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"BRIDGING THREE GENERATIONS: TIMELESS GAMES AND TOYS" AT SALVA

"Poduri între trei generații: jocuri și jucării fără timp" la Salva

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The aim of the project *"Bridging three generations: Timeless Games And Toys"*, was to gather three generations (Grandparents – Parents and Kids), through games and toys of the oldest generation to help pre-school children learning and playing games and toys of his/her grandparents. In this digitized world, one of the most challenging problems is to establish ties, bonds and bridges between the oldest living generation and post-millennium generation.

Today, oldest living generation faces severe problems with integrating to new digital world. However, they are unique sources of knowledge and experience in many different aspects. When they vanish from the earth, we will lose the opportunity to learn from them. In this project, we intend to make a journey to their childhood, we will uncover their games and toys. We will redesign and redevelop them with the opportunities of modern age in order to teach them to the newest generation. We need to teach to the newest generation because it is already a fact that they consider games and toys as only software and touch pad that they can play with only finger tips,

There are numerous projects already realized. Discovery of the traditional games and toys itself will be organized as an opportunity to increase interaction between the oldest living generation (grandparents) and youngest generation (grandchildren) at schools. The Partners of the Project are as follows:

- 1) Haci Sabanci Secondary School (Coordinator School, Turkey)
- 2) St Colman's Primary School and All Saints' Nursery Unit (United Kingdom)
- 3) Notre Dame Junior High School (France)
- 4) International School of Bergen (Norway)
- 5) State School Istituto Comprensivo via Santi Savarino (Italy)
- 6) School Tiberiu Morariu Salva (Romania)
- 7) Nicola Vaptsarov Secondary School (Bulgaria)
- 8) Grundzales Pamatskola (Latvia)

Between 5th and 9th June 2017, our last short training event for members was hosted by our school. From other countries (project partners) participated from Turkey-the coordinating country - 6 teachers, Bulgaria - 4 teachers, France - 4 teachers, Latvia - 2 teachers, Norway - 2 teachers, Italy - 3 teachers, Northern Ireland (UK) - 4 teachers and 12 teachers from the local project team of our school, thus forming a working group of 37 teachers who evaluated the activities of the project that will be finished in 31 August 2017.

The practical side of the event was realized by visiting our school on June 6 where we had the honour of the presentation of it, realized by a former pupil of our school now an outstanding doctoral student Rev. Maxim-Iuliu Marius Morariu

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(from "Babeş-Bolyai" University, Cluj-Napoca), by organizing interactive workshops games for grandparents in the thematic framework of each partner country, performing artistic moments both from local folklore and from partner culture, carried out in the courtyard and the house of the famous traditional artisan Mrs. Virginia Linul. To highlight the exchange of good practices with kindergartens, workshops were organized with the pre-school groups from Bistrita Kindergarten with which our institution has a local partnership for the sustainability of the Erasmus + project.

The final training event has reached more than one of the project's objectives, and has been presenting the latest activities conducted during April and May (A14-Traditional seasonal games that can be held at a certain time of the year) (A16-Traditional Games Requires tools or special tools) Workshops on Mobility Tools Platforms, Erasmus Platform Results, Final Report, Press Conference on the Second Intellectual Project of the project European-Language Traditional European-material Game, coordinated by the Romanian team, International Educational Conference "Links Between generations "in collaboration with ISJBN and CCDBN in 7 June 2017 and interesting thematic visits.

The European Traditional Gaming Book is an important auxiliary teaching material for teachers and other stakeholders reviving 35 traditional European games that have passed since childhood. It is intended to be a viable alternative to the implementation of an optional pre-primary and primary education for intergenerational ties and the consideration of grandparents, the elderly generation as a useful resource in the instructive-educational process.¹ The impact of the project and the implications of the games the modalities and frequency of promotion in the social media were evaluated through the final questionnaires applied to teachers, students, grandparents and parents: Facebook, Twitter, Instagram, Twinspace, web-site of materials, products, and project activities.

The thematic visits of the training event were local Salva Local Council, Bistrița-Năsăud County Council, Bistrița County Historic Center, as well as regional visits to Sighișoara in 5th of June and Cluj-Napoca in 9th of June for the material and immaterial patrimony that they host contributing to the formation an overview of the culture and civilization of our country.

¹ In its digital format, you can find it here: https://issuu.com/vasilicagazdac/docs/book_of_european_traditional_games, accessed 12. 09. 2017.