

Project n. 2022-1-LT01-KA220-SCH-000089583

TRAINING SESSION OUTLINE

Title of Session: Workshop "Project's communication: the importance of raising

dissemination on 4 scales"

Time: 1 hour

Session objectives: • to define planning process of dissemination in 4 different scale:

1. At your school;

2. In the city;

3. In the country;

4. Internationally.

• to suggest possible tools and software for planning and

realising dissemination activities and products.

Preparation by: Svetlana and

Julija

Nr of Facilitator 1

Nr of Participants: 20-25

Room requirements:

Training supplies and equipment:

The room should be spacious enough for discussions and practical tasks. 2 participants should have at least 1 computer for practical tasks and possibility to connect to the internet

Computers;
Projector;
Internet connection;

Magnetic stand with paper sheets;

Markers (4); Pens or pencils

Paper



1/3



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Handouts:		

Session description:

(Instructions facilitators, instructions trainees, step by step description, time schedule)

Time	Instruction	Materials	
10 minutes	Introduction: • Short discussion with the participants.	Computer; Projector;	
40 minutes	A presentation of what is planning process of dissemination in 4 different scales: 1. At your school; 2. In the city; 3. In the country; 4. Internationally.	Computer for each participant or at least 1 computer per group;	



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	Practical realisation of suggested tools and programs (on a participant's computers). The facilitator divides the participants in groups. Each group uses a different software to make a presentation. The aim is to learn how to use the software chosen	Projector; Magnetic stand with paper sheets; Markers (4);
10 minutes	Reflection: Discussion between facilitator and participants about highlights of the workshop.	Magnetic stand with paper sheets; Markers (4); Pens or pencils Paper.



Project's communication: the importance of raising dissemination on 4 levels

Practical ways to disseminate information about project

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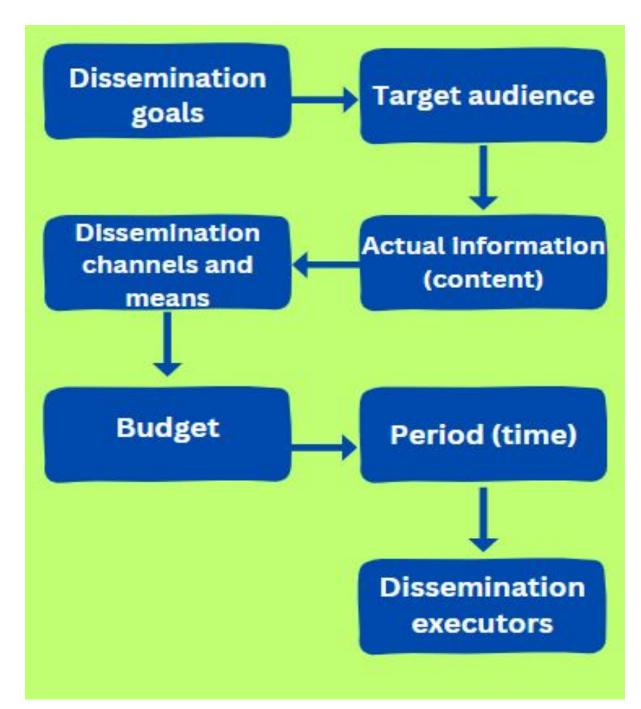
Project's dissemination

In this workshop you will learn what a dissemination is, on what levels you can disseminate information and what tools to use to achieve the best results. The main task for this part is to highlight main points of dissemination and use the information for the practical task.





Successful dissemination?



What do we need to achieve successful results?





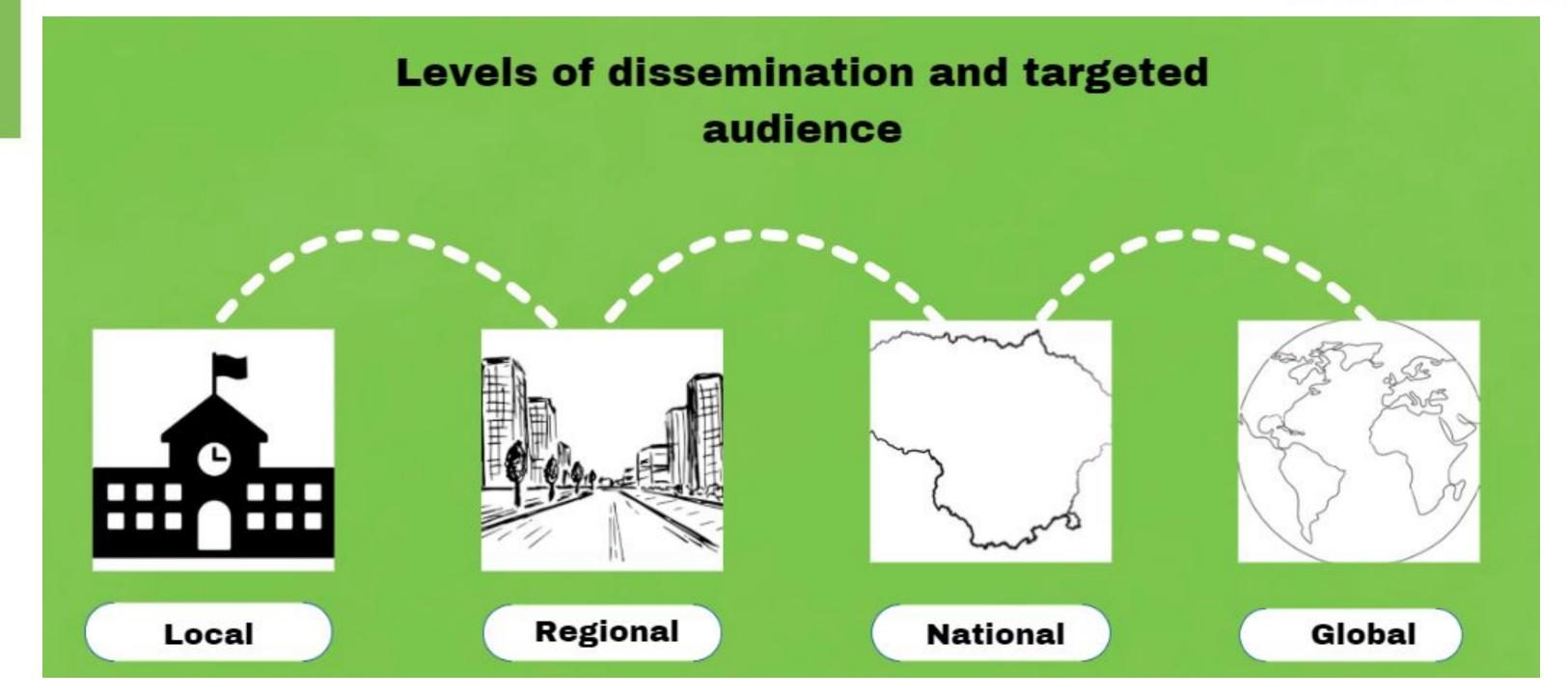
Dissemination goals:

All dissemination should have a purpose, and support or inform project development in some way. The purpose of the activity may be to:

- Raise awareness let others know what you are doing
- Inform educate the community
- Engage get input/feedback from the community
- Promote 'sell' your outputs and results.







Co-funded by the European Union



Target audience:

- Internal audience. The members of the project consortium and your own institution need to stay well informed about the progress of the project. Adequate internal dissemination can also ensure that the project has a high profile.
- Other project. Sharing project results with coordinators and key actors of projects dealing with similar topics, both within the programme and in others, will ensure visibility and uptake of results, and provide opportunities to receive feedback, share experiences and discuss joint problems and issues.
- *External stakeholders*. Persons who will benefit from the outcomes of the project, as well as "opinion makers" such as teachers, researchers, librarians, publishers, online hosts, etc., can act as catalysts for the dissemination process.
- The community. It is likely that certain elements of the project, such as guidelines, methods, evaluation criteria, questionnaires, etc. can be used by a wider audience than the specific target g roup. These elements can be shared with the wider community through articles, conference presentations, case studies, etc.





Actual information:

- Information should be clear, simple and easy to understand. The language should be appropriate for the target audience, and non-technical language should be used where possible.
- Information should be tailored to the receiver(s). It is important to carefully consider what they should know about the project. It is possible to send the same message to different audiences, but the relevance of the message to the receiver should be checked each time.
- Information of different projects related to the same subject can be coordinated to enhance impact.
- Information should be correct and realistic.





Dissemination means

- Participation at local, state, or national conferences and workshops
- 2. Publications
- 3. Presentations
- 4. Social media
- 5. Virtual meetings such as webinars, teleconferences, and expert panels
- Local, state, or national peer network groups
- 7. Community outreach activities
- Video materials



Timeline of dissemination



BEFORE the project:

- develop the dissemination and enhancement plan;
- define the impact and expected products;
- determine how the dissemination and exploitation activities will be disseminated and their recipients.
- assign adequate budget and resources to dissemination activities.

DURING the project:

- contact the appropriate means of communication at the local or regional level;
- conduct regular activities such as information sessions, training, demonstrations, peer reviews;
- assess the impact on target groups;
- involve other stakeholders given the transfer of results to end-users.

AFTER the project:

- develop ideas for future cooperation;
- evaluate the results and impact;
- contact the relevant media;
- contact policymakers if relevant.





Dissemination executors

Usually possible executors for project's dissemination are people related to the project:

- . Project coordinator
- . Project participant
- . People from organisation related to the projects (work team)





Dissemination plan

Dissemination plan

Project title:

	Activity	Done by whom	Target audience	Purpose of activity	Method	Deadline
1.	Development of the project logo and identity.	Person 1 Person 2	External audience - all people interested in the topic of the project.	To have a visual appearance of the project and to be recognized within the target group. 3	Canva logo creator	2024-04-18
2.	Project newsletters	Person 3	Local schools and organizations	Making recent developments within the project known to the broader public. There will be at least three newsletters Dates: 2024-05-10 2024-06-10 2024-07-10	Canva newsletter creator Or MS word	2024-05-01 2024-06-01 2024-07-01

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Digital tools (online) by levels of mobes Dissemination



Local

- Live presentations about the project (Canva, Animoto, Google slides)
- Create of posters / collages / comics, organize an photo exhibition, (Photocollage, Canva, Infogram, Pixton, Storytelling, Easel)
- Publish own storybook (StoryJamper)

Regional

- Creating a page on social media (Facebook)
- Creating publicity (Canva, Infogram)
- Organization of online seminars (Zoom)

National

- Creating a page on social media (Facebook)
- Organization of online seminars (Zoom)
- Organization of online meetings (Zoom, Padlet)

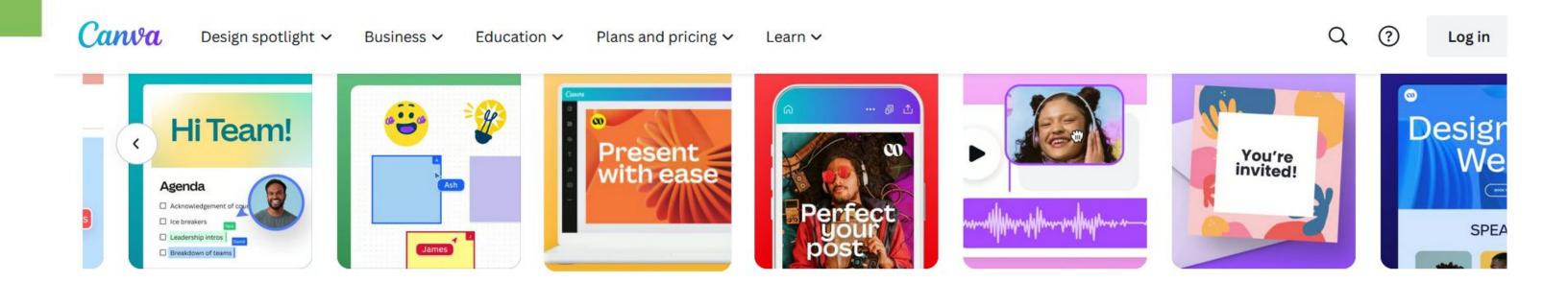
Global

Register on international platforms (eTwinning)

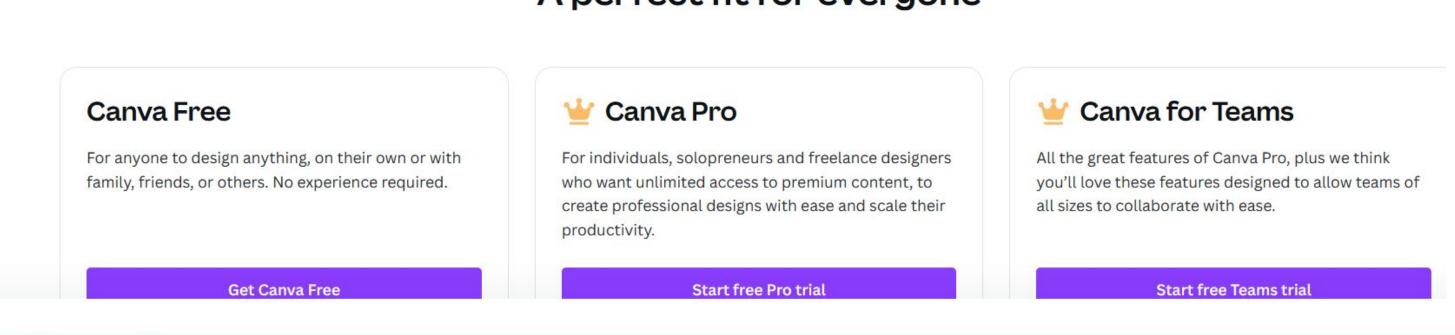
Canva







A perfect fit for everyone



Easel

https://www.easel.ly





Pricing Y

Getting Started Y

Contact Us

Login

Create Your Free Account

We Make Graphic Design Easy!

Use Easelly to visually convey your idea, business and data

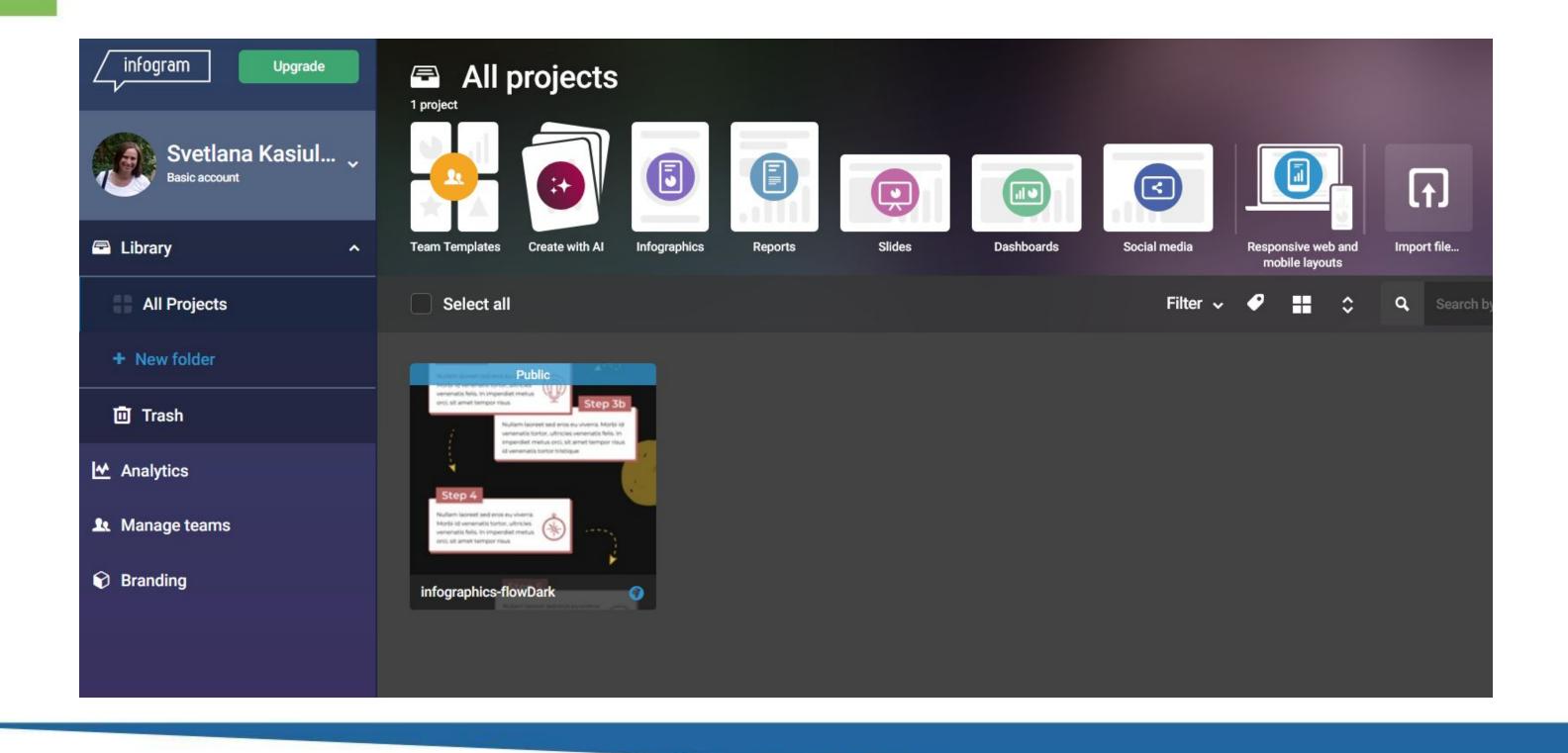
Start a design

Hire a designer

Infogram

https://infogram.com/







Placeit

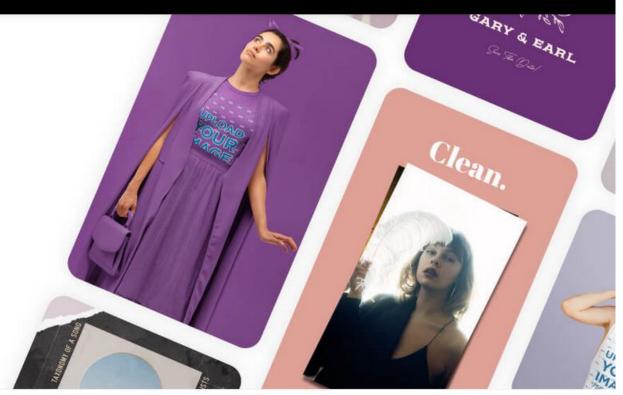
https://placeit.net



Everybody is creative, Placeit makes you a creator

Become an expert with our ready-to-use templates.

Start Now!















StoryJumper

https://www.storyjumper.com



Connect

StoryJumper brings authors and readers together who mutually support and encourage each other to create amazing new books.

Collaborate

Multiple authors can come together to tell the most engaging and entertaining stories. Each author adds their own experiences, ideas, and input to make the stories as exciting and impactful as possible.

Inspire

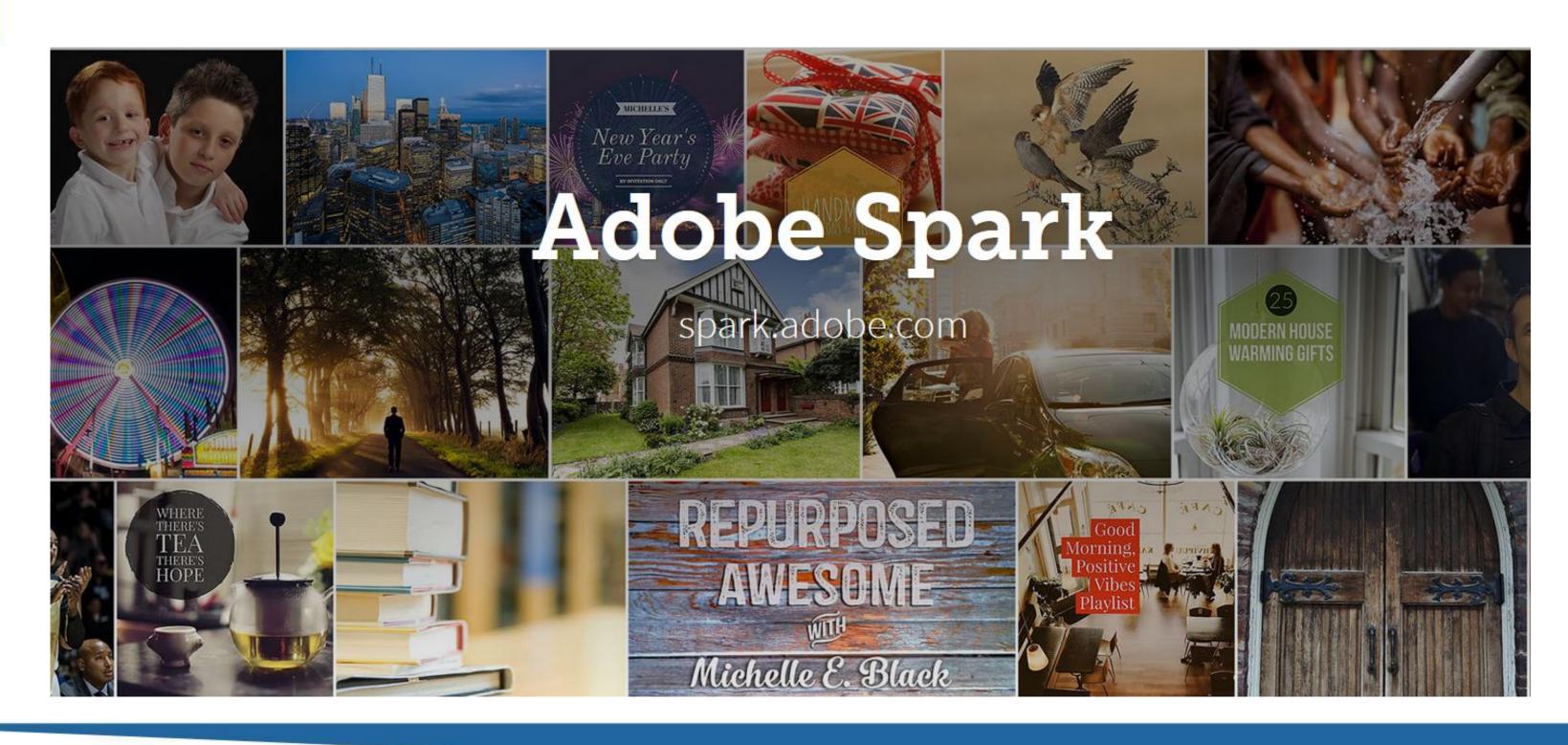
Upload your own published story to inspire others worldwide, on the infinite possibilities to create gripping, emotional, and impactful stories of their own!





Adobe Spark

https://express.adobe.com/page/9bPqZ/





Ideas for Creating Online Publicity

- Give it a human element
- Link your story to a current trend
- Attract attention with an image
- Direct people to your website
- Use Social Media to create a media buzz for your story





How to promote your project on Social media?

- Creating a page on Facebook
- Link to your project in your Facebook status
- Share an interesting fact from your project
- Ask for a Like
- Tweet your story more than once
- Be Generous and promote those who promote you
- Use Hashtags
- Getting the project out there
 - Social media of course goes beyond Facebook and Twitter. You can Pin your project on Pinterest and Google+ it as well as blogging it and sharing it on LinkedIn.

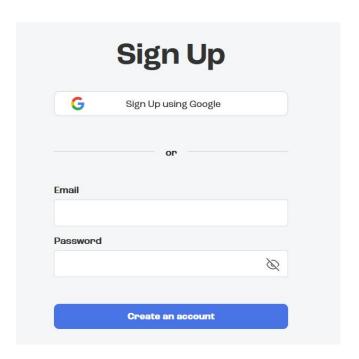
Now in practice: Create your first visual

Topic Create a poster/flyer about the project

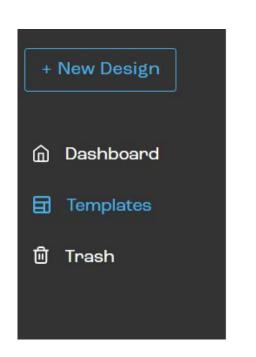
Task Use digital tools Easel or Infogram https://www.easel.lu

https://infogram.com

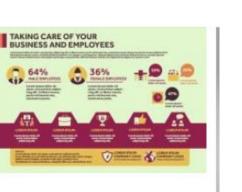
First step - Registration



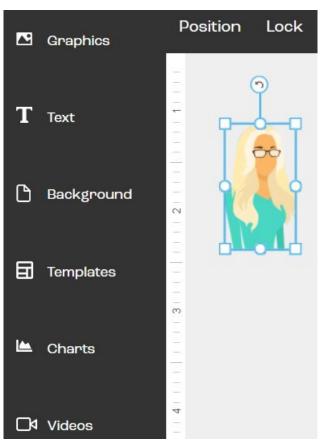
Second step - Selection



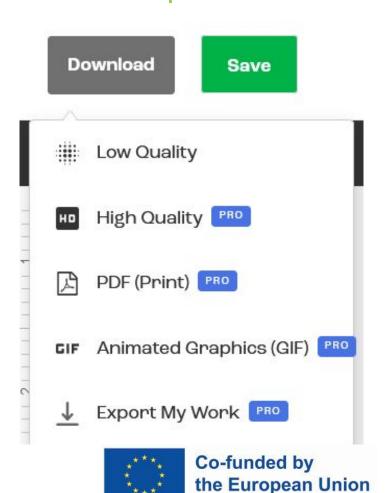
Public Templates



Third step - Creating



Fourth step - Save



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Helpful Links

1. Infogram

- o https://infogram.com
- https://www.youtube.com/watch?v=Wqq0My-rZnc&pp=yqUISW5mb2dyYW0%3D

1. Easel

o https://www.easel.lu



List of reference

- 1. www.safetyofmedsim.com "The importance of dissemination activities in European projects"
- 2. www.hedea.ec.europa.eu "Managing projects"
- 3. V. Ružaitė "Mobilumo projektų viešinimas", Švietimo mainų programa
- 4. Ideas for Creating Online Publicity.

 https://www.jumpworks.co.uk/21-ideas-for-creating-online-publicity
 -for-your-business/





THANK YOU FOR YOUR ATTENTION!

Co-funded by the European Union