

1. Identification

Call

Date of submission

C1

26/04/2022

1.1. Full name of the project

Empowering NGOs & public institutions in helping children overcome migration traumas using creativity and favors of nature

122 / 250 characters

1.2. Short name of the project

KidsLikeUs

10 / 20 characters

1.3. Programme priority

1. Innovative societies

1.4. Programme objective

1.1 Resilient economies and communities

1.6. Project duration

Contracting start

22/09/2022

Contracting end

31/12/2022

Implementation start

01/01/2023

Implementation end

31/12/2025

Duration of implementation phase (months)

36

Closure start

01/01/2026

Closure end

31/03/2026

1.7. Project summary

In 2022 a huge migration tsunami hit Europe again. This time, in comparison to the Mediterranean migration crisis 7 years ago, it has been much bigger, reaching over 5 MM people that have fled Ukraine by the 20th of April. One of the most vulnerable groups in the migration process are children – they often don't know the language and their mental health is not ready to cope with such big traumas and changes in their surroundings. The concern of the mental health of children is much wider indeed. Since 2020 children and adolescents have been deeply affected by the mental health impacts of the pandemic. Experts indicate that they can feel the trauma and anxiety long after the war, pandemic or any other trauma triggering factor ends.

So, what if the volunteers, educators, public institutions and NGOs learned how to create quickly small "Superhero sensory gardens" and got the instructions how to use them for the benefit of the young citizens? What if that could be helpful to improve the mental health not only of the refugees, but actually people of all ages and nationalities? Children are the future of every society. They will build a new world for the generations to come. Imagine we can take a good care of them now so that they are equipped with strong mental attitudes and belief that despite the traumas, they are valuable and welcomed no matter what EU country they happened to live in. Children's mental health and well-being are borderless issues thus we all need to act now.

1,498 / 1,500 characters

1.8. Summary of the partnership

We are strong consortium of 7 BSR countries creating the network of leading European institutions in: design, wellbeing & accessibility, ICT, VR/AR, occupational therapy & medicine, life sciences & wood technology crucial for successful implementation of the project. Each partner has its unique role and is complement to each other. We have long experience of working together and using innovative methods involving end-users, students, researchers, representatives of public sector. This project builds on previous transnational collaborations so the time for startup is shorter and mutual trust facilitates to perfectly achieve expected results.

To be closer to our target group and involve citizens we provided a good balance between universities and municipalities and NGOs working with children and youths. To reinforce the cooperation with neighbouring non-EU countries we invited medical and technology experts from Norway (PP7). The target groups: Smarter Step working with children and youths from LT (PP4), YogaYou NGO from SE (PP2) and Saeue Municipality from EE (PP5) have a role to implement the pilot solutions and provide the feedback. PP4 has experience in implementing joint activities, providing assistance with professional specialists (physiotherapists, physical training coaches), initiating innovative learning methods together with Ukmerge Municipality Administration and Ukmerge Sports Center. PP02 experts have broad experience in the field of combining physical and artistic activities conducted in the surrounding of nature to develop children innovative abilities for coping strategies.

Research institutions from FI, NO, PL and LV will give scientific support in the development of the solutions. Finnish partner will provide expertise in development of smart solutions incl. the usage of sensors, VR technology and occupational therapy. Design expertise incl. graphic design and social design will be delivered by PP6 being expert in supporting creative collaboration in the Baltic States, successfully working with industry, governments and communities. PP06 supported by PP02 will bring in the design education expertise in order to run creative workshops effectively and provide essential tips and guidelines for other NGOs and teachers. LP will provide the expertise in the accessibility, wood technology, horticultural therapy and nature based education. PP07 are experts in creating sensory gardens e.g. for people with dementia having also occupational therapy and medical background and experience of working with children having post-traumatic stress disorder.

It is important to have in the partnership countries who have already had experiences with the migration crises and the ones who are facing this challenge now from a totally new perspective and in a totally unprecedented scale, in order to join the forces, exchange the experiences and build together the capacity to quickly respond to external disturbances such as the migration tsunami.

2,989 / 3,000 characters

1.11. Project Budget Summary

Financial resources [in EUR]		Preparation costs	Planned project budget
ERDF	ERDF co-financing	0.00	1,091,200.00
	Own contribution ERDF	0.00	272,800.00
	ERDF budget	0.00	1,364,000.00
NO	NO co-financing	0.00	142,824.00
	Own contribution NO	0.00	142,824.00
	NO budget	0.00	285,648.00
NDICI	NDICI co-financing	0.00	0.00
	Own contribution NDICI	0.00	0.00
	NDICI budget	0.00	0.00
RU	RU co-financing	0.00	0.00
	Own contribution RU	0.00	0.00
	RU budget	0.00	0.00
TOTAL	Total Programme co-financing	0.00	1,234,024.00
	Total own contribution	0.00	415,624.00
	Total budget	0.00	1,649,648.00

2. Partnership

2.1. Overview: Project Partnership

2.1.1 Project Partners

No.	LP/PP	Organisation (English)	Organisation (Original)	Country	Type of partner	Legal status	Partner budget in the project	Active/inactive	
								Status	from
1	LP	Poznan University of Life Sciences	Uniwersytet Przyrodniczy w Poznaniu	PL	Higher education and research institution	a)	374,000.00 €	Active	22/09/2022
2	PP	Assication YogaYou	Föreningen YogaYou	SE	NGO	b)	230,000.00 €	Active	22/09/2022
3	PP	Satakunta University of Applied Sciences	Satakunnan ammattikorkeakoulu	FI	Higher education and research institution	a)	170,000.00 €	Active	22/09/2022
4	PP	"Smarter step" public institution	VšĮ "Smarter step"	LT	NGO	a)	130,000.00 €	Active	22/09/2022
5	PP	Saue Municipality	Saue Vallavalitsus	EE	Local public authority	a)	180,000.00 €	Active	22/09/2022
6	PP	Art Academy of Latvia	Latvijas Mākslas akadēmija	LV	Higher education and research institution	a)	130,000.00 €	Active	22/09/2022
7	PP	Norwegian university of science and technology	Norges tekniske-naturvitenskapelig universitet	NO	Higher education and research institution	a)	285,648.00 €	Active	22/09/2022
8	PP	Võru County Vocational Training Center	Võrumaa Kutsehariduskeskus	EE	Education/training centre and school	a)	150,000.00 €	Active	22/09/2022

2.1.2 Associated Organisations

No.	Organisation (English)	Organisation (Original)	Country	Type of Partner
AO 1	Union of Harju County Municipalities	Harjumaa Omavalitsuste Liit	EE	Sectoral agency
AO 2	Trondheim municipality	Trondheim kommune	NO	Local public authority

2.2 Project Partner Details - Partner 1

LP/PP	Lead Partner		
Partner Status	Active		
Active from	22/09/2022	Inactive from	

Partner name:

Organisation in original language	Uniwersytet Przyrodniczy w Poznaniu <small>35 / 250 characters</small>
Organisation in English	Poznan University of Life Sciences <small>34 / 250 characters</small>
Department in original language	Katedra Meblarstwa <small>18 / 250 characters</small>
Department in English	Department of Furniture Design <small>30 / 250 characters</small>

Partner location and website:

Address	ul. Wojska Polskiego 28 <small>23 / 250 characters</small>	Country	Poland
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Postal Code	<input type="text" value="60-637"/> <small>6 / 250 characters</small>	NUTS1 code	<input type="text" value="Makroregion północno-zachodni"/>
Town	<input type="text" value="Poznań"/> <small>6 / 250 characters</small>	NUTS2 code	<input type="text" value="Wielkopolskie"/>
Website	<input type="text" value="www.puls.edu.pl"/> <small>15 / 100 characters</small>	NUTS3 code	<input type="text" value="Miasto Poznań"/>

Partner ID:

Organisation ID type	<input type="text" value="Tax identification number (NIP)"/>
Organisation ID	<input type="text" value="7770004960"/>
VAT Number Format	<input type="text" value="PL + 10 digits"/>
VAT Number	<input type="checkbox" value="N/A"/> <input type="text" value="PL7770004960"/> <small>12 / 50 characters</small>
PIC	<input type="text" value="n/a"/> <small>3 / 9 characters</small>

Partner type:

Legal status	<input type="text" value="a) Public"/>
Type of partner	<input type="text" value="Higher education and research instituti"/> <input type="text" value="University faculty, college, research institution, RTD facility, research cluster, etc."/>
Sector (NACE)	<input type="text" value="85.42 - Tertiary education"/>

Partner financial data:

Is your organisation entitled to recover VAT related to the EU funded project activities?	<input type="text" value="No"/>
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Role of the partner organisation in this project:

PP01 with its long experience of successful leading EU projects, as a lead partner will provide comprehensive project, communication and financial management. Moreover it will bring in expertise in the accessibility, wood technology, horticultural therapy and nature based education. In the range of national and international projects PP01 successfully transfer the scientific knowledge and innovation into the industry, which can be seen in the number of achieved patents already registered. In the project it will support ideation phase of concept creation. It will also implement a pilot in a Dendrology Garden in Poznań and actively test and disseminate the project results by working with the target groups and end-users.

727 / 1,000 characters**Has this organisation ever been a partner in the project(s) implemented in the Interreg Baltic Sea Region Programme?**

Yes No

State aid relevance

For the partner type selected, the Programme sees a medium to high risk for implementing State aid relevant activities. If the partner is of the opinion that its activities are not State aid relevant, it can ask the MAJS for a plausibility check on the State aid relevance. Does the partner want to do this?

Yes No

Justification why the partner's activities are not State aid relevant

The partner's activities are not State aid relevant. We will not sell products and results. All the results will be available free of charge to the interested entities. All trainings and knowledge transfer conducted within the project will be performed free of charge. We will not make any profit from the project activities.

326 / 3,000 characters**2.2 Project Partner Details - Partner 2**

LP/PP	<input type="text" value="Project Partner"/>
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Partner Status

Active from **Inactive from**

Partner name:

Organisation in original language 18 / 250 characters

Organisation in English 18 / 250 characters

Department in original language 1 / 250 characters

Department in English 1 / 250 characters

Partner location and website:

Address 15 / 250 characters **Country**

Postal Code 5 / 250 characters **NUTS1 code**

Town 6 / 250 characters **NUTS2 code**

Website 3 / 100 characters **NUTS3 code**

Partner ID:

Organisation ID type

Organisation ID

VAT Number Format

VAT Number N/A 0 / 50 characters

PIC 3 / 9 characters

Partner type:

Legal status

Type of partner

Sector (NACE)

Partner financial data:

Is your organisation entitled to recover VAT related to the EU funded project activities?

Financial data	Reference period	01/01/2021	–	01/01/2022
Staff headcount [in annual work units (AWU)]				17.0
Employees [in AWU]				4.0
Persons working for the organisation being subordinated to it and considered to be employees under national law [in AWU]				4.0
Owner-managers [in AWU]				0.0
Partners engaged in a regular activity in the organisation and benefiting from financial advantages from the organisation [in AWU]				9.0
Annual turnover [in EUR]				136,600.00
Annual balance sheet total [in EUR]				46,900.00
Operating profit [in EUR]				6,400.00

Role of the partner organisation in this project:

The association YogaYou is an NGO working with the target group of children and adults who like to improve their health. The aim is to help people to better understand their body and mind in order to be able to cope with daily life, increase well-being, reduce stress and anxiety. PP02 will contribute with experience and knowledge on using yoga exercises developed for children with trauma and/or in need of more help to relax. PP02 will be responsible for implementing the pilots and organizing the events in Sweden to test the developed solutions. Apart of physical activities it will also include the evaluation of ideated in WP1 solutions facilitating performance of artistic workshops with painting to help the project end users to express feelings and to recover from stress easier. PP02 will also support marketing and communication of the project. It will bring in also strong organizational abilities which will be of importance especially in WP3.

957 / 1,000 characters

Has this organisation ever been a partner in the project(s) implemented in the Interreg Baltic Sea Region Programme?

Yes No

2.2 Project Partner Details - Partner 3

LP/PP	Project Partner		
Partner Status	Active		
Active from	22/09/2022	Inactive from	
Partner name:			
Organisation in original language	Satakunnan ammattikorkeakoulu		
Organisation in English	Satakunta University of Applied Sciences		
Department in original language	Teknologia		
Department in English	Faculty of Technology		

Partner location and website:

Address	Satakunnankatu 23	Country	Finland
Postal Code	28130	NUTS1 code	Manner-Suomi
Town	Pori	NUTS2 code	Länsi-Suomi
Website	www.samk.fi/en	NUTS3 code	Pohjanmaa

Partner ID:

Organisation ID type	Business Identity Code (Y-tunnus)
Organisation ID	2388924-4
VAT Number Format	FI + 8 digits
VAT Number	<input type="checkbox"/> N/A <input type="checkbox"/> FI23889244 10 / 50 characters
PIC	952391882 9 / 9 characters

Partner type:

Legal status	a) Public	
Type of partner	<input type="checkbox"/> Higher education and research instituti	<input type="checkbox"/> University faculty, college, research institution, RTD facility, research cluster, etc.
Sector (NACE)	85.42 - Tertiary education	

Partner financial data:

Is your organisation entitled to recover VAT related to the EU funded project activities?

Role of the partner organisation in this project:

Satakunta University of Applied Sciences (SAMK) with its RoboAiHealth research center's experts will support the partnership as an ICT partner. The experts in health, welfare, ICT, virtual reality, gamification and app development will develop smart solutions to accompany the Superhero garden (WP1, WP2). New tools, e.g., 360 content, serious games, and content for RFID tags will be developed and tested in workshops; already existing tools e.g., Sensory accessibility app will be modified and translated from Finnish language, as well as commercial products that promote relaxation and wellbeing e.g., Humu smart pillow, Sensate vagus nerve stimulator, relaxation apps will be utilized (WP1, WP2). SAMK will train the target groups how to use these solutions (WP2, WP3). SAMK will cooperate with 2-3 partner schools in co-design and testing of the solutions (WP1, WP2, WP3), and transfer the solutions to other target groups through its vast network in WP3.

960 / 1,000 characters

Has this organisation ever been a partner in the project(s) implemented in the Interreg Baltic Sea Region Programme?

Yes No

State aid relevance

For the partner type selected, the Programme sees a medium to high risk for implementing State aid relevant activities. If the partner is of the opinion that its activities are not State aid relevant, it can ask the MAJS for a plausibility check on the State aid relevance. Does the partner want to do this?

Yes No

Justification why the partner's activities are not State aid relevant

The partner's activities are not State aid relevant. We will not sell products and results. All the results will be available free of charge to the interested entities. All trainings and knowledge transfer conducted within the project will be performed free of charge. We will not make any profit from the project activities.

326 / 3,000 characters

2.2 Project Partner Details - Partner 4

LP/PP	Project Partner		
Partner Status	Active		
Active from	<input type="text" value="22/09/2022"/>	Inactive from	<input type="text"/>

Partner name:

Organisation in original language	<input smarter="" step""="" type="text" value="Vš! "/>
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18 / 250 characters

Organisation in English	"Smarter step" public institution	33 / 250 characters
Department in original language	-	1 / 250 characters
Department in English	-	1 / 250 characters

Partner location and website:

Address	Kranto street, No 5	19 / 250 characters	Country	Lithuania
Postal Code	LT-20106	9 / 250 characters	NUTS1 code	Lietuva
Town	Ukmerge	7 / 250 characters	NUTS2 code	Sostinės regionas
Website	-	1 / 100 characters	NUTS3 code	Vilniaus apskritis

Partner ID:

Organisation ID type	Legal person's code (Juridinio asmens kodas)		
Organisation ID	305482475		
VAT Number Format	Please select		
VAT Number	N/A <input checked="" type="checkbox"/>		0 / 50 characters
PIC	890753911		
			9 / 9 characters

Partner type:

Legal status	a) Public		
Type of partner	NGO	Non-governmental organisations, such as Greenpeace, WWF, etc.	
Sector (NACE)	85.51 - Sports and recreation education		

Partner financial data:

Is your organisation entitled to recover VAT related to the EU funded project activities?	Yes
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Role of the partner organisation in this project:

"Smarter step" ensures activities in the field of sports, health promotion, training and organization of active recreation events. It has experience in education, health, leisure and service activities for the benefit of society. It focuses on the promotion of quality educational services, development of non-formal competences, sports and active leisure. As the organization actively cooperates with Ukmergė District Municipality Administration, Ukmergė District Municipality Public Health Bureau, non-governmental sports organizations, they all will contribute with their large network of contacts in order to ensure the visibility of the project, dissemination and sustainability of the projects' outcomes. "Smarter step" will contribute to the project by its experts, who are able to successfully carry out the project activities, implement the pilots and have knowledge in the topics such as, physiotherapy, injury prevention, recovery of children after trauma, healthy and unhealthy obesity etc.

1,000 / 1,000 characters

Has this organisation ever been a partner in the project(s) implemented in the Interreg Baltic Sea Region Programme?

Yes No

2.2 Project Partner Details - Partner 5

LP/PP

Partner Status

Active from Inactive from

Partner name:

Organisation in original language 18 / 250 characters

Organisation in English 17 / 250 characters

Department in original language 14 / 250 characters

Department in English 22 / 250 characters

Partner location and website:

Address 8 / 250 characters Country

Postal Code 5 / 250 characters NUTS1 code

Town 4 / 250 characters NUTS2 code

Website 15 / 100 characters NUTS3 code

Partner ID:

Organisation ID type

Organisation ID

VAT Number Format

VAT Number N/A 11 / 50 characters

PIC 9 / 9 characters

Partner type:

Legal status

Type of partner

Sector (NACE)

Partner financial data:

Is your organisation entitled to recover VAT related to the EU funded project activities?

Role of the partner organisation in this project:

Saue municipality will represent an important target group of local public authorities. Thus it will have an active role in all the phases of the project implementation. In WP1 it will provide valuable evaluation of preferable features of sensory gardens to be implemented in the design brief for the creative ideation workshop. It will also provide the feedback on the created concepts from the point of view of the municipality. In WP2 it will implement the pilots with the engagement of its citizens and help to get the opinions of NGOs and public institutions operating in the municipality concerning the usefulness of the developed solutions. By implementing pilot events it will provide the involvement of the local community in the improvement and further development of the solutions. That will allow the preparation of the dissemination materials in WP3 that showcase a really close bond with the end users encouraging further implementation outside the partnership.

975 / 1,000 characters

Has this organisation ever been a partner in the project(s) implemented in the Interreg Baltic Sea Region Programme?

Yes No

2.2 Project Partner Details - Partner 6

LP/PP	Project Partner		
Partner Status	Active		
	Active from	22/09/2022	Inactive from

Partner name:

Organisation in original language	Latvijas Mākslas akadēmija			26 / 250 characters
Organisation in English	Art Academy of Latvia			21 / 250 characters
Department in original language	-			1 / 250 characters
Department in English	-			1 / 250 characters

Partner location and website:

Address	Kalpaka boulv. 13	17 / 250 characters	Country	Latvia
Postal Code	LV-1050	7 / 250 characters	NUTS1 code	Latvija
Town	Rīga	4 / 250 characters	NUTS2 code	Latvija
Website	www.lma.lv	10 / 100 characters	NUTS3 code	Rīga

Partner ID:

Organisation ID type	Unified registration number (Vienotais reģistrācijas numurs)			
Organisation ID	90000029965			
VAT Number Format	LV + 11 digits			
VAT Number	N/A <input type="checkbox"/>	LV90000029965	13 / 50 characters	
PIC	949253447			9 / 9 characters

Partner type:

Legal status	a) Public	
Type of partner	Higher education and research instituti	University faculty, college, research institution, RTD facility, research cluster, etc.
Sector (NACE)	85.42 - Tertiary education	

Partner financial data:

Is your organisation entitled to recover VAT related to the EU funded project activities?

Role of the partner organisation in this project:

Art Academy of Latvia have participated in many national and international projects with the competence of design education and design thinking. Academy will bring in to the project team essential design skills crucial for the successful conduction of the project. Professors and students of the Design Department will organize design workshops to come up with new concepts but also will be developing the content and leading creative design workshops in municipalities during the pilot events. Design students in a supervision of design professors and experts will prepare examples for creative exercises to engage children speaking various languages with the power of creative tasks.

686 / 1,000 characters

Has this organisation ever been a partner in the project(s) implemented in the Interreg Baltic Sea Region Programme?

Yes No

State aid relevance

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Yes No

Justification why the partner's activities are not State aid relevant

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326 / 3,000 characters

2.2 Project Partner Details - Partner 7

LP/PP	Project Partner		
Partner Status	Active		
Active from	22/09/2022	Inactive from	

Partner name:

Organisation in original language	Norges tekniske-naturvitenskapelig universitet		
Organisation in English	Norwegian university of science and technology		
Department in original language	Institutt for nevromedisin og bevegelsesvitenskap		
Department in English	Department of Neuromedicine and Movement Science		

46 / 250 characters

46 / 250 characters

49 / 250 characters

48 / 250 characters

Partner location and website:

Address	Høgskoleringen 1	Country	Norway
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16 / 250 characters

Postal Code Town Website	<input type="text" value="7034"/> <small>4 / 250 characters</small> <input type="text" value="Trondheim"/> <small>9 / 250 characters</small> <input type="text" value="www.ntnu.no"/> <small>12 / 100 characters</small>	NUTS1 code NUTS2 code NUTS3 code	<input type="text" value="Norge"/> <input type="text" value="Trøndelag"/> <input type="text" value="Trøndelag"/>
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Partner ID:

Organisation ID type Organisation ID VAT Number Format VAT Number PIC	<input type="text" value="Organisation number (Organisasjonsnummer)"/> <input type="text" value="974767880"/> <input type="text" value="NO + 9 digits + MVA"/> <input type="checkbox"/> N/A <input type="text" value="NO974767880MVA"/> <small>14 / 50 characters</small> <input type="text" value="n/a"/> <small>3 / 9 characters</small>
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Partner type:

Legal status Type of partner Sector (NACE)	<input type="text" value="a) Public"/> <input type="text" value="Higher education and research instituti"/> <input type="text" value="85.42 - Tertiary education"/> <input type="text" value="University faculty, college, research institution, RTD facility, research cluster, etc."/>
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Partner financial data:

Is your organisation entitled to recover VAT related to the EU funded project activities?

Role of the partner organisation in this project:

As a partner NTNU (Norwegian University of Science and Technology) and INB (Department of Neuromedicine and Movement Science) will provide with up-to-date knowledge related to medicine and health. Furthermore, KidsLikeUs will be a part of CAG (Clinical Academic Groupe) focusing on community public health work to facilitate the implementation of sustainable public health initiatives and policies. This group focus on attaining synergistic effects from activities carried out in multiple settings (e.g. schools, neighborhood and health services). NTNU are in a joint partnership with Trondheim municipality to create a University City TRD 3.0 (a national pilot program). Thus Trondheim municipality will actively support and be involved in project activities in all stages of the project.

Has this organisation ever been a partner in the project(s) implemented in the Interreg Baltic Sea Region Programme?

Yes No

State aid relevance

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Yes No

Justification why the partner's activities are not State aid relevant

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2.2 Project Partner Details - Partner 8

LP/PP

Partner Status

Active from **Inactive from**

Partner name:

Organisation in original language 26 / 250 characters

Organisation in English 38 / 250 characters

Department in original language 25 / 250 characters

Department in English 28 / 250 characters

Partner location and website:

Address	<input type="text" value="Pärna tee 1"/> <small>11 / 250 characters</small>	Country	<input type="text" value="Estonia"/>
Postal Code	<input type="text" value="65566"/> <small>5 / 250 characters</small>	NUTS1 code	<input type="text" value="Eesti"/>
Town	<input type="text" value="Väimela"/> <small>7 / 250 characters</small>	NUTS2 code	<input type="text" value="Eesti"/>
Website	<input type="text" value="www.vkhk.ee"/> <small>11 / 100 characters</small>	NUTS3 code	<input type="text" value="Lõuna-Eesti"/>

Partner ID:

Organisation ID type

Organisation ID

VAT Number Format

VAT Number N/A 0 / 50 characters

PIC 9 / 9 characters

Partner type:

Legal status

Type of partner

Sector (NACE)

Partner financial data:

Is your organisation entitled to recover VAT related to the EU funded project activities?

Role of the partner organisation in this project:

Estonian public institution of Võru County Vocational Training Center with its Centre of Competence for Wood Processing and Furniture Manufacturing will bring in essential expertise in development of the prototypes and preparation of the technical drawings, 3d modeling and visualizations. It will support project partners with the technology skills and new product development processes, including attempts to use the newest solutions in finishing of the surface, wood protection and technology uptake.

503 / 1,000 characters

Has this organisation ever been a partner in the project(s) implemented in the Interreg Baltic Sea Region Programme?

Yes No

2.3 Associated Organisation Details - AO 1

Associated organisation name and type:

Organisation in original language	<input type="text" value="Harjumaa Omavalitsuste Liit"/> <small>27 / 250 characters</small>	
Organisation in English	<input type="text" value="Union of Harju County Municipalities"/> <small>36 / 250 characters</small>	
Department in original language	<input type="text" value="n/a"/> <small>3 / 250 characters</small>	
Department in English	<input type="text" value="n/a"/> <small>3 / 250 characters</small>	
Legal status	<input type="text" value="a) Public"/>	
Type of associated organisation	<input type="text" value="Sectoral agency"/>	<input type="text" value="Local or regional development agency, environmental agency, energy agency, employment agency, etc."/>

Associated organisation location and website:

Address	<input type="text" value="Sirge 2"/> <small>7 / 250 characters</small>	Country	<input type="text" value="Estonia"/>
Postal Code	<input type="text" value="10618"/> <small>5 / 250 characters</small>		
Town	<input type="text" value="Tallinn"/> <small>7 / 250 characters</small>		
Website	<input type="text" value="www.hol.ee"/> <small>10 / 100 characters</small>		

Role of the associated organisation in this project:

Union of Harju County Municipalities has initiated and carried out several INTERREG BSR projects in the field of sustainable development. In KidLikeUs, the union participates in regional workshops and ensures the necessary linkages of previous projects covering the region. It will contribute into selections of solutions to be piloted in Saue (to have a regional replication potential) and by transferring the results of the pilots to the member municipalities of the union and it's partners, using the formats of monthly general assembly, newsletters and communication with international partners.

601 / 1,000 characters

2.3 Associated Organisation Details - AO 2

Associated organisation name and type:

Organisation in original language	<input type="text" value="Trondheim kommune"/>		<small>17 / 250 characters</small>
Organisation in English	<input type="text" value="Trondheim municipality"/>		<small>23 / 250 characters</small>
Department in original language	<input type="text" value="Enhet for ergoterapitjeneste"/>		<small>28 / 250 characters</small>
Department in English	<input type="text" value="Occupational Therapy Unit"/>		<small>25 / 250 characters</small>
Legal status	<input type="text" value="a) Public"/>		
Type of associated organisation	<input type="text" value="Local public authority"/>	<input type="text" value="Municipality, city, etc."/>	

Associated organisation location and website:

Address	<input type="text" value="Trondheim Kommune, Enhet for ergoterapitjeneste, Postboks 2300 Torgarden"/>	<small>72 / 250 characters</small>	Country	<input type="text" value="Norway"/>
Postal Code	<input type="text" value="7004"/>	<small>4 / 250 characters</small>		
Town	<input type="text" value="Trondheim"/>	<small>9 / 250 characters</small>		
Website	<input type="text" value="www.trondheim.kommune.no"/>	<small>25 / 100 characters</small>		

Role of the associated organisation in this project:

Trondheim municipality represents an important target group of local public authorities. Thus it will support project realisation at all stages of it's realisation. In WP1 it will provide valuable evaluation of preferable features of sensory gardens to be implemented in the design brief for the creative ideation workshop. It will also provide the feedback on the created concepts from the point of view of the municipality. When the pilots are ready it will take part in the testing of the selected solutions (e.g. the ones that can be transferable over the borders). It will also encourage it's citizens to take an active role in the co-creation of the solutions in cooperation with PP07.

691 / 1,000 characters

3. Relevance

3.1 Context and challenge

We face the largest exodus of refugees in Europe since World War II. In the Mediterranean migration crisis 300 000 people came to Europe monthly. Now, in just 56 days over 5 MM people searched for a safer place in the EU, mainly in BSR. This is a challenge one single country cannot face alone. EU needs to be prepared for such phenomenon as the migration will be a permanent process in the future also due to climate crisis.

The most affected by it are children. Actually, their mental health was put into test already in 2020 when COVID-19 hit causing unimaginable loss, trauma and isolation at a global scale. Schools across Europe were closed for months, keeping children from accessing an essential social safety net. Those 2 challenging years focused our attention on the children's well-being that have remained underfunded, untreated, and often ignored for too long.

In 2022 we have observed huge engagement of local communities and authorities to cope with the migration wave. Thousands of volunteers helped to meet the basic needs of the refugees. However, in a long run they lacked support on how to help the children to overcome the traumas they went through.

What if we could quickly create spaces in our cities, where children could forget, find the reasons to laugh again, feel accepted and equal. And simultaneously learn about a new country, it's nature, culture. Where teachers, educators, health professionals, volunteers and also citizens, could head to and have classes, activities or just a moment of forgetfulness.

What if that could concern all kids regardless of age, language, mobility issues, hearing, seeing challenges they face. What if that be supportive for the mental health not only of the refugees but actually all?

Wouldn't that give hope that a new beginning is still possible and that kids, with the help of 3 powerful healing forces: creativity, empathy and the nature will be able to grow strong, creating foundations for more resilient and stronger societies?

1,999 / 2,000 characters

3.2 Transnational value of the project

The scale of the challenge is overwhelming and definitely this is not an issue one single country can cope with alone. The number of people who fled from the military conflict already exceeded the populations of individual countries such as Lithuania, Latvia or Estonia, reaching to the number of people living in Finland or Norway. It illustrates how wide and comprehensive the challenge is. If we look at the issue from the broader perspective and consider not only the refugees but also the vulnerable group of EU young citizens facing depression, anxiety, and traumas evoked by the pandemic, home violence or cognitive and physical impairment we definitely see that this challenge has no borders, and the transnational cooperation is crucial as well as cross-sectional attitude to challenge solving. Globally, 89 million boys aged 10-19 and 77 million girls aged 10-19 live with a mental disorder (40% of them with anxiety and/or depression). Tragically, in a global scale, one teenager dies from suicide every 11 minutes!

Implications are enormous and affect actors in the BSR countries on all levels of governance: local, national and macro regional. The challenge we aim to face is complex and concerns the whole BSR going far beyond the borders of single BSR countries. Thus we have partners from 6 BSR countries to be involved in tackling it with their core actors and leading experts in multi-level cross-sectional approach.

Consequently with the joint efforts of all participating countries we will inspire public institutions and NGOs working with children in all BSR countries to be able to easier create the surroundings where children can improve their mental condition and to easier transfer the knowledge to volunteers and visitors. Transnational value is seen in coverage of the whole BSR when the project target groups are considered. We will facilitate activities fostering international integration so that the solutions can be scaled up regardless of the borders.

1,989 / 2,000 characters

3.3 Target groups

Target group	Sector and geographical coverage	Its role and needs
NGO	The organizations that take care of children, including refugee, children from care homes etc. that may struggle with finding the place where and how to run the workshops, classes, meetings with the children. Geographical coverage: all BSR countries 249 / 500 characters	NGOs with their volunteers are usually on the first line when a quick response is needed to help a given community. NGOs working with children are close to the project end users thus they will help us to make the co-creating with kids possible already from the beginning of the project up to WP3. They will also help us to tailor the solutions to their needs so that we clearly see what needs to be improved to facilitate their daily activities in working for minimizing the effect of post-traumatic stress disorder or just improving the mental health conditions of those who they provide the services to. In order to be able to do that they need to learn how to create the sense friendly environment whenever they need to & how to quickly transfer the knowledge to the volunteers. That has been experienced during the described crisis when thousands of volunteers were willing to help nevertheless many of them couldn't speak the language or simply didn't know how to approach people with traumas. 999 / 1,000 characters

Target group	Sector and geographical coverage	Its role and needs
<p>Local public authority</p>	<p>Municipalities that offered help to refugees and invited them to be part of their communities. Municipalities that have within their structures public institutions working with children and youths. Geographical coverage: all BSR countries</p> <p style="text-align: right;">238 / 500 characters</p>	<p>Local public authorities with their divisions, departments and public institutions provide a long-term support to their communities by the services they offer. Thus, except from the NGOs it's important to direct the project attention also to this group as in facing the identified challenge the long term perspective is also needed. The need identified in this target group is how they can support children experiencing trauma to have easier time integrating into a new environment with the simultaneous benefit for the local communities.</p> <p style="text-align: right;">538 / 1,000 characters</p>
<p>Education/training centre and school</p>	<p>Schools/kindergartens that have students/children coming from different countries. Geographical coverage: all BSR countries</p> <p style="text-align: right;">123 / 500 characters</p>	<p>Educational institutions and schools are the places where the project end users actually go through integration processes and that have the major impact on the children and youths wellbeing. Often they are also places of afterschool activities integrating the communities due to a number of events and infrastructure opportunities like green or sport areas. Empowering them will definitely facilitate to cope the identified challenge. They need tools for mapping a sense friendliness of their premises and inspiration to create environment that supports all students, including those facing traumas, anxiety, physical or mental challenges. That applies also to ideas for activities and events during which the knowledge transfer of crucial values connected with eco-education, building of self-acceptance and empathy can be conducted. That answers also the need of permanently seeking the ways to increase the attractiveness of their offer as a response to the change in the students' structure.</p> <p style="text-align: right;">995 / 1,000 characters</p>

3.4 Project objective

Your project objective should contribute to:

Resilient economies and communities

The 2022 migration wave proved once again how central for the BSR the resilience of its communities is. Through the damaging experiences of the refugee children suffering from trauma we also spotted the frightening picture of the neglected, poor mental health condition of young EU citizens facing anxiety, depression and neurodiversity challenges deepened by the difficult pandemic years. To enable BSR to recover quickly from those unexpected external disturbances, NGOs and public institutions need empowerment to help BSR citizens, incl. those vulnerable social group, at the most of their abilities. NGOs being in the first line to respond when an unexpected disturbances hit, and when the support for the communities is looked-for, need to learn how to create the sense friendly environment whenever and wherever they need to and how to quickly transfer the knowledge about using it, to the volunteers being often from outside organizations when the turbulences intensify. This is when those needs are scaled up as a response to the new situation. Also local public authorities supporting BSR communities in a long-term need the empowerment to help BSR to avoid the unwanted impacts of migration waves and other crises on the social wellbeing. As those processes are quite new in the BSR they often lack tools and know-how to respond and support children experiencing trauma to have easier time integrating into a new environment with the simultaneous benefit for the wellbeing of the local communities. Educational institutions being the places where integration processes are seen at the first glance, having huge impact on children & youths wellbeing are in the core of tackling the challenge. They need to access both digital & non-digital tools enabling them to map a sense friendliness of their premises and acquiring the inspiration on how to create physical and psychological environment that supports all students, incl. those facing trauma, anxiety, physical or mental challenges.

1,996 / 2,000 characters

3.5 Project's contribution to the EU Strategy for the Baltic Sea Region

Please indicate whether your project contributes to the implementation of the Action Plan of the EU Strategy for the Baltic Sea Region (EUSBSR).

Yes No

Please select which Policy Area of the EUSBSR your project contributes to most.

PA Health

Please list the action of this Policy Area that your project contributes to and explain how.

Act. 2: Promoting a Health in All Policies approach with focus on the impact of environmental factors, and especially climate change on human health
With our Superhero gardens we build a bridge between humans & the nature, trying to connect the wellbeing to the healing powers of nature. The mental health of children (and other citizens) affected by traumas can be poor. A place that is accessible to all & welcomes all with its friendly activities, positively affects the mental health and thus promote wellbeing. By noticing the issue of post-traumatic stress disorder and importance of sense friendliness in the public environment we will direct public attention to this key subject contributing to the health of BSR citizens.
Act. 3: Increasing stakeholder and institutional capacity to tackle regional health challenges
Our project supports social wellbeing of BSR citizens by bringing people together, reinforcing integration & inclusion. The tools we will develop can be used by municipalities, schools, public institutions & NGOs working with children & youths, and actually by all who aim to improve the citizens' social wellbeing, integrate them to society, cultivate respect to the nature, develop empathy skills etc. Our solutions will give the occupational therapists, healthcare personnel & educators opportunities to encourage to physical activity, relaxation & development of mindfulness through raising awareness of sense friendliness and its importance in tackling health challenges.

1,500 / 1,500 characters

If applicable, please describe which other Policy Areas of the EUSBSR your project contributes to and how.

Policy of Education

Action 4: Recognising potential – easing the way for migrants

Our project will help with early integration of migrants children into the society, offering activities outside of school, where they can meet each other, create bonds and new friendships that can be transferred later to a school life as well. With a concept for (digital and non-digital) tools we will help the educators, teachers, volunteers to use the solution introduced in the space in the most powerful way.

Policy area Culture

Action 2: Promoting Baltic Sea region culture, cultural diversity and European values, promoting culture as a driver for sustainable development

Creating Superhero gardens with all the accompanying events and activities will be also about fostering cultural exchange and cooperation. With the Art Academy of Latvia in our partnership we will try to implement some local/regional crafts among activities organized in the project that would at the same time connect the incoming children with the local population. Integrating into the society means also recognizing the cultural diversity and learning from each other. That facilitates adaptation in a new environment.

1,185 / 1,500 characters

3.6 Other political and strategic background of the project

Strategic documents

EU Green Deal

By teaching citizens how to find relief in the contact with nature and how to discover its powerful potential, our project will contribute to better understanding of ecological goals and more respectful actions toward the natural environment. With the help of innovative coaching strategies engaging all senses and combining creative activities with the physical and relaxation assignments integrated with nature, we will aim to increase the overall quality of life and wellbeing.

494 / 500 characters

3.7 Seed money support

Please indicate whether your project is based on a seed money project implemented in the Interreg Baltic Sea Region Programme 2014-2020.

Yes No

3.8 Other projects: use of results and planned cooperation

Full name of the project	Funding Source	Use of the project outcomes and/or planned cooperation
BaltSe@nioR 2.0 Innovative solutions to support BSR in providing more senior - friendly public spaces due to increased capacity of BSR companies and public institutions <small>168 / 200 characters</small>	INTERREG Baltic Sea Region Programme <small>36 / 200 characters</small>	We will use broad knowledge on universal design we gathered during the project via trainings, study visits, consultations with accessibility experts etc. that allowed us to actually spot the challenge of the current project. Due to the increased capacity of municipalities and their higher sensitiveness to the accessibility issues being a result of BaltSe@nioR 2.0, we observed a high interest and willingness to get involved in solving the challenge of KidsLikeUs project. We will use the list of BSR municipalities and public institutions we have created in BaltSe@nioR 2.0 to reach them with the information about the project activities and deliverables, encouraging for co-creation and testing. We will make efforts to use the Social business model in the practical implementation of the solutions in the pilot localizations. In WP2we will adapt the ideated concepts of the smart solution of RFID tags facilitating translation processes and the model of the chest for multigenerational planting. <small>1,000 / 1,000 characters</small>
DigiNepsy <small>9 / 200 characters</small>	EU European Social Fund <small>23 / 200 characters</small>	We plan to cooperate with and develop further one of the results of Diginepsy project. PP03 has developed a "sensory accessibility" web app, which allows to evaluate sense friendliness (hearing, sight, touch, and smell) of a given space. The app helps the user to recognize what are the disturbing factors in the evaluated space that we often do not realize about but they can affect our daily functioning. It has been created as a cooperation between PP03 and the Autism association in Finland. The app is currently available only in Finnish language. We plan to utilize the app in KidsLikeUs project where it will be translated into English and Ukrainian (if there is a need, also to other languages) to address the language needs of the target groups. The Superhero Garden solution will be assessed using this app to discover the potential for improvements. The app will be available for the target groups: schools, public institutions and NGOs to evaluate the sense friendliness of their space. <small>999 / 1,000 characters</small>

3.10 Horizontal principles

Horizontal principles	Projects's direct impact
Sustainable development	positive
Non-discrimination including accessibility	positive
Equality between men and women	positive

4. Management

Allocated budget

10%

4.1 Project management

Please confirm that the lead partner and all project partners will comply with the rules for the project management as described in the Programme Manual.

If relevant, please indicate any other important aspects of the project management, e.g. external entity supporting the lead partner in the management of the project, advisory board, steering committee, any other relevant working groups, etc.

The core of partnership consists of project partners that have worked together and trust each other which guarantees smooth realization and fast reaction to changes. The transnational character of decision making will be ensured by a Steering Committee comprised of all regular project partners. Project coordinator has a degree in management and experience in working in INTERREG projects since 2009.

401 / 500 characters

4.2 Project financial management

Please confirm that the lead partner and all project partners will comply with the rules for the financial management and control as described in the Programme Manual.

If relevant, please indicate any other important aspects of the financial management, e.g. external entity supporting the lead partner, positions planned for financial management, involvement of special financial experts (e.g. for public procurement), etc.

The financial management will be organized internally, while the LP financial unit has necessary financial expertise, accounting capacity and experience in INTERREG programs to ensure the proper project financial management. Lead Partner has experts in public procurement and an external team of lawyers supporting the lead partner. Additionally there will be part time project financial manager employed working for the project.

430 / 500 characters

4.3 Input to Programme communication

Please confirm that you are aware of the obligatory inputs to Programme communication that must be submitted along the pre-defined progress reports, as described in the Programme Manual.

If relevant, please describe other important aspects of project communication that you plan to introduce, e.g. a communication plan, opening and closing events, social media channel(s) etc.

We have a long-term experience of successful communication of INTERREG projects that we will use. That includes preparation of professional photo materials and press releases reaching media on local, national and even international level where possible. We will organize an opening and closing events with the involvement of the target groups but foremost we will broadly communicate and encourage the TGs and end users to use our pilots in practice. We will launch dedicated social media activities.

500 / 500 characters

4.4 Cooperation criteria

Please select the cooperation criteria that apply to your project. In your project you need to apply at least three cooperation criteria. Joint development and joint implementation are the obligatory ones you need to fulfill in your project.

Cooperation criteria

Joint Development

Joint Implementation

Joint Staffing

Joint Financing

5. Work Plan

Number	Work Package Name
1	WP1 Preparing solutions
	Group of Activity Name
1.1	Development of a design concept for a scalable and accessible sensory Superhero garden
1.2	Development of a concept for tools for educators, teachers, volunteers and municipalities
2	WP2 Piloting and evaluating solutions
	Group of Activity Name
2.1	Development of the prototypes & implementation of pilots
2.2	Testing & evaluation
3	WP3 Transferring solutions
	Group of Activity Name
3.1	Preparation of the dissemination materials
3.2	Preparation of the events reinforcing learning by doing

Work plan overview

	Period: 1	2	3	4	5	6	Leader
WP.1: WP1 Preparing solutions							PP1
A.1.1: Development of a design concept for a scalable and accessible sensory Superhero garden							PP1
D.1.1: Design concept for a scalable and accessible sensory Superhero garden		D					PP6
A.1.2: Development of a concept for tools for educators, teachers, volunteers and municipalities							PP1
D.1.2: Design concept for tools for educators, teachers, volunteers and municipalities		D					PP3
WP.2: WP2 Piloting and evaluating solutions							PP1
A.2.1: Development of the prototypes & implementation of pilots							PP1
O.2.1: Pilots of elements and tools for sensory and accessible Superhero gardens				O			PP3
A.2.2: Testing & evaluation							PP3
D.2.2: Report from the testing of the pilots					D		PP3
WP.3: WP3 Transferring solutions							PP3
A.3.1: Preparation of the dissemination materials							PP3
O.3.1: Dissemination materials showcasing the pilots and facilitating the transfer of ready solutions					O		PP2
A.3.2: Preparation of the events reinforcing learning by doing							

Outputs and deliverables overview

Code	Title	Description	Contribution to the output	Output/ deliverable contains an investment
D 1.1	Design concept for a scalable and accessible sensory Superhero garden	The deliverable will consist of drawings, visualizations and a review document with the summary of evaluation of preferable features of accessible sensory garden. The first step in every design process is to recognize the needs of the people who will use the solution and to prepare, based on that, the design brief with the "must have" requirements. The preliminary analysis of the needs has been done during the development stage of the project application based on the diagnosis of the challenge done with the representatives of the target groups. Employees of the reception points and volunteers kept repeating that long term solutions are needed to take care of the mental health of the refugees and pointed out how fragile the state of the kids have been indicating they could solve only the temporary problems concerning the basic needs. Also teachers that we were talking to during the preparation of the project application focused our attention on the issue of the anxiety and fears the younger generation has encountered due to the pandemic time and the national and regional lockdowns. The initial idea of the solution we have presented to them met an enthusiastic reactions. Thus in order to test the solution at the initial stage the drawings/visualizations of the concept will be prepared to be able to present the concepts to the target groups and receive the feedback already at the very early design stage to enable early evaluation of the most advantageous development directions and to facilitate the introduction of improvements before making the pilot solution ready. That will enable to avoid the construction mistakes and to choose the most promising concept for the further development in WP2.1.	O2.1 Pilots of elements and tools for sensory and accessible Superhero gardens	

D 1.2	Design concept for tools for educators, teachers, volunteers and municipalities	The deliverable will be drafts of graphical materials presenting the exercises and tasks that can be used in the space to engage the kids, teach empathy, respect to the nature, develop sensory abilities etc. The deliverable will also consists of the description of at least 3 various thematic events to raise to attractiveness of the invitation to visit the spot where our solution will be implemented. Public institutions will be able to use it freely. The deliverable will be developed by project partners with the feedback from municipalities being in the partnership.	O2.1 Pilots of elements and tools for sensory and accessible Superhero gardens	
O 2.1	Pilots of elements and tools for sensory and accessible Superhero gardens	The pilots will present the selected concepts ideated in WP1 put into use to serve the communities in the partners locations. That will allow to check the concepts with the wider audience, gather the feedback and also prepare the dissemination and promotional materials for the WP3. It will include both the physical prototypes (WP1.1) and the templates for tools and events (WP1.2). The physical prototypes can be for example graphical signs, boards, educational paths & games, 3D models representing the nature world of BSR like birds, insects etc. easy to touch even for the kids with vision impairment, smart solutions facilitating communication, translations into various languages, ideas for space arrangements with plants, water sources etc. to touch, smell, taste the world of nature. Piloting of the graphical tools and marketing materials supporting the activities will include for example the templates, tutorials for the activities to be performed when using the solution: concept to teach respect to nature, empathy tasks to build self-confidence and acceptance, tasks with the usage of VR and 360 photos to develop imagination and overcome trauma easier; Superhero garden Idea book – based on the review conducted in WP1.1 to inspire and transfer the knowledge about the variety of possibilities as well as to indicate where such sensory gardens are actually already functioning in the BSR to raise the recognition of such places in an international scope. An important aspect answering the identified challenge is to foreseen the modularity and/or portability of the solutions so that target groups can use them in multiple locations including across the borders and preferably with a minimum language skills required.		Yes
D 2.2	Report from the testing of the pilots	The deliverable will be the report summarizing the implementation of the pilots. Two types of feedback will be gathered: 1) from the target groups: it will be about the solution of sensory, accessible Superhero garden – strong and weak sides of implementing and realization, potential for the future, advantages from the target group perspective; the same acquires to the supplementary materials: like exercises, the assembly instructions, descriptions of the events etc. 2) from the end users – people visiting the spots, using the solution. The transnational character will be ensures as the report will contain the comparison of the feedback from a minimum of 3 countries. Moreover it will contain a short evaluation from all municipalities, public institutions and NGOs participating in the project.	O.3.1: Dissemination materials showcasing the pilots and facilitating the transfer of ready solution	
O 3.1	Dissemination materials showcasing the pilots and facilitating the transfer of ready solutions	The deliverable will consist of high quality professional photos showcasing the developed solution and illustrating the practical usage of it. The photos will constitute the basis for the communication material prepared. We will ensure the printing of the promotional materials will be performed with the usage of ecological means including recycled paper when the printing would be absolutely necessary. Short videos presenting the pilots will be prepared and disseminated via project online channels. To meet the needs of project end users a storytelling material will be prepared to guide through the Superhero garden and the activities it will offer. On the other hand to meet the requirements of the public institutions and municipalities from outside the partnership the document with the necessary instructions and guidelines on how to implement the solution will be released and promoted via online and offline means. The basis for the document will be the description of the case studies from the pilots.		

Work package 1

5.1 WP1 Preparing solutions

5.2 Aim of the work package

The aim of this work package is to prepare solutions to help address the identified challenge. You can either develop entirely new solutions or adapt existing solutions to the needs of your target groups. Prepare your solutions in a way that you can pilot them in Work Package 2. Consider how you involve your target groups in preparation of the solutions.

Organise your activities in up to five groups of activities to present the actions you plan to implement. Describe the deliverables and outputs as well as present the timeline.

5.3 Work package leader

Work package leader 1

Work package leader 2

5.4 Work package budget

Work package budget

5.5 Target groups

	Target group	How do you plan to reach out to and engage the target group?
1	<input type="text" value="NGO"/> The organizations that take care of children, including refugee, children from care homes etc. that may struggle with finding the place where and how to run the workshops, classes, meetings with the children. Geographical coverage: all BSR countries <small>249 / 500 characters</small>	<input type="text" value="NGOs will be involved in the co-creation process already from the very initial stages including gathering the evaluations for the preferable features used for the design brief of sensory garden and giving the feedback to the concepts developed during the creative workshop."/> <small>273 / 1,000 characters</small>
2	<input type="text" value="Local public authority"/> Municipalities that offered help to refugees and invited them to be part of their communities. Municipalities that have within their structures public institutions working with children and youths. Geographical coverage: all BSR countries <small>238 / 500 characters</small>	<input type="text" value="Municipalities will be involved in the co-creation process as they will evaluate the existing solutions of sensory gardens to identify a set of preferable features to be used for the design brief of sensory garden during the creative workshops and giving the feedback to the concepts developed during the design workshops. To reach out to the municipalities we will use the network created in previous Interreg projects."/> <small>420 / 1,000 characters</small>
3	<input type="text" value="Education/training centre and school"/> Schools/kindergartens that have students/children coming from different countries. Geographical coverage: all BSR countries <small>123 / 500 characters</small>	<input "make="" (one="" 1.1="" 1.2)."="" 2="" achieve="" and="" at="" character="" creative="" for="" in="" instead="" instruction="" is="" least="" love="" love"="" make="" met="" of="" one="" outdated="" people="" plan="" products="" products".="" run="" that="" the="" to="" transnational="" type="text" value="Active involvement of schools that is planned in the project enables us to include in the co-creation processes the end-users of our solutions. What's more important it is foreseen already at the beginning of the project in order to ensure the rule of " we="" workshops="" wp1=""/> <small>480 / 1,000 characters</small>

5.6 Activities, deliverables, outputs and timeline

No.	Name
1.1	Development of a design concept for a scalable and accessible sensory Superhero garden
1.2	Development of a concept for tools for educators, teachers, volunteers and municipalities

WP 1 Group of activities 1.1

5.6.1 Group of activities leader

Group of activities leader PP 1 - Poznan University of Life Sciences

A 1.1

5.6.2 Title of the group of activities

Development of a design concept for a scalable and accessible sensory Superhero garden

86 / 100 characters

5.6.3 Description of the group of activities

As the nature is one of the most powerful healing forces bringing in the calmness and reinforcement of the mental health we plan to create a design concept for small, accessible sensory "Superhero garden" that could be installed in various locations depending on the current needs of the BSR communities. We will adapt the already existing idea of sensory gardens to scale them and redesign in a way they can be quickly created still manifesting their healing benefits.

As an initial step an inspirational, in-depth search for the existing, valuable realizations will be performed. Based on that phase a review document will be created. It will be used both in WP1.1 and in WP2.1. In WP 1.1 it will be used in a step two, because in order to adapt the solution to the needs of public institutions and NGOs, as well as to our end users: we will evaluate the selected features of the already existing concepts with the project partners and associate organizations. That will allow to capture a bunch of key requirements that will be implemented in a design brief for a creative workshop (the third step). An international design workshop will be organized to brainstorm and discuss the potential concepts for the solution with the representatives of the target groups. The feedback gathered will be used to adjust the solution. The cross-sectional knowledge of experts representing various disciplines: healthcare and wellbeing, wood technology, horticultural therapy, design, ICT and VR will be of crucial importance at this stage. As we aim to prepare a solution that is accessible for all, including adults and seniors: teachers, educators, volunteers taking care of the children while being in the garden. Moreover with the involvement of ICT partners from Finland and Norway we will recognize the possibilities of integrating the idea of accessible sensory garden with the ICT solutions facilitating e.g. communication, green education and integration.

The representatives of the target groups will be involved in the co-creation process already from the very initial stages including gathering the evaluations for the preferable features used for the design brief and giving the feedback to the concepts developed during the creative workshop.

The transnational character will be provided by the transnational scope of the search for the solutions existing in the BSR countries, the evaluation of the preferable features provided by transnational group of public institutions and NGOs representing at least 4 BSR countries (preferably all). As much as the pandemic allows we will organize the creative workshop with the involvements of representatives from at least 3 BSR countries, while the concepts will be presented to the representatives of all BSR countries to ensure the transnational perspective. The solution is to be of transnational character thus the ICT facilitating the communication in the garden will be one of the aims for the development of smart solutions.

2,982 / 3,000 characters

5.6.4 This group of activities leads to the development of a deliverable

D 1.1

Title of the deliverable

Design concept for a scalable and accessible sensory Superhero garden

69 / 100 characters

Description of the deliverable

The deliverable will consist of drawings, visualizations and a review document with the summary of evaluation of preferable features of accessible sensory garden.

The first step in every design process is to recognize the needs of the people who will use the solution and to prepare, based on that, the design brief with the "must have" requirements. The preliminary analysis of the needs has been done during the development stage of the project application based on the diagnosis of the challenge done with the representatives of the target groups. Employees of the reception points and volunteers kept repeating that long term solutions are needed to take care of the mental health of the refugees and pointed out how fragile the state of the kids have been indicating they could solve only the temporary problems concerning the basic needs. Also teachers that we were talking to during the preparation of the project application focused our attention on the issue of the anxiety and fears the younger generation has encountered due to the pandemic time and the national and regional lockdowns. The initial idea of the solution we have presented to them met an enthusiastic reactions. Thus in order to test the solution at the initial stage the drawings/visualizations of the concept will be prepared to be able to present the concepts to the target groups and receive the feedback already at the very early design stage to enable early evaluation of the most advantageous development directions and to facilitate the introduction of improvements before making the pilot solution ready. That will enable to avoid the construction mistakes and to choose the most promising concept for the further development in WP2.1.

1,721 / 2,000 characters

Which output does this deliverable contribute to?

O2.1 Pilots of elements and tools for sensory and accessible Superhero gardens

78 / 100 characters

5.6.6 Timeline

Period: 1 2 3 4 5 6

WP.1: WP1 Preparing solutions

A.1.1: Development of a design concept for a scalable and accessible sensory Superhero garden

D.1.1: Design concept for a scalable and accessible sensory Superhero garden



5.6.7 This deliverable/output contains productive or infrastructure investment

WP 1 Group of activities 1.2

5.6.1 Group of activities leader

Group of activities leader

A 1.2

5.6.2 Title of the group of activities

Development of a concept for tools for educators, teachers, volunteers and municipalities

89 / 100 characters

5.6.3 Description of the group of activities

Even the best designed space is nothing without the activities that will make it alive and empowering. Thus we will develop a concept for tools helping the educators, teachers, volunteers to use the solution introduced in the space in the most powerful way. Moreover the municipalities and public institutions will receive a marketing description of a minimum 3 thematic events to be organized with the use of sensory garden solution (to be prepared in WP1.1).

The process will start from the search for creative tasks, inspirations from the green and eco-education, occupational therapy workshops etc. Then we will present those exercises and instructions to the graphical designers during their semestral works and a design workshop where educators and graphic designers will work together to develop graphical concept of the tasks to be used during the activities in the sensory Superhero garden. The graphical design concepts will be presented to the wider audience of the project partners and associated organizations for evaluation, feedback and selection of at least one idea having the biggest potential for implementation.

Starting from the input of experts and target groups, through the development of the deliverable to the final evaluation of the concept propositions the transnational character will be ensured as the representatives of project partners and associate organizations from various BSR countries will be involved in every step described above.

The planned activities will foremost help to combine the existing methods used in occupational therapy and eco-education and adapt them to the requirements identified during the interactions with the project target group- public institutions and NGOs. Moreover at this stage we will try to implement the Social business model from the previous INTERREG project to come up with ideas for the municipalities and public institutions on how to increase the attractiveness of our solution in a longer period of time based on the model. That will allow the municipalities and public institutions to look at our solution from the perspective of People and Planet at the same time and a more durable and secure implementation of the pilot solution.

The proposals for the thematic events delivered together with the marketing material will facilitate the public institutions the communication about the implemented solution which may encourage them to make the change in their public space but also to understand easier the benefits of the solution for their community. That will also encourage and facilitate an active and continuous use of the solution after project ends.

To increase the innovativeness of the region we will work also on smart solutions e.g. develop further the tool enabling to assess the sense friendliness (hearing, sight, touch, and smell) of a given space. The app was developed in EU DigiNepsy project in Finnish language. We will develop English & Ukrainian version of it to be used while testing with end users.

3,000 / 3,000 characters

5.6.4 This group of activities leads to the development of a deliverable

D 1.2

Title of the deliverable

Design concept for tools for educators, teachers, volunteers and municipalities

79 / 100 characters

Description of the deliverable

The deliverable will be drafts of graphical materials presenting the exercises and tasks that can be used in the space to engage the kids, teach empathy, respect to the nature, develop sensory abilities etc. The deliverable will also consists of the description of at least 3 various thematic events to raise to attractiveness of the invitation to visit the spot where our solution will be implemented. Public institutions will be able to use it freely.

The deliverable will be developed by project partners with the feedback from municipalities being in the partnership.

572 / 2,000 characters

Which output does this deliverable contribute to?

O2.1 Pilots of elements and tools for sensory and accessible Superhero gardens

78 / 100 characters

5.6.6 Timeline

Period: 1 2 3 4 5 6

WP.1: WP1 Preparing solutions

A.1.2: Development of a concept for tools for educators, teachers, volunteers and municipalities

D.1.2: Design concept for tools for educators, teachers, volunteers and municipalities

5.6.7 This deliverable/output contains productive or infrastructure investment

Work package 2

5.1 WP2 Piloting and evaluating solutions

5.2 Aim of the work package

The aim of this work package is to pilot, evaluate and adjust solutions. Plan one or several pilots to validate the usefulness of the solutions prepared in Work Package 1. Start Work Package 2 early enough to have time to pilot, evaluate and adjust solutions, together with your target groups. By the end of this work package implementation the solutions should be ready to be transferred to your target groups in Work Package 3.
 The piloted and adjusted solution should be presented in one project output.
 Organise your activities in up to five groups of activities. Describe the deliverables and outputs as well as present the timeline.

5.3 Work package leader

Work package leader 1

Work package leader 2

5.4 Work package budget

Work package budget

5.4.1 Number of pilots

Number of pilots

5.5 Target groups

	Target group	How do you plan to reach out to and engage the target group?
1	<input type="text" value="NGO"/> The organizations that take care of children, including refugee, children from care homes etc. that may struggle with finding the place where and how to run the workshops, classes, meetings with the children. Geographical coverage: all BSR countries <small>249 / 500 characters</small>	Target group of NGOs from the partnership will be implementing the pilots. They will receive a presentation of the deliverables created in WP1. In order to ensure the involvement not only of the target groups but also citizens, NGOs will choose the elements of the solutions that are the most beneficial for their communities considering the participation of the citizens in the evaluation. Each representative of NGO from the partnership will organize at least one event in each pilot location. <small>495 / 1,000 characters</small>
2	<input type="text" value="Local public authority"/> Municipalities that offered help to refugees and invited them to be part of their communities. Municipalities that have within their structures public institutions working with children and youths. Geographical coverage: all BSR countries <small>238 / 500 characters</small>	Target group of municipalities from the partnership will be implementing the pilots. It will receive a presentation of the deliverables created in WP1. In order to ensure the involvement not only of the target groups but also citizens, the municipality will choose the elements of the solutions that are the most beneficial for their communities considering the participation of the citizens in the evaluation. The project partner being a municipality will organize at least one event in the pilot location. <small>507 / 1,000 characters</small>
3	<input type="text" value="Education/training centre and school"/> Schools/kindergartens that have students/children coming from different countries. Geographical coverage: all BSR countries <small>123 / 500 characters</small>	Educational institutions and schools will be invited to test and evaluate the pilots. The project partners implementing pilots will invite at least one local school/educational institution to try out the developed solutions. <small>225 / 1,000 characters</small>

5.6 Activities, deliverables, outputs and timeline

No.	Name
2.1	Development of the prototypes & implementation of pilots
2.2	Testing & evaluation

WP 2 Group of activities 2.1

5.6.1 Group of activities leader

Group of activities leader

A 2.1

5.6.2 Title of the group of activities

56 / 100 characters

5.6.3 Description of the group of activities

The selected ideas prepared in WP1 will be prototyped and installed in the pilot locations in at least 3 countries. In the first step project partners will receive a presentation of the concept improved after the feedback gathered at the last stage of WP1. In the second step each project partner implementing the pilots will choose the elements of the solution that are the most beneficial for its communities as we plan the solution to be modular and scalable so that each public institution is able to tailor it to their needs in terms of money, time and the availability of the space. When creating smart, accessible solutions we will build on some of the concepts ideated in BaltSe@nioR 2.0 project including tags to facilitate translation or chest for multigenerational planting, as well as on DigiNepsy project with the app to evaluate sense friendliness.

Project partners will choose the elements of the solution for their pilots based on the space availability and the assessment of the needs of their residents. As the solution is to be used also outside the partnership we plan to have 3 levels of complexity (simple, medium, and advanced) based on the budget and time criteria. The project partners will receive an information packages with descriptions, visualizations, drawings etc. of the ideas developed in WP1. They will also receive the marketing templates of at least 3 types of activities from which they will choose a minimum 1 to be implemented in WP2.2. As the final step the pilots will be prepared and put into use so that they can be validated for the usefulness of the solution in WP2.2.

1,616 / 3,000 characters

5.6.4 This group of activities leads to the development of a deliverable



O 2.1

Title of the output

Pilots of elements and tools for sensory and accessible Superhero gardens

73 / 100 characters

Description of the output

The pilots will present the selected concepts ideated in WP1 put into use to serve the communities in the partners locations. That will allow to check the concepts with the wider audience, gather the feedback and also prepare the dissemination and promotional materials for the WP3. It will include both the physical prototypes (WP1.1) and the templates for tools and events (WP1.2). The physical prototypes can be for example graphical signs, boards, educational paths & games, 3D models representing the nature world of BSR like birds, insects etc. easy to touch even for the kids with vision impairment, smart solutions facilitating communication, translations into various languages, ideas for space arrangements with plants, water sources etc. to touch, smell, taste the world of nature. Piloting of the graphical tools and marketing materials supporting the activities will include for example the templates, tutorials for the activities to be performed when using the solution: concept to teach respect to nature, empathy tasks to build self-confidence and acceptance, tasks with the usage of VR and 360 photos to develop imagination and overcome trauma easier; Superhero garden Idea book – based on the review conducted in WP1.1 to inspire and transfer the knowledge about the variety of possibilities as well as to indicate where such sensory gardens are actually already functioning in the BSR to raise the recognition of such places in an international scope. An important aspect answering the identified challenge is to foreseen the modularity and/or portability of the solutions so that target groups can use them in multiple locations including across the borders and preferably with a minimum language skills required.

1,735 / 3,000 characters

Target groups and uptake of the solution presented in this output

Target groups	How will this target group apply the output in its daily work?
<p>Target group 1</p> <p>NGO</p> <p>The organizations that take care of children, including refugee, children from care homes etc. that may struggle with finding the place where and how to run the workshops, classes, meetings with the children. Geographical coverage: all BSR countries</p>	<p>We will raise awareness of NGOs concerning the features of sense friendliness helping to minimize the traumatic reactions among vulnerable group of societies e.g. children. They will use it as an inspiration showcasing what and how can be created in order to improve the well-being of their visitors and pupils by directing all human senses to the creativity and the nature. They will access a variety of tools and ideas for activities to be conducted with children and youths using artistic skills and crafts, physical and mental engagement, bringing different cultures together and allowing for communication without advanced language skills.</p>

645 / 1,000 characters

Durability of the output

The output lies in the central interest of the project partners in the core scope of the activities performed on a daily basis by the project partners implementing the pilots. Thus it will not only increase their institutional capacity but also add the meaning to their operational functioning. Consequently, it will be crucial for them to maintain the results as long as possible.

381 / 1,000 characters

5.6.6 Timeline

	Period: 1	2	3	4	5	6
WP.2: WP2 Piloting and evaluating solutions						
A.2.1: Development of the prototypes & implementation of pilots						
O.2.1: Pilots of elements and tools for sensory and accessible Superhero gardens						

5.6.7 This deliverable/output contains productive or infrastructure investment



Investment no.	I2.1_1	
Title	Superhero sensory garden <small>25 / 100 characters</small>	
Description	Superhero sensory garden will showcase selected ideas of physical elements addressing all senses and at the same time teaching about the importance of nature. By the proper selection of plants, interior elements, information boards etc the solution will help to release the stress and cope with trauma easier to all regardless their mobility, sight, hearing issues. <small>363 / 500 characters</small>	
Country	Poland	
Responsible project partner(s)	PP 1 - Poznan University of Life Sciences	
Justification	Not all the visitors of the public space can use all five senses. Public institutions and municipalities should make sure to address at least some of them to increase the chances for positive feedback and feelings. When the target groups learn how to address various senses they will discover how attractive their institution may be to people of all ages and all abilities and thus reinforcing the social wellbeing and strengthening the response to external disturbances. <small>471 / 500 characters</small>	
Transitional relevance	The solution to be implemented will be modular and scalable so that it can be tailored easily to the changing needs in the conditions of unsecure circumstances. We aim it will contain the elements that does not relay on the language skills so that the solution can be easily transferable and applicable in various locations. <small>324 / 500 characters</small>	
Benefits	local communities, schools, kindergartens, NGOs having activities with children - they gain a place where they can head to and find the relief, discover the power of being here and now with using all the senses, understanding that a properly designed space enables the visitors so that all can feel like heroes despite their abilities & disabilities public institutions & municipalities will have a physical example to test which facilitates the decision about implementing similar solutions. <small>492 / 500 characters</small>	
Location	Dendrological garden of Poznan University of Life Sciences ul. Wojska Polskiego 71E 60-625 Poznań, Poland <small>105 / 250 characters</small>	Poznański
Location ownership	Poznan University of Life Sciences <small>34 / 250 characters</small>	
Ownership	Poznan University of Life Sciences <small>34 / 500 characters</small>	
Maintenance	Poznan University of Life Sciences. The pilot of Sensory garden will be created in the Dendrological garden that has been created in 1919. It is maintained by the University as an important object haveing a paramount importance not only for the research but most of all for the wellbeing of the local community. <small>311 / 500 characters</small>	
Climate proofing	<input type="checkbox"/> Ensured <input checked="" type="checkbox"/> N/A	

Investment no.	I2.1_2	
Title	Sensory Superhero garden <small>24 / 100 characters</small>	
Description	Superhero sensory garden will showcase selected ideas of physical elements addressing all senses and at the same time engaging the citizens into building the relationships with each other regardless of cultural background, language they speak, abilities and disabilities. <small>272 / 500 characters</small>	
Country	Estonia	
Responsible project partner(s)	PP 5 - Saue Municipality	
Justification	Not all the visitors of the public space can use all five senses. Public institutions and municipalities should make sure to address at least some of them to increase the chances for positive feedback and feelings and show their citizens they do care about eachone of them. Implementing the solutions that empower the citizens enhances the social wellbeing of a given community and the overall quality of life. <small>410 / 500 characters</small>	
Transitional relevance	Giving the children and actually all the feeling of acceptance and equality, and making the adapt to the new environment easier is of crucial importance in every single country and region of the BSR. We will provide ideas for events and activities that will allow children play without actually knowing the language of a given country making them feel more secure and confident in a new surrounding. <small>399 / 500 characters</small>	
Benefits	local communities, schools, kindergartens, NGOs having activities with children - they gain a place where they can head to and find the relief, discover the power of being here and now with using all the senses, understanding that a properly designed space enables the visitors so that all can feel like heroes despite their abilities & disabilities public institutions & municipalities will have a physical example to test which facilitates the decision about implementing similar solutions. <small>492 / 500 characters</small>	
Location	Saue. The exact location will be chosen taking into consideration the results of the participatory walk with the citizens of Saue. <small>130 / 250 characters</small>	Põhja-Eesti
Location ownership	Saue municipality <small>17 / 250 characters</small>	
Ownership	Saue municipality <small>17 / 500 characters</small>	
Maintenance	Saue municipality will secure sources to maintain the output as it will be developed with the care of their citizens, increasing the positive feedback of the visitors and even improving the attractiveness of the spot. <small>217 / 500 characters</small>	
Climate proofing	<input type="checkbox"/> Ensured <input checked="" type="checkbox"/> N/A	

WP 2 Group of activities 2.2

5.6.1 Group of activities leader

Group of activities leader PP 3 - Satakunta University of Applied Sciences

A 2.2

5.6.2 Title of the group of activities

Testing & evaluation

20 / 100 characters

5.6.3 Description of the group of activities

Once the pilots are installed we will invite our target groups and end users to test them. In order to do that a series of events like e.g. participatory walks, thematic Saturdays, Veg-get-able weekends, Green school days etc. will be organized with the NGOs, schools and kindergartens, refugees and local citizens. As the first step we will present the project partners the ideas for the activities ideated in WP1.2 (enriched based on the feedback received in the final stage of WP1) with the templates for the marketing materials promoting the events. Our project partners implementing the pilots will have a freedom to choose the character of the event that would be the most valuable for their communities. At least one event will be organized in each pilot location. Feedback will be gathered from the participants to get the validation of the usefulness of the solution and also to collect the ideas for further improvements and developments if needed, for scaling up in WP3. The feedback will be analyzed and a summary will be published.

1,045 / 3,000 characters

5.6.4 This group of activities leads to the development of a deliverable



D 2.2

Title of the deliverable

Report from the testing of the pilots

37 / 100 characters

Description of the deliverable

The deliverable will be the report summarizing the implementation of the pilots. Two types of feedback will be gathered: 1) from the target groups: it will be about the solution of sensory, accessible Superhero garden – strong and weak sides of implementing and realization, potential for the future, advantages from the target group perspective; the same acquires to the supplementary materials: like exercises, the assembly instructions, descriptions of the events etc. 2) from the end users – people visiting the spots, using the solution.

The transnational character will be ensures as the report will contain the comparison of the feedback from a minimum of 3 countries. Moreover it will contain a short evaluation from all municipalities, public institutions and NGOs participating in the project.

804 / 2,000 characters

Which output does this deliverable contribute to?

O.3.1: Dissemination materials showcasing the pilots and facilitating the transfer of ready solution

100 / 100 characters

5.6.6 Timeline

Period: 1 2 3 4 5 6

WP.2: WP2 Piloting and evaluating solutions

A.2.2: Testing & evaluation

D.2.2: Report from the testing of the pilots



5.6.7 This deliverable/output contains productive or infrastructure investment



Work package 3

5.1 WP3 Transferring solutions

5.2 Aim of the work package

In Work Package 3, communicate and transfer the ready solutions to your target groups. Plan at least one year for this work package to transfer your solutions to the target groups, considering their respective needs. Select suitable activities to encourage your target groups to use the solutions in their daily work. Organise your activities in up to five groups of activities. Describe the deliverables and outputs as well as present the timeline.

5.3 Work package leader

Work package leader 1 PP 3 - Satakunta University of Applied Sciences

Work package leader 2 PP 2 - Assication YogaYou

5.4 Work package budget

Work package budget 30%

5.5 Target groups

	Target group	How do you plan to reach out to and engage the target group?
1	<p>NGO</p> <p>The organizations that take care of children, including refugee, children from care homes etc. that may struggle with finding the place where and how to run the workshops, classes, meetings with the children. Geographical coverage: all BSR countries</p> <p>249 / 500 characters</p>	<p>The NGOs from outside the partnership will be reached via digital means, but also face to face meetings during the events and local festivals. We will approach them with the professional communication materials showcasing the solutions already working for the benefits of the vulnerable social groups and actually all in the communities. They will be invited to have their activities in the created pilots and will be taught by the project partners on how to use the solutions developed in the project. The learning by doing process will increase their understanding and enhance the experiences encouraging for using the solutions during their daily functioning and activities in the local communities.</p> <p>702 / 1,000 characters</p>
2	<p>Local public authority</p> <p>Municipalities that offered help to refugees and invited them to be part of their communities. Municipalities that have within their structures public institutions working with children and youths. Geographical coverage: all BSR countries</p> <p>238 / 500 characters</p>	<p>Local public authority will be notified about the possible solutions developed within our project. As the identified challenge is relatively new they seek for potential solutions that could be implemented for the benefit of their citizens enabling them to maintain a good physical and mental conditions despite the traumas and external disturbances.</p> <p>349 / 1,000 characters</p>
3	<p>Education/training centre and school</p> <p>Schools/kindergartens that have students/children coming from different countries. Geographical coverage: all BSR countries</p> <p>123 / 500 characters</p>	<p>Schools/kindergartens will be invited to use and test the implemented pilots. The information will be sent out to schools and via local media and teachers associations. The educators and teachers will be invited also to evaluate the teaching materials prepared. They will be encouraged to use them during daily school and outside school activities raising the attractiveness of their classes while simultaneously transferring to the youngest citizens of EU the important values on how to cope with stressful situations and traumas, how to develop empathy, build intergenerational and transnational respect to each other and the nature building the basis for more resilient communities of the future.</p> <p>699 / 1,000 characters</p>

5.6 Activities, deliverables, outputs and timeline

No.	Name
3.1	Preparation of the dissemination materials
3.2	Preparation of the events reinforcing learning by doing

WP 3 Group of activities 3.1

5.6.1 Group of activities leader

Group of activities leader

PP 3 - Satakunta University of Applied Sciences

A 3.1

5.6.2 Title of the group of activities

Preparation of the dissemination materials

42 / 100 characters

5.6.3 Description of the group of activities

Photo sessions and video recordings will be prepared in order to prepare a good communication material to be used in the online channels for dissemination. We will use the contact lists of public institutions and municipalities located in the BSR we have developed during BaltSe@nioR 2.0 project that consists of 2700 mailing addresses to inform them about the project, its activities and the deliverables.

If the COVID-19 restrictions allow the case studies from the pilots will be presented during the fair events and or festivals. Communication materials concerning the pilots will be prepared to be disseminated in the touristic offices, marshal offices, kindergartens and schools, child care homes, single mum care homes etc. in the locations where the pilot solutions would be organized. Graphical storytelling material for the youngest audience will be designed taking into account accessibility considerations.

Based on the experiences of project partners from the phase of the implementation of the pilots we will prepare the instructions for the creators of the space so that other municipalities can have a support while creating such solutions for their communities.

A Virtual walk with the 360o photos will be recorded and used to present the solution as it works in the pilots in the countries where the pilots weren't planned to be implemented. The virtual walk will be also accessible online for all interested actors. It is possible to use the presentation both: with and without Virtual reality glasses which makes the solution accessible to a bigger number of people.

1,586 / 3,000 characters

5.6.4 This group of activities leads to the development of a deliverable

O 3.1

Title of the output

Dissemination materials showcasing the pilots and facilitating the transfer of ready solutions

94 / 100 characters

Description of the output

The deliverable will consist of high quality professional photos showcasing the developed solution and illustrating the practical usage of it. The photos will constitute the basis for the communication material prepared. We will ensure the printing of the promotional materials will be performed with the usage of ecological means including recycled paper when the printing would be absolutely necessary. Short videos presenting the pilots will be prepared and disseminated via project online channels. To meet the needs of project end users a storytelling material will be prepared to guide through the Superhero garden and the activities it will offer. On the other hand to meet the requirements of the public institutions and municipalities from outside the partnership the document with the necessary instructions and guidelines on how to implement the solution will be released and promoted via online and offline means. The basis for the document will be the description of the case studies from the pilots.

1,013 / 3,000 characters

Target groups and uptake of the solution presented in this output

Target groups	How will this target group apply the output in its daily work?
<p>Target group 1</p> <p>Local public authority</p> <p>Municipalities that offered help to refugees and invited them to be part of their communities. Municipalities that have within their structures public institutions working with children and youths. Geographical coverage: all BSR countries</p>	<p>Local public authorities with their public institutions can make a good use of the communication and promotional materials firstly to increase the attractiveness of their locations and secondly to actually scale up the solutions that they find the most attractive for their citizens.</p>

283 / 1,000 characters

Durability of the output

The developed materials will be available after the project ends due to their digital form and possibility of sharing and uploading them on the project web page and implementing in practical use of the target groups daily functioning.

234 / 1,000 characters

5.6.6 Timeline

Period: 1 2 3 4 5 6

WP.3: WP3 Transferring solutions

A.3.1: Preparation of the dissemination materials

O.3.1: Dissemination materials showcasing the pilots and facilitating the transfer of ready solutions

5.6.7 This deliverable/output contains productive or infrastructure investment

WP 3 Group of activities 3.2

5.6.1 Group of activities leader

Group of activities leader

A 3.2

5.6.2 Title of the group of activities

Preparation of the events reinforcing learning by doing

55 / 100 characters

5.6.3 Description of the group of activities

The events tested in GoA 2.2 will be repeated with the target groups from outside the partnership so that they will be able not only to read about the solution but also build their own experiences due to for example the participatory walks, workshops or educational plays. All the graphical templates, video and photo case studies will be published on the project web page so that educators, teachers and volunteers in other countries have a free access to those and could replicate the solutions for their communities. Each of the partner institutions where the pilot will be implemented will organize at least 2 events ideated in WP1.2 and tested in WP2 involving the target group and end users from outside the partnership. Project partners will provide the description of the events so that the most valuable case can be chosen by the project partners and prepared as a ready-to-use press release.

901 / 3,000 characters

5.6.4 This group of activities leads to the development of a deliverable

5.6.6 Timeline

Period: 1 2 3 4 5 6

WP.3: WP3 Transferring solutions

A.3.2: Preparation of the events reinforcing learning by doing

6. Indicators

Indicators

Output indicators				Result indicators		
Output indicators	Total target value in number	Project outputs	Please explain how the solution presented in this output serves the target group(s).	Result indicator	Total target value in number	Please explain how organisations in the target groups within or outside the partnership will take up or upscale each solution.
RCO 84 – Pilot actions developed jointly and implemented in projects	6	N/A	N/A	RCR 104 - Solutions taken up or up-scaled by organisations	2	all the solutions will be available free of charge. We will pay attention to provide as many digital solutions as possible to facilitate transfer across the borders. We will develop the solutions that are scalable and portable so that the organizations will be able to find the ones tailored exactly for their needs and the needs of their communities.
RCO 116 – Jointly developed solutions	2	O.2.1: Pilots of elements and tools for sensory and accessible Superhero gardens	target groups will get inspiration to create sense friendly environments regardless of the external limitations such as space, languages, borders, will be able to use the pilots in their daily functioning, will learn how to transfer the knowledge easier to the volunteers, they will get the tools and knowledge on how to support the kids to make coping with the traumas easier and faster due to usage of creativity and increasing the contact with nature <small>453 / 1,000 characters</small>			
		O.3.1: Dissemination materials showcasing the pilots and facilitating the transfer of ready solutions	target groups will receive materials, instructions and guidelines how to create sense friendly environments and how to use the solutions using their potential in the best way, they will be able to increase their knowledge and build the plans for the future changes in their environments that will support the neurodiversity <small>323 / 1,000 characters</small>			

Output indicators		Result indicators			
Output indicator	Total target value in number	Result indicator	Total target value in number	Please describe what types of organisations are planned to actively participate in the project. Explain how this participation will increase their institutional capacity. These types of organisations should be in line with the target groups you have defined for your project.	
RCO 87 - Organisations cooperating across borders	10	PSR 1 - Organisations with increased institutional capacity due to their participation in cooperation activities across borders	25	Project partners and associated organisations	NGOs, universities and research institutions, local public authorities - they will learn how to address the needs of the vulnerable group of societies - children and youths in the times of unexpected external disturbances that in many cases deepen the traumas and mental challenges. Once they recognize how to address neurodiversity they will be able to offer better services for their citizens at the same time taking care of the social wellbeing of their communities. They will gain new knowledge and experiences of working in transnational environment and coping together with the important social challenges in order to build more innovative and resilient communities in the BSR. <small>683 / 1,500 characters</small>
				Other organisations	companies will learn how to develop new products and services to meet the needs of the young population facing a wide range of neurodiversity and physical challenges. Learning how to address the accessibility and sense friendliness will improve their understanding of the customers and can broaden the market goals. <small>314 / 1,500 characters</small>

7. Budget

7.0 Preparation costs

Preparation Costs

Would you like to apply for reimbursement of the preparation costs?

Yes

Other EU support of preparatory cost

Did you receive any other EU funds specifically designated to the development of this project application?

No

7.1 Breakdown of planned project expenditure per cost category & per partner

No. & role	Partner name	Partner status	CAT0 - Preparation costs	CAT1 - Staff	CAT2 - Office & administration
1 - LP	Poznan University of Life Sciences	Active 22/09/2022	24,000.00	198,000.00	29,700.00
2 - PP	Assication YogaYou	Active 22/09/2022	0.00	90,000.00	13,500.00
3 - PP	Satakunta University of Applied Sciences	Active 22/09/2022	0.00	128,460.00	19,269.00
4 - PP	"Smarter step" public institution	Active 22/09/2022	0.00	22,700.00	3,405.00
5 - PP	Saue Municipality	Active 22/09/2022	0.00	54,000.00	8,100.00
6 - PP	Art Academy of Latvia	Active 22/09/2022	0.00	75,000.00	11,250.00
7 - PP	Norwegian university of science and technology	Active 22/09/2022	0.00	196,491.03	29,473.65
8 - PP	Võru County Vocational Training Center	Active 22/09/2022	0.00	74,820.00	11,223.00
Total			24,000.00	839,471.03	125,920.65

No. & role	Partner name	CAT3 - Travel & accommodation	CAT4 - External expertise & services	CAT5 - Equipment	CAT6 - Infrastructure & works
1 - LP	Poznan University of Life	29,700.00	63,100.00	18,500.00	11,000.00
2 - PP	Assication YogaYou	13,500.00	103,000.00	10,000.00	0.00
3 - PP	Satakunta University of A	19,269.00	702.00	2,300.00	0.00
4 - PP	"Smarter step" public inst	3,405.00	45,490.00	55,000.00	0.00
5 - PP	Saue Municipality	8,100.00	30,000.00	50,000.00	29,800.00
6 - PP	Art Academy of Latvia	11,250.00	32,500.00	0.00	0.00
7 - PP	Norwegian university of s	29,473.65	19,683.35	10,526.32	0.00
8 - PP	Võru County Vocational T	11,223.00	50,734.00	2,000.00	0.00
Total		125,920.65	345,209.35	148,326.32	40,800.00

No. & role	Partner name	Total partner budget
1 - LP	Poznan University of Life Sciences	374,000.00
2 - PP	Assication YogaYou	230,000.00
3 - PP	Satakunta University of Applied Sciences	170,000.00
4 - PP	"Smarter step" public institution	130,000.00
5 - PP	Saue Municipality	180,000.00
6 - PP	Art Academy of Latvia	130,000.00
7 - PP	Norwegian university of science and technology	285,648.00
8 - PP	Võru County Vocational Training Center	150,000.00
Total		1,649,648.00

7.1.1 External expertise and services

Contracting partner	Group of expenditure	Item no.	Specification	Investment item?	Group of activities no.	Planned contract value
1. Poznan Universit	Specialist support	CAT4-PP1-E-0	External statistical expertise <small>30 / 100 characters</small>	No	2.2	3,000.00
1. Poznan Universit	Communication	CAT4-PP1-C-0	Translation of publications, surveys, stories, case studies etc. <small>64 / 100 characters</small>	No	2.2 3.1 3.2	4,000.00
1. Poznan Universit	Events/meetings	CAT4-PP1-A-0	Services related to the organisation and implementation of events, workshops, exhibitions, meetings <small>99 / 100 characters</small>	No	2.1 2.2 3.2	4,000.00
1. Poznan Universit	Communication	CAT4-PP1-C-0	Services related to promotion of the events, workshops, exhibitions <small>67 / 100 characters</small>	No	2.1 3.1 3.2	5,000.00
1. Poznan Universit	Communication	CAT4-PP1-C-0	Preparation and publication of a Sensory garden Idea e-book <small>59 / 100 characters</small>	No	2.1 3.1	1,500.00
1. Poznan Universit	Specialist support	CAT4-PP1-E-0	Travel and accommodation for external experts <small>45 / 100 characters</small>	No	1.1 1.2	3,000.00
1. Poznan Universit	Communication	CAT4-PP1-C-0	Participation in events (e.g. registration fees) <small>48 / 100 characters</small>	No	1.1 1.2 3.1	2,000.00
1. Poznan Universit	Communication	CAT4-PP1-C-0	Publications <small>12 / 100 characters</small>	No	2.1 3.1	6,600.00
1. Poznan Universit	Communication	CAT4-PP1-C-0	Promotion of the events, workshops, exhibitions - printing services <small>67 / 100 characters</small>	No	1.1 2.1 3.2	1,000.00
1. Poznan Universit	Communication	CAT4-PP1-C-1	Promotion of the events, workshops, exhibitions - professional photo sessions of the pilots <small>91 / 100 characters</small>	No	2.1 3.1 3.2	8,000.00
1. Poznan Universit	Communication	CAT4-PP1-C-1	Services related to the organisation of exhibitions - renting exhibition space <small>78 / 100 characters</small>	No	2.1 3.1	3,000.00
Total						345,209.35

Contracting partner	Group of expenditure	Item no.	Specification	Investment item?	Group of activities no.	Planned contract value
1. Poznan Universit	Events/meetings	CAT4-PP1-A-1	Services related to the organisation and implementation of events, workshops, meetings - catering <small>97 / 100 characters</small>	No	1.1 1.2 2.2 3.2	1,500.00
1. Poznan Universit	Events/meetings	CAT4-PP1-A-1	Services related to preparation of the stand for exhibitions <small>60 / 100 characters</small>	No	2.1 3.1	3,000.00
1. Poznan Universit	Specialist support	CAT4-PP1-E-1	External experts for children education, empathy, psychology etc. <small>65 / 100 characters</small>	No	1.1 1.2	3,000.00
1. Poznan Universit	Other	CAT4-PP1-G-1	Services related to creation of prototypes <small>42 / 100 characters</small>	No	2.1	10,000.00
1. Poznan Universit	Other	CAT4-PP1-G-1	Services related to graphical design <small>36 / 100 characters</small>	No	1.2 3.1	4,500.00
3. Satakunta Univer	Communication	CAT4-PP3-C-1	Promotion material, roll-up, etc. <small>33 / 100 characters</small>	No	3.1	402.00
3. Satakunta Univer	Events/meetings	CAT4-PP3-A-1	Services related to the organisation and implementation of events, workshops, meetings <small>86 / 100 characters</small>	No	1.1 1.2 2.2 3.2	300.00
4. "Smarter step" p	National control	CAT4-PP4-F-1	National audit service <small>22 / 100 characters</small>	No	N/A	4,200.00
4. "Smarter step" p	Events/meetings	CAT4-PP4-A-2	Services related to the organisation and implementation of events, workshops, meetings <small>86 / 100 characters</small>	No	2.2	5,000.00
4. "Smarter step" p	Events/meetings	CAT4-PP4-A-2	External management support of events management (moderator of event, translator). <small>82 / 100 characters</small>	No	2.1 2.2 3.2	5,000.00
4. "Smarter step" p	IT	CAT4-PP4-B-2	Rent of IT services to arrange events and pilot locations. <small>58 / 100 characters</small>	No	2.1 2.2 3.2	5,000.00
Total						345,209.35

Contracting partner	Group of expenditure	Item no.	Specification	Investment item?	Group of activities no.	Planned contract value
4. "Smarter step" o	Communication	CAT4-PP4-C-2	Publishing of project activities in public media. <small>49 / 100 characters</small>	No	2.1 3.1 3.2	2,490.00
4. "Smarter step" o	Specialist support	CAT4-PP4-E-2	External experts helping to co-create the ideas for pilots <small>58 / 100 characters</small>	No	1.1 1.2	23,800.00
6. Art Academv of	Specialist support	CAT4-PP6-E-2	External experts in field of social design, graphic design, communication design, social sciences <small>97 / 100 characters</small>	No	1.1 1.2	7,000.00
6. Art Academv of	Specialist support	CAT4-PP6-E-2	Travel and accommodation for external experts <small>45 / 100 characters</small>	No	1.1 1.2 2.2	2,000.00
6. Art Academv of	Communication	CAT4-PP6-C-2	Translations and publications <small>29 / 100 characters</small>	No	2.1 3.1	5,000.00
6. Art Academv of	Events/meetings	CAT4-PP6-A-2	Services related to organisation of events e.g. workshops (catering, materials etc.) <small>84 / 100 characters</small>	No	1.1 1.2 2.2 3.2	18,500.00
2. Assication Yooa	Project management	CAT4-PP2-D-2	Project management for implementation and testing of pilots WP 2 and 3 in Sweden <small>80 / 100 characters</small>	No	2.1 2.2 3.1 3.2	50,000.00
2. Assication Yooa	Specialist support	CAT4-PP2-E-3	Services related to implementation of marketing and communication <small>66 / 100 characters</small>	No	2.1 3.1 3.2	30,000.00
2. Assication Yooa	Events/meetings	CAT4-PP2-A-3	Services related to organization of creative workshop & yoga education for stress relief <small>88 / 100 characters</small>	No	2.1 2.2 3.2	20,000.00
Total						345,209.35

Contracting partner	Group of expenditure	Item no.	Specification	Investment item?	Group of activities no.	Planned contract value
2. Assication Yocaa	Communication	CAT4-PP2-C-3	Translations and publications <small>29 / 100 characters</small>	No	2.1 2.2 3.1 3.2	3,000.00
5. Saue Municipality	Events/meetings	CAT4-PP5-A-3	Services related to organisation and implementation of workshops and events <small>75 / 100 characters</small>	No	1.1 1.2 2.1 3.2	22,000.00
5. Saue Municipality	Events/meetings	CAT4-PP5-A-3	Promotion of the events, workshops <small>34 / 100 characters</small>	No	2.1 2.2 3.2	5,000.00
5. Saue Municipality	Communication	CAT4-PP5-C-3	Translations and publications <small>29 / 100 characters</small>	No	2.1 3.1 3.2	3,000.00
7. Norwegian univer	Events/meetings	CAT4-PP7-A-3	Services related to organisation and implementation of workshops and events <small>75 / 100 characters</small>	No	1.1 2.2 3.2	368.35
7. Norwegian univer	Communication	CAT4-PP7-C-3	Translations and publications <small>29 / 100 characters</small>	No	1.1 2.2 3.2	368.00
7. Norwegian univer	Specialist support	CAT4-PP7-E-3	Travel and accommodation for external experts <small>45 / 100 characters</small>	No	1.1 2.2 3.2	12,631.00
7. Norwegian univer	Communication	CAT4-PP7-C-3	Promotion of activities and project results <small>43 / 100 characters</small>	No	2.1 3.1 3.2	6,316.00
8. Vöru Countv Voc	Specialist support	CAT4-PP8-E-4	Carpentry services, materials, accesories, components, materials for prototyping <small>81 / 100 characters</small>	No	2.1	40,000.00
8. Vöru Countv Voc	Communication	CAT4-PP8-C-4	Promotion of the events, workshops, exhibitions <small>47 / 100 characters</small>	No	2.1 3.1 3.2	9,500.00
Total						345,209.35

Contracting partner	Group of expenditure	Item no.	Specification	Investment item?	Group of activities no.	Planned contract value
8. Võru County Voc	Events/meetings	CAT4-PP8-A-4	Services related to organisation and implementation of workshops and events <small>75 / 100 characters</small>	No	1.1 2.1 3.2	1,234.00
Total						345,209.35

7.1.2 Equipment

Contracting partner	Group of expenditure	Item no.	Specification	Investment item?	Group of activities no.	Planned contract value
1. Poznan Universit	Office equipment	CAT5-PP1-A-0	Laptops to facilitate work outside the office while performing end-user testing, workshops etc. <small>95 / 100 characters</small>	No	1.1 2.2	5,000.00
1. Poznan Universit	Furniture and fittings	CAT5-PP1-C-0	Design elements of the model sensory garden <small>43 / 100 characters</small>	Yes	I2.1_1	12,000.00
1. Poznan Universit	Office equipment	CAT5-PP1-A-0	Supplementary computer equipment <small>32 / 100 characters</small>	No	1.1 2.2	1,500.00
3. Satakunta Univer	Other specific equip	CAT5-PP3-H-0	Demo-development equipment and licences <small>39 / 100 characters</small>	No	2.1	2,300.00
4. "Smarter step" o	Office equipment	CAT5-PP4-A-0	Office equipment (computer, printer, interactive board) <small>58 / 100 characters</small>	No	2.1	3,500.00
4. "Smarter step" o	IT hardware and soft	CAT5-PP4-B-0	IT hardware and software <small>24 / 100 characters</small>	No	2.1	4,500.00
4. "Smarter step" o	Tools or devices	CAT5-PP4-F-0	interactive learning tools <small>26 / 100 characters</small>	No	2.1	8,000.00
Total						148,326.32

Contracting partner	Group of expenditure	Item no.	Specification	Investment item?	Group of activities no.	Planned contract value
4. "Smarter step" p	Tools or devices	CAT5-PP4-F-0	Tools to creating a virtual reality environment, 3D learning objects <small>68 / 100 characters</small>	No	2.1 2.2 3.2	39,000.00
2. Assication Yoda	Tools or devices	CAT5-PP2-F-0	Equipment for creative workshops <small>32 / 100 characters</small>	No	2.1 2.2 3.2	10,000.00
5. Saue Municipality	Tools or devices	CAT5-PP5-F-1	Tools to prepare the prototypes and implement the pilots <small>56 / 100 characters</small>	No	2.1	15,000.00
5. Saue Municipality	Tools or devices	CAT5-PP5-F-1	Tools enabling to implement smart solutions in the pilots <small>57 / 100 characters</small>	No	2.1	25,000.00
5. Saue Municipality	Furniture and fittings	CAT5-PP5-C-1	Interior/exterior elements supporting sense friendliness of the environment <small>75 / 100 characters</small>	No	2.1	10,000.00
7. Norwegian univer	Tools or devices	CAT5-PP7-F-1	VR glasses <small>10 / 100 characters</small>	No	2.1 2.2 3.2	10,526.32
8. Võru County Voc	Machines and instru	CAT5-PP8-E-1	Tools and devices to prepare the prototypes <small>43 / 100 characters</small>	No	2.1	2,000.00
Total						148,326.32

7.1.3 Infrastructure and works

Contracting partner	Group of expenditure	Item no.	Specification	Investment item?	Group of activities no.	Planned contract value
1. Poznan Universit	Labour (related to co	CAT6-PP1-D-0	Services related to creation of model sencory garden <small>52 / 100 characters</small>	Yes	I2.1_1	11,000.00
5. Saue Municipality	Labour (related to co	CAT6-PP5-D-0	Services related to creation of model sencory garden <small>52 / 100 characters</small>	Yes	I2.1_2	29,800.00
Total						40,800.00

7.1.4 Investment summary

Investment item no.	Investment title	Total planned value
I2.1_1	Superhero sensory garden	23,000.00
I2.1_2	Sensory Superhero garden	29,800.00

Investment no. I2.1_1 - Superhero sensory garden

Contracting partner	Planned contract value
1. Poznan University of Life Sciences	23,000.00

Investment no. I2.1_2 - Sensory Superhero garden

Contracting partner	Planned contract value
5. Saeu Municipality	29,800.00

7.2 Planned project budget per funding source & per partner

No. & role	Partner name	Partner status	Country	Funding source	Co-financing rate [in %]	Total [in EUR]	Programme co-financing [in EUR]	Own contribution [in EUR]	State aid instrument
1-LP	Poznan University of Life Sciences	Active 22/09/2022	PL	ERDF	80.00 %	374,000.00	299,200.00	74,800.00	For each partner, the State aid relevance and applied aid measure are defined in the State aid section
2-PP	Assication YogaYou	Active 22/09/2022	SE	ERDF	80.00 %	230,000.00	184,000.00	46,000.00	
3-PP	Satakunta University of Applied Sciences	Active 22/09/2022	FI	ERDF	80.00 %	170,000.00	136,000.00	34,000.00	
4-PP	"Smarter step" public institution	Active 22/09/2022	LT	ERDF	80.00 %	130,000.00	104,000.00	26,000.00	
5-PP	Saeu Municipality	Active 22/09/2022	EE	ERDF	80.00 %	180,000.00	144,000.00	36,000.00	
6-PP	Art Academy of Latvia	Active 22/09/2022	LV	ERDF	80.00 %	130,000.00	104,000.00	26,000.00	
7-PP	Norwegian university of science and technology	Active 22/09/2022	NO	Norway	50.00 %	285,648.00	142,824.00	142,824.00	
8-PP	Võru County Vocational Training Center	Active 22/09/2022	EE	ERDF	80.00 %	150,000.00	120,000.00	30,000.00	
Total ERDF						1,364,000.00	1,091,200.00	272,800.00	
Total Norway						285,648.00	142,824.00	142,824.00	
Total						1,649,648.00	1,234,024.00	415,624.00	

7.3 Spending plan per reporting period

	EU partners (ERDF)		Norwegian partners (Norway)		Total	
	Total	Programme co-financing	Total	Programme co-financing	Total	Programme co-financing
Preparation costs	24,000.00	19,200.00	0.00	0.00	24,000.00	19,200.00
Period 1	120,000.00	96,000.00	20,000.00	10,000.00	140,000.00	106,000.00
Period 2	180,000.00	144,000.00	40,000.00	20,000.00	220,000.00	164,000.00
Period 3	568,000.00	454,400.00	75,000.00	37,500.00	643,000.00	491,900.00
Period 4	400,000.00	320,000.00	75,000.00	37,500.00	475,000.00	357,500.00
Period 5	62,000.00	49,600.00	47,806.00	23,903.00	109,806.00	73,503.00
Period 6	10,000.00	8,000.00	27,842.00	13,921.00	37,842.00	21,921.00
Total	1,364,000.00	1,091,200.00	285,648.00	142,824.00	1,649,648.00	1,234,024.00