curiosity among our followers.
To further enhance engagement, we will produce 20 educational TikTok videos, demonstrating simple experiments that can be done using common kitchen supplies. By making science approachable and environmentally conscious, we hope to inspire both children and adults to engage in hands-on learning.
In addition to this, we will leverage our extensive network of schools, NGOs, and science fairs to promote the project and disseminate its results. Our previous involvement in community projects has solidified our reputation as an organization committed to creating meaningful social impact. Over the years, we have organized numerous pro bono workshops for both children and adults, working closely with NGOs, science institutes in Bucharest, and various other organizations. Notably, we collaborated with an NGO to provide science workshops for a foster care home and partnered with science institutes for events like Green Week, which benefited both students and teachers. We've also responded to global challenges, such as the humanitarian crisis, by partnering with an international NGO to create emergency kits for Ukrainian refugees.
Our products and strategies are firmly rooted in environmental responsibility. We prioritize using eco-friendly materials in our kits, and we actively teach both children and adults about the importance of reducing waste. By integrating sustainability into our educational content, we hope to instill long-term values that promote environmental consciousness alongside scientific curiosity.
To maximize the reach and impact of the project, we will host a dissemination event and beta testing. We will invite representatives from NGOs, community centers, and schools, particularly those focused on adult and parent engagement, to ensure that the project gains visibility in diverse social environments. This event will provide an opportunity to share the project's outcomes, highlight our efforts, and foster collaborations that extend the project's impact beyond its initial scope.
Through this multi-faceted communication strategy we will be ensuring that science education and sustainability become integral parts of everyday life.

Project Summary

Project Summary

Please provide a short summary of your project. Please be aware that this section (or part of it) may be used by the European Commission, Executive Agency or National Agencies in their publications. It will also feed the Erasmus+ Project Results Platform.

In view of further publication on the Erasmus+ Project Results Platform, please also be aware that a comprehensive public summary of project results will be requested at report stage(s). Final payment provisions in the contract will be linked to the availability of such summary.

Objectives: What do you want to achieve by implementing the project?

1. Improve Parental Confidence in Teaching Science
2. Develop and expand the knowlegde about science through Science Education Tools
3. Raising awareness about healthy science habits used at home in parenting teaching methods by creating a community for parents

Implementation: What activities are you going to implement?

1 Project management plan which includes 2 project work meeting
2 Content development
3 Adapting the content to different types of adults through a learning teaching training activity
4 Creating a site, an app, a peer community
5 Translation of content
6 Beta testing (which is is essential for refining our tools, ensuring they meet user needs and expectations)
7 Dissemination through mass-media campaigns (Facebook, Instagram, Tiktok) and through dissemination activities
8 Report of the project

Results: What results do you expect your project to have?

1. A website for parents/adults on how to do experiments and how to do and explain science
2. A Free Mobile App designed to teach parents to do experiments and to explain science
3. An online peer support community for parents
4. A Facebook and Instagram campaign containing information about science with a reach of 1500 people
5. 20 TikTok videos on how to do science experiments using home supplies
6. 1500 online visitors/ on the site and 400 app users
7. 30 adults to 2 dissemination events

EU Values

The Erasmus+ programme's implementation, and therefore, the programme beneficiaries and the activities implemented under the programme, have to respect the EU values of respect for human dignity, freedom, democracy, equality, the rule of law and respect for human rights, including the rights of persons belonging to minorities, in full compliance with the values and rights enshrined in the EU Treaties and in the EU Charter of Fundamental Rights.

Article 2 of the TEU: The Union is founded on the values of respect for human dignity, freedom, democracy, equality, the rule of law and respect for human rights, including the rights of persons belonging to minorities. These values are common to the Member States in a society in which pluralism, non-discrimination, tolerance, justice, solidarity and equality between women and men prevail.

Article 21 of the EU Charter of Fundamental Rights: 1. Any discrimination based on any ground such as sex, race, colour, ethnic or social origin, genetic features, language, religion or belief, political or any other opinion, membership of a national minority, property, birth, disability, age or sexual orientation shall be prohibited. 2. Within the scope of application of the Treaties and without prejudice to any of their specific provisions, any discrimination on grounds of nationality shall be prohibited.

Subscribing to EU Values

☑ I confirm that I, my organisation and the co-beneficiaries (where applicable) adhere to the EU values mentioned in Article 2 of the TEU and Article 21 of the EU Charter of Fundamental Rights

☑ I understand and agree that EU Values will be used as part of the criteria for evaluation of the activities implemented under this project

Annexes

The maximum size of a file is 15 MB and the maximum total size is 100 MB.

Declaration on Honour

Please download the Declaration on Honour, print it, have it signed by the legal representative and attach.

File Name	File Size (kB)
DOH -declaration-on-honour (5).pdf	293
Total Size (kB)	**293**

Accession forms

Please download the accession forms, have them signed by the relevant legal representatives, and attach the signed forms here. You can attach a maximum of 90 documents.

Accession forms must be provided at the latest before the signature of the grant agreement.

File Name	File Size (kB)
ACF -accessionForm_E10176763_Finland_signed.pdf	334
Total Size (kB)	**334**

Other Documents

If needed, please attach any other relevant documents (a maximum of 9 documents). Please use clear file names.

If you have any additional questions, please contact your National Agency. You can find their contact details here: List of National Agencies.

File Name	File Size (kB)
Total Size (kB)	**0**

Total Size (kB)	**627**

Checklist

Before submitting your application form to the National Agency, please make sure that:

☑ It fulfills the eligibility criteria listed in the Programme Guide.

☑ All relevant fields in the application form have been completed.

☑ You have chosen the correct National Agency of the country in which your organisation is established. Currently selected NA is: RO01 - Agentia Nationala pentru Programe Comunitare in Domeniul Educatiei si Formarii Profesionale

Original content and authorship

☑ I confirm that this application contains original content authored by the applicant and partner organisations.

☑ I confirm that no other organisations or individuals external to the applicant and partner organisations have been paid or otherwise compensated for drafting the application.

Protection of Personal Data

Please read our privacy statement to understand how we process and protect your personal data

Submission History

Version	Submission time (Brussels time)	Submission ID
1	07/10/2024 08:08:42	1580625