➢ Introduction: The Project Teachers4Europe

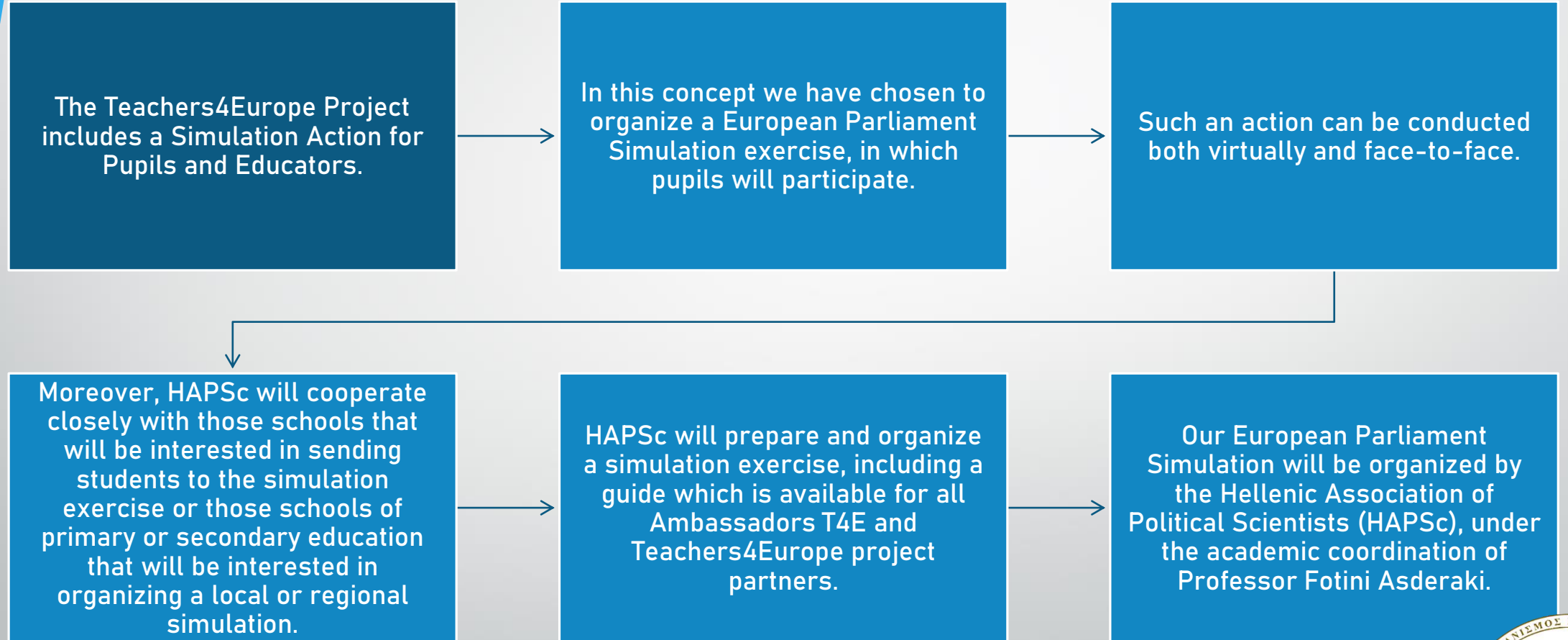# 1. Introduction: The Project Teachers4Europe

The project "Teachers4Europe: setting an Agora for Democratic Culture" (T4E) is targeting all the above challenges in an equal way: using education as the vehicle for the promotion of principles and values comprising the EU democratic culture, which can contribute to better appreciation of the EU as an entity that works at many different levels in favour of all people, irrespective of their identity; the Teachers 4 Europe (T4E) will act as inspiring social and cultural agents that will spread the European values to colleagues, young people and the society.

Moreover, they will foster a dialogue with and among relevant stakeholders on a social and policy level and will contribute towards realising synergies and improving the quality of training and learning through knowledge about Europe and its values, especially in the field of Democratic Culture.

T4E will be evolved as a European learning network involving additional schools, teachers, policy representatives and community stakeholders that will be committed to act in favor of EU values. In this way, not only the teachers' role will be upgraded but also inclusive and democratic learning environments will be established.

➤ The Simulation Action

2. The Simulation action

The Teachers4Europe Project includes a Simulation Action for Pupils and Educators.

In this concept we have chosen to organize a European Parliament Simulation exercise, in which pupils will participate.

Such an action can be conducted both virtually and face-to-face.

Moreover, HAPSc will cooperate closely with those schools that will be interested in sending students to the simulation exercise or those schools of primary or secondary education that will be interested in organizing a local or regional simulation.

HAPSc will prepare and organize a simulation exercise, including a guide which is available for all Ambassadors T4E and Teachers4Europe project partners.

Our European Parliament Simulation will be organized by the Hellenic Association of Political Scientists (HAPSc), under the academic coordination of Professor Fotini Asderaki.

2. The Simulation action

The aim:

- The simulation aims to teach pupils the way the European Parliament functions and thus, deepen the importance of democratic institutions.
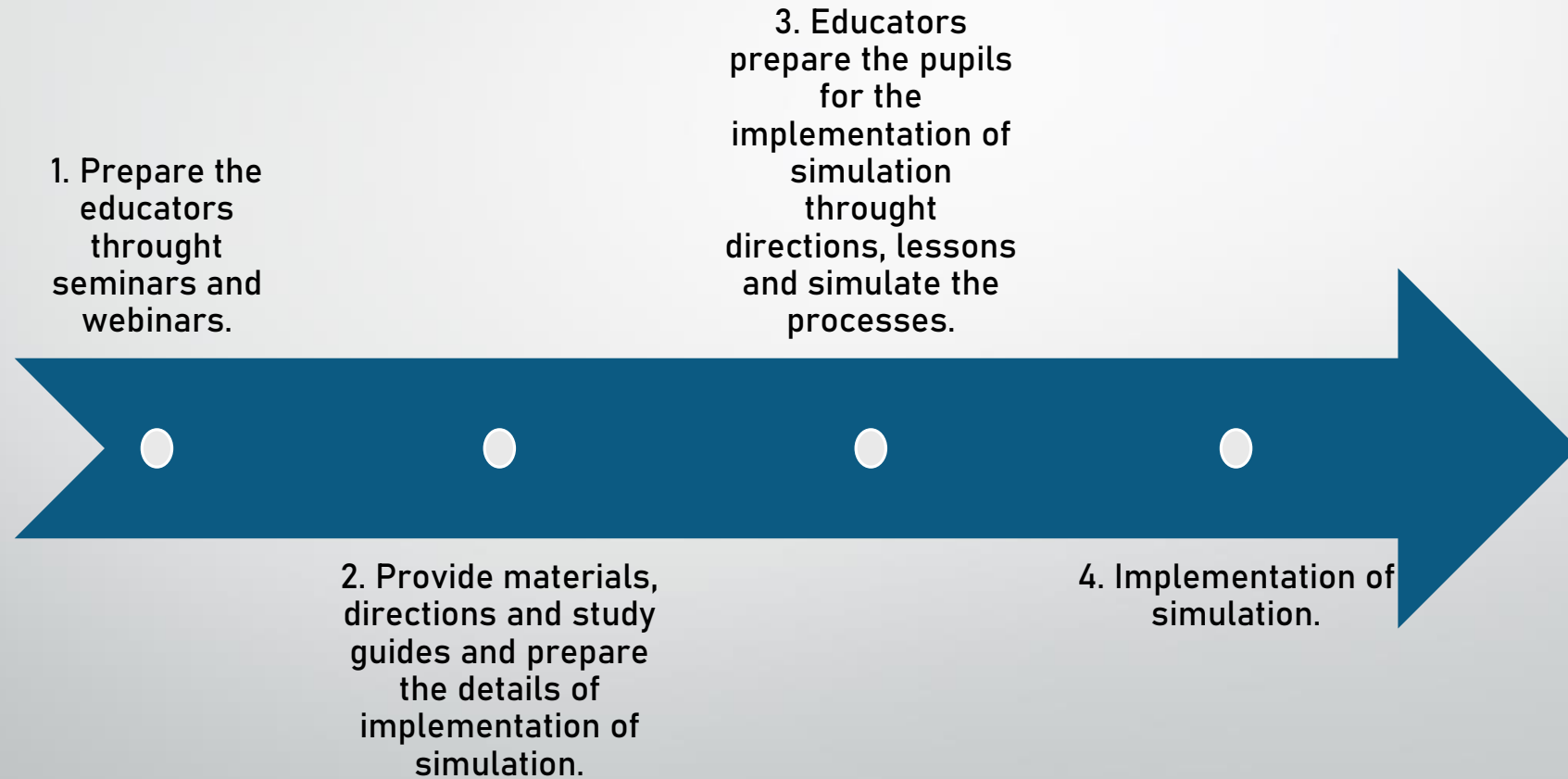
What are we going to simulate?

- The consultation and legislative process of the European Parliament will be simulated, through the performance of the main roles from the participants (Members of different groups of the European Parliament, Board members of the European Parliament, journalists).

What will the pupils gain?

- Pupils will be able to understand both the functions of the institutional preparatory process and the differences between party groups based on their different ideological backgrounds.

2. The Simulation action

Stages of the preparedness of a Simulation Project:

3. Educators prepare the pupils for the implementation of simulation throught directions, lessons and simulate the processes.

1. Prepare the educators throught seminars and webinars.

2. Provide materials, directions and study guides and prepare the details of implementation of simulation.

4. Implementation of simulation.

➢ Why a Simulation action? What is the experiential learning?

3. Why a Simulation action? What is the experiential learning?

1.Pupils who will participate in the simulations will learn about the decision making procedures of the European Parliament.

2.Young people will not learn with a formalistic way the decision-making processes but also though their emulation and thus, through active participation in policy formulation.
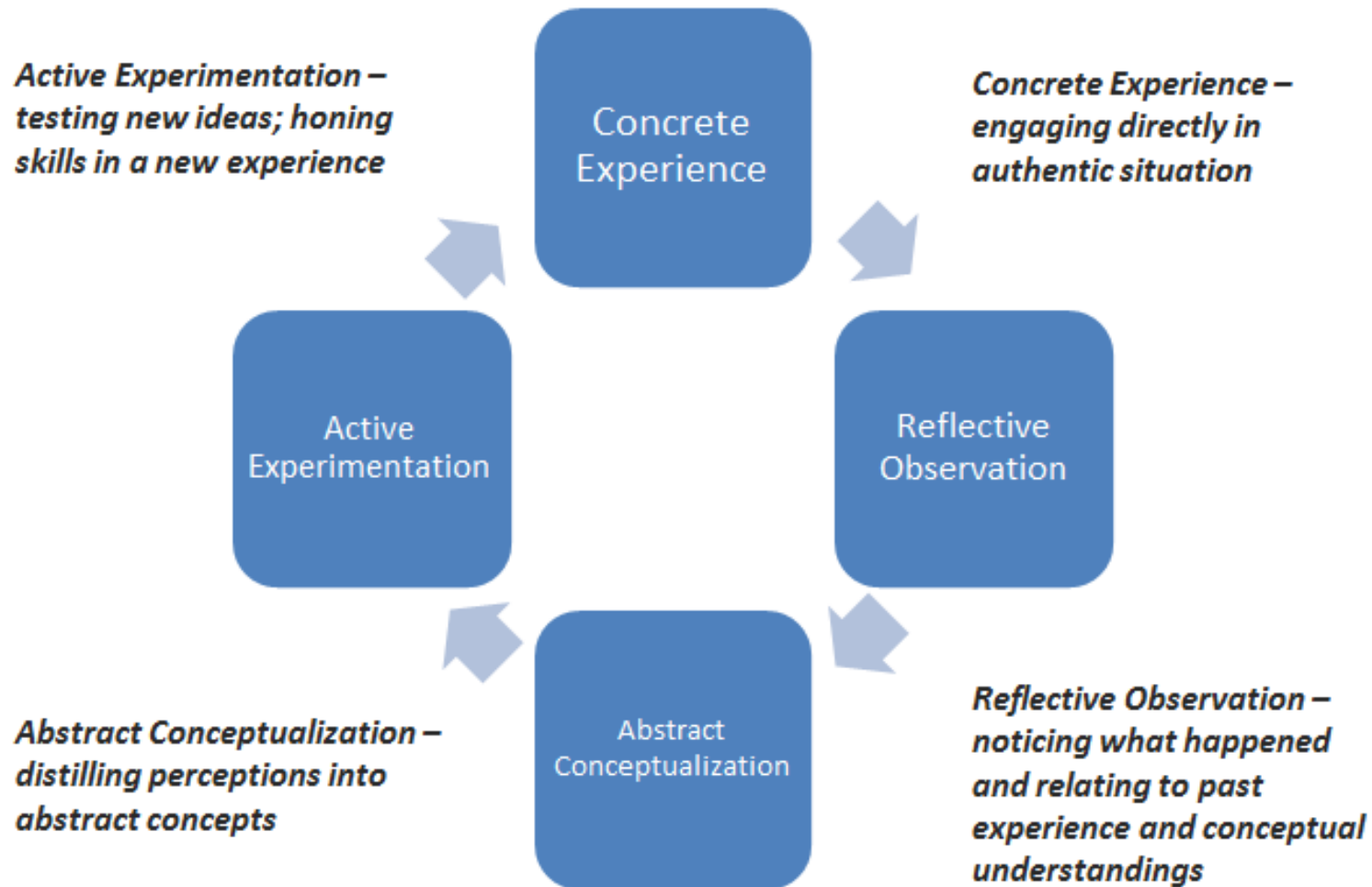
3.Therefore, the implementation of the simulation will offer the opportunity for enhancing participatory democracy and European citizenship

4.At the end of the simulation processes a wave effect among pupils is expected as long as they will spread the awareness on the issues of democracy, participation and debate on contemporary problems and challenges. This wave effect will work as a democratic multiplier, creating a positive impact on the society towards democratic participation and awareness of European citizenship.

3. Why a Simulation action? What is the experiential learning?

The Experiential Method

Kolb's Cycle of Experiential Learning

Active Experimentation – testing new ideas; honing skills in a new experience

Concrete Experience – engaging directly in authentic situation

Abstract Conceptualization – distilling perceptions into abstract concepts

Reflective Observation – noticing what happened and relating to past experience and conceptual understandings

Concrete Experience

Reflective Observation

Abstract Conceptualization

Active Experimentation

Kolb (1976; 1981; 1984), Kuk & Holst (2018)

➢ The Simulation's Study Guide

4. The Simulation's Study Guide

➢ The Study guide has (and every Simulation guide like it should have) all the important and necessary information about the EU Parliament and the EU parties.

Tips:

1. Language of the Guide:	• It has to be written in simple language, fit in pupils knowledge. • At the same time it should enrich the linguistic background of pupils.
2. The information:	• It has to include all the necessary information about the EU Parliament and the related processes. • Also, the meaning of the written material should be very clear and understandable. • It should give stimuli and incentives to pupils for acquiring more knowledge.
3. The content:	• The content should have all necessary images, graphics etc., so the pupils can understand, learn and study better and easier. • Study Guide is one of the basic ways for pupils to learn and prepare.

4. The Simulation's Study Guide

✓ You can see the table of Contents of our Study Guide:

4. The Simulation's Study Guide

- ✓ The Guide should include general information such as National Appointment by Country, or the Composition of the EU Parliament.
- ✓ Our Guide include graphics like the following:

🇩🇪 Germany	━━━━━━━	96 (13.62%)
🇫🇷 France	━━━━━	79 (11.21%)
🇮🇹 Italy	━━━━━	76 (10.78%)
🇪🇸 Spain	━━━	59 (8.37%)
🇵🇱 Poland	━━━	52 (7.38%)
🇷🇴 Romania	━━	33 (4.68%)
🇳🇱 Netherlands	━	29 (4.11%)
🇧🇪 Belgium	━	21 (2.98%)
🇨🇿 Czech Republic	━	21 (2.98%)
🇬🇷 Greece	━	21 (2.98%)
🇭🇺 Hungary	━	21 (2.98%)
🇵🇹 Portugal	━	21 (2.98%)
🇸🇪 Sweden	━	21 (2.98%)
🇦🇹 Austria	━	19 (2.70%)
🇧🇬 Bulgaria	━	17 (2.41%)
🇩🇰 Denmark	▬	14 (1.99%)
🇫🇮 Finland	▬	14 (1.99%)
🇸🇰 Slovakia	▬	14 (1.99%)
🇮🇪 Ireland	▬	13 (1.84%)
🇭🇷 Croatia	▬	12 (1.70%)
🇱🇹 Lithuania	▬	11 (1.56%)
🇱🇻 Latvia	▪	8 (1.13%)
🇸🇮 Slovenia	▪	8 (1.13%)
🇪🇪 Estonia	▪	7 (0.99%)
🇨🇾 Cyprus	▪	6 (0.85%)
🇱🇺 Luxembourg	▪	6 (0.85%)
🇲🇹 Malta	▪	6 (0.85%)

The composition of the European Parliament after each elections[1]
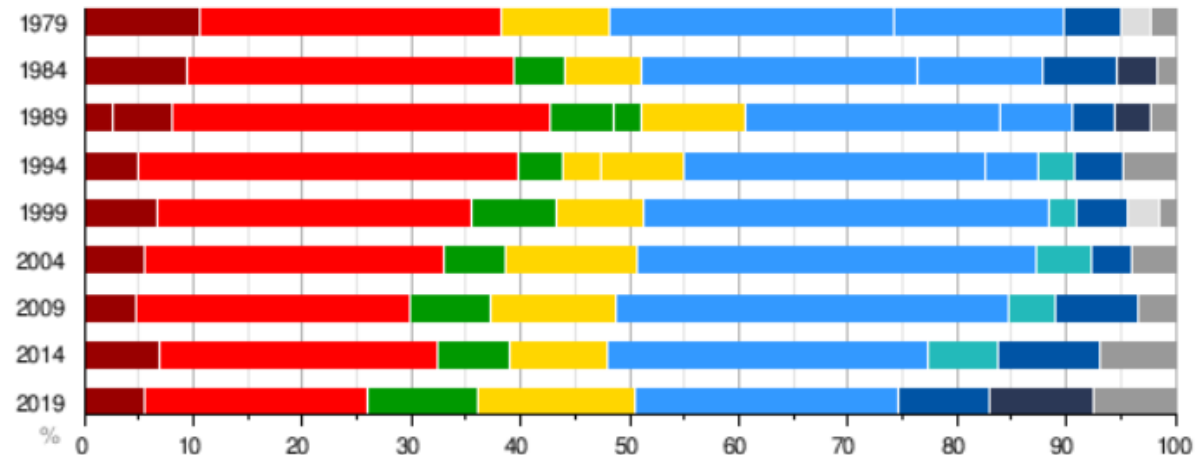
From left to right:
- Left-wing (current GUE/NGL)
- Social democrats (current S&D)
- Greens and regionalists (current Greens/EFA)
- Liberals and centrists (current RE)
- Christian democrats and conservatives (current EPP)
- Eurosceptics
- Eurosceptic conservatives (current ECR)
- Far-right nationalists (current ID)
- Heterogeneous Non-Inscrits

Tip: you can find all the images and graphs on EU sites and on information papers, but don't forget to cite them! Let's make it familiar to the pupils! ;)

4. The Simulation's Study Guide

✓ Among other, the Guide should includes general information and parties' positions about some crucial issues and the rules of procedures of Parliament:
✓ Example from our Study Guide:

F. Details on the political groups in the European Parliament and their position towards European citizenship

The Members of the European Parliament sit in political groups – they are not organized by nationality, but by political affiliation. There are currently 7 political groups in the European Parliament. 25 Members are needed to form a political group, and at least one-quarter of the Member States must be represented within the group. Members not belong to more than one

I) European People's Party group (187 seats)

Thesis on European Citizenship:

'The nation-states are the masters of the Treaties. The nation stands for historical and cultural identity. The EU and the nations that form it are not in contradiction; rather,

G. Rules of Procedure for the European Parliament
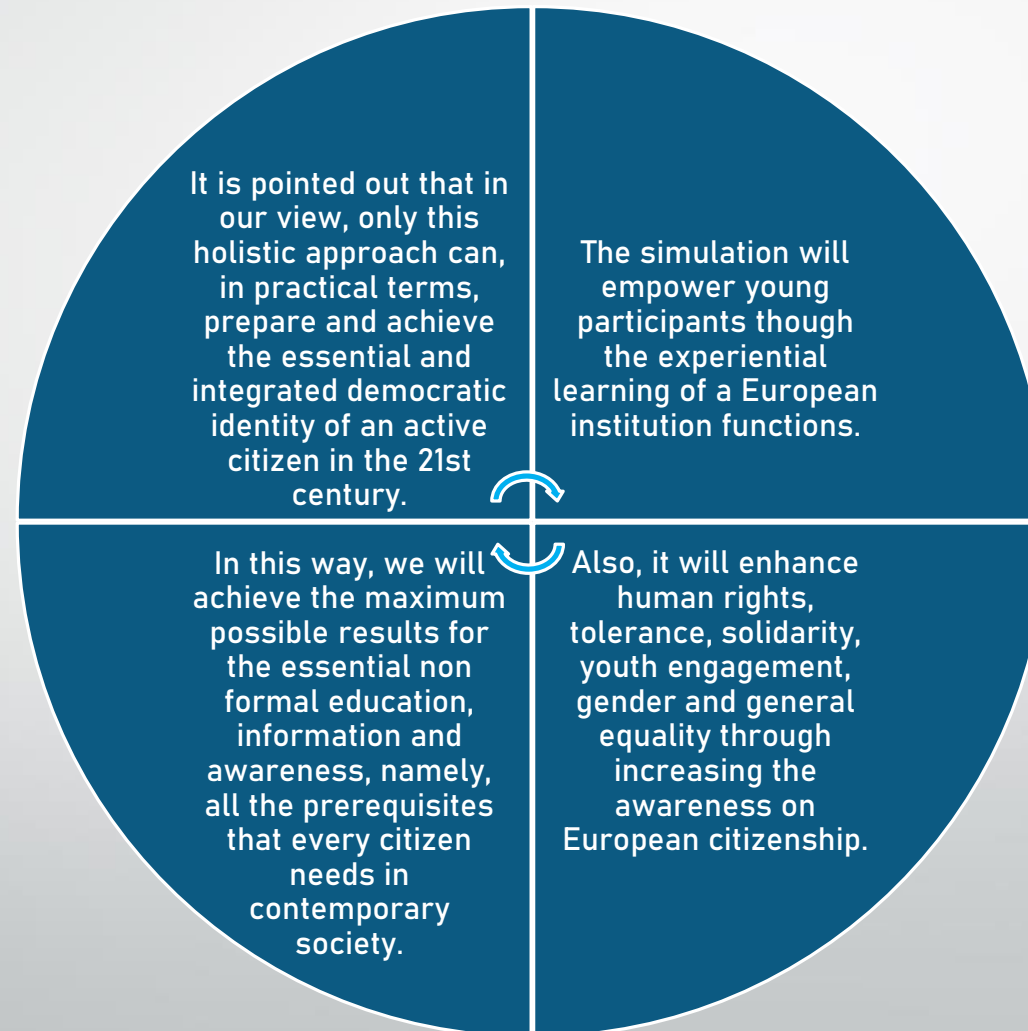
Rule 1

The President

1.1. The Parliament shall be chaired jointly by a President and Vice-President. The term 'President in these rules of procedure refers to both President and Vice-President.

1.2. The President shall open, suspend and close sittings, temporarily adjourn meetings, direct the debates of the Parliament, rule on the admissibility of procedural points, motions and amendments, ensure observance of the rules, maintain order, call on speakers, close debates, limit the number of speakers permitted within a certain debate, close the list of speakers, ascertain whether a quorum exists, put questions to vote, and announce the result of any vote.

➢ What are the expected outcomes?

5. What are the expected outcomes?

✓ Empowering young people towards democracy and its benefits:

It is pointed out that in our view, only this holistic approach can, in practical terms, prepare and achieve the essential and integrated democratic identity of an active citizen in the 21st century.

The simulation will empower young participants though the experiential learning of a European institution functions.

In this way, we will achieve the maximum possible results for the essential non formal education, information and awareness, namely, all the prerequisites that every citizen needs in contemporary society.

Also, it will enhance human rights, tolerance, solidarity, youth engagement, gender and general equality through increasing the awareness on European citizenship.

Remember: the experiential learning

✓ is a feeling for pupils and a way of interactive learning,

✓ can strengthen the democratic dialogue,

✓ increase the coexistence,

✓ can build the future democratic European citizens, promote learning of different cultures and cultivate friendships among pupils from other EU countries.

References

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