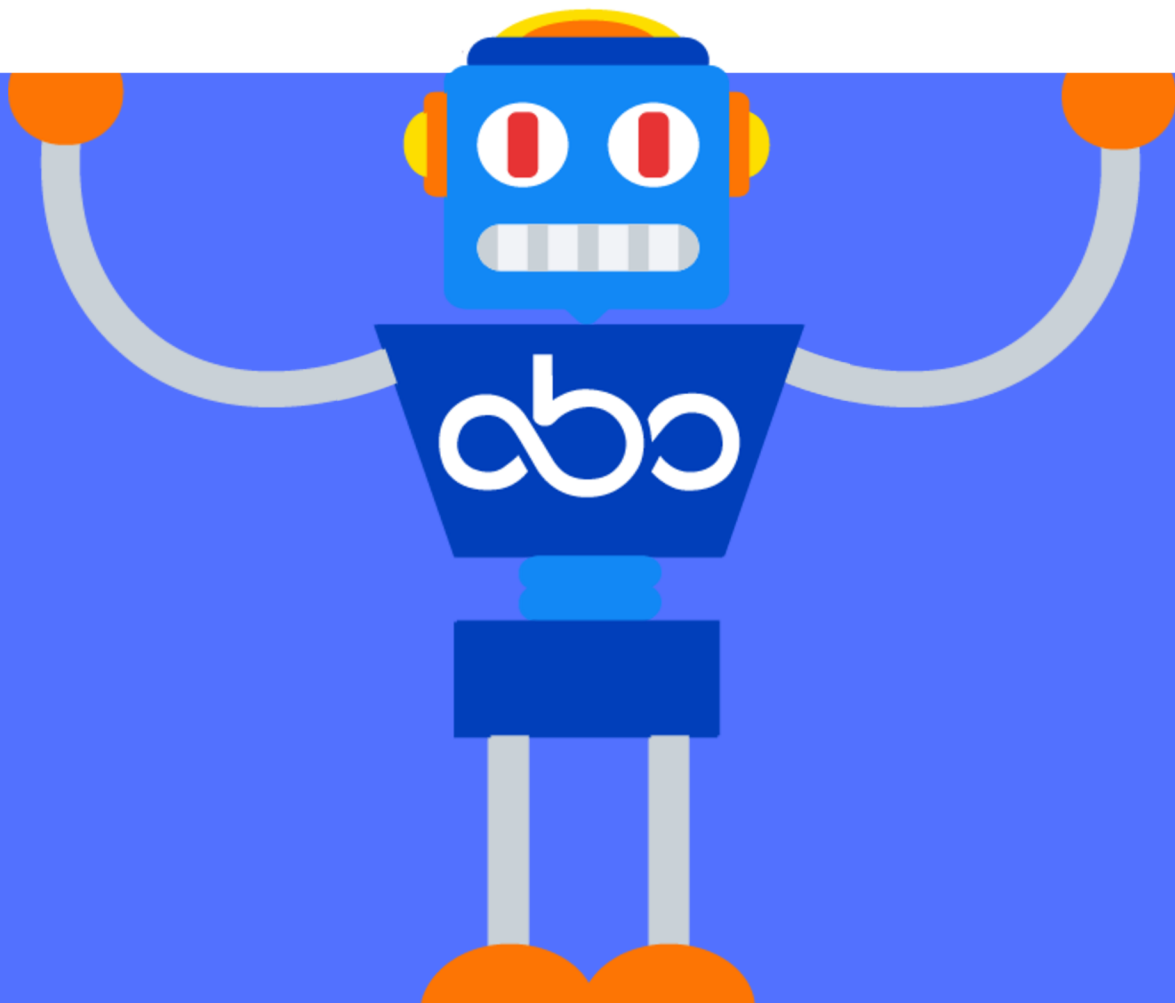




EU FOR ALL

Using Sustainable Entrepreneurship to Rebuild European Heritage for Everyone





The resources of the EU FOR ALL project, including the materials kit, 3D models, and educational proposals, are undergoing continuous improvement. We are constantly working to incorporate new ideas, adjustments, and contributions from the participating teams. Therefore, both the documents and files may be reviewed and updated over time.

www.euforall3dproject.com

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PARTNERS:



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- Contextualization of the country in Europe

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- Connected digital competence activities:
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 - Search and analyze cultural elements

3. Creative Phase

- Create a 2D draft using geometric shapes
- Image download and digital composition

4. Designing Phase

- Create a 3D design of the selected monument
- Prepare files and printing parameters
- Understand and adapt slicing settings

5. Presentation Phase

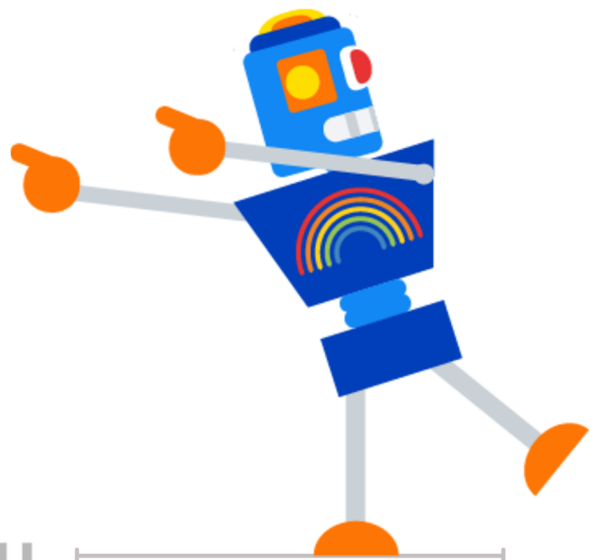
- Write a short travel guide-style script
- Record a video using a green background
- Add digital elements (e.g., postcard or virtual tour)
- Present your cultural itinerary

6. AI Integration Phase

- Write a prompt!
- Use an AI tool to generate a creative image
- Place it in the Alrt Museum frame
- Tell us about your artwork

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- Licensing, credits, and Erasmus+ co-funding






👁 Slovakia and it's culture

About Slovakia

Slovakia, officially the Slovak Republic, is one of the twenty-seven sovereign states that make up the European Union and one of the twenty that form the Eurozone. Its capital is Bratislava. Located in Central Europe, it is a landlocked state. It borders Poland to the north, Ukraine to the east, Hungary to the south, Austria to the west, and the Czech Republic to the northwest.

The fall of the Eastern Bloc in 1989 also marked the end of Czechoslovakia as such and the creation of two successor states: Slovakia and the Czech Republic, which became independent from each other on January 1, 1993.

<u>Map of Bratislava</u>	<u>Geographic information</u>
	<ul style="list-style-type: none"> • Capital: Bratislava • Area: 49.000 km² • Population: 5,460 million • Official Language: Slovak • Moneda: Euro € • Climate: The climate in Slovakia is continental, with long, relatively warm summers and very cold, cloudy and humid winters.

Culture

In Slovakia, they have a traditional costume called "Kroj", which is worn on special occasions such as weddings and folk festivals.

Regarding gastronomy, one of their most typical dishes is "Bryndzové Halušky", made with potato dumplings, sheep cheese, and bacon.

Other Interesting Facts

- **Festivities:** January 1st is Slovakia's Independence Day, celebrating the separation of Czechoslovakia and the creation of Slovakia as an independent and sovereign state in 1993.
- **Heritage:** The country has several UNESCO World Heritage sites, including Spiš Castle, the medieval town of Banská Štiavnica, and the Aggtelek Caves.
- **Sports:** The most popular sport in Slovakia is ice hockey, as well as football, in which the country has achieved significant international success.

Let's look for it in the European Union.

Where is Slovakia? Can you find it? Color it on the map and mark where the capital, Bratislava, is located. Once you find it, mark the city's location with a colored dot.


 Marks the city of Bratislava



Reading Comprehension

After reading the information about Slovakia, answer the following questions:

- Does Slovakia belong to the European Union?
- Where is Slovakia located?
- What currency do they use?
- What is its climate like?
- What are some of the UNESCO World Heritage sites in the country?





Virtual Tour in Budapest

Bratislava is a city located on the banks of the Danube River and is divided into two areas: the Old Town and the Petržalka Hill. Could you find which area the Radio Tower is in? Create an itinerary to visit at least three important monuments in the city, ending at the Radio Tower.

- You can use applications like Google Maps, Wikipedia, etc.

Write your itinerary here



Fun with Flags

Search for information about the flag of Slovakia and write down the aspects that stand out to you the most.



The frag of Eslovaquia...



Look for some information about the building

- In which year was it built and by whom?
- Why was it built?
- Is it only for transmission, or does it have other uses?
- Can you find the exact coordinates of the building?
- What is its height?

- It was built by...

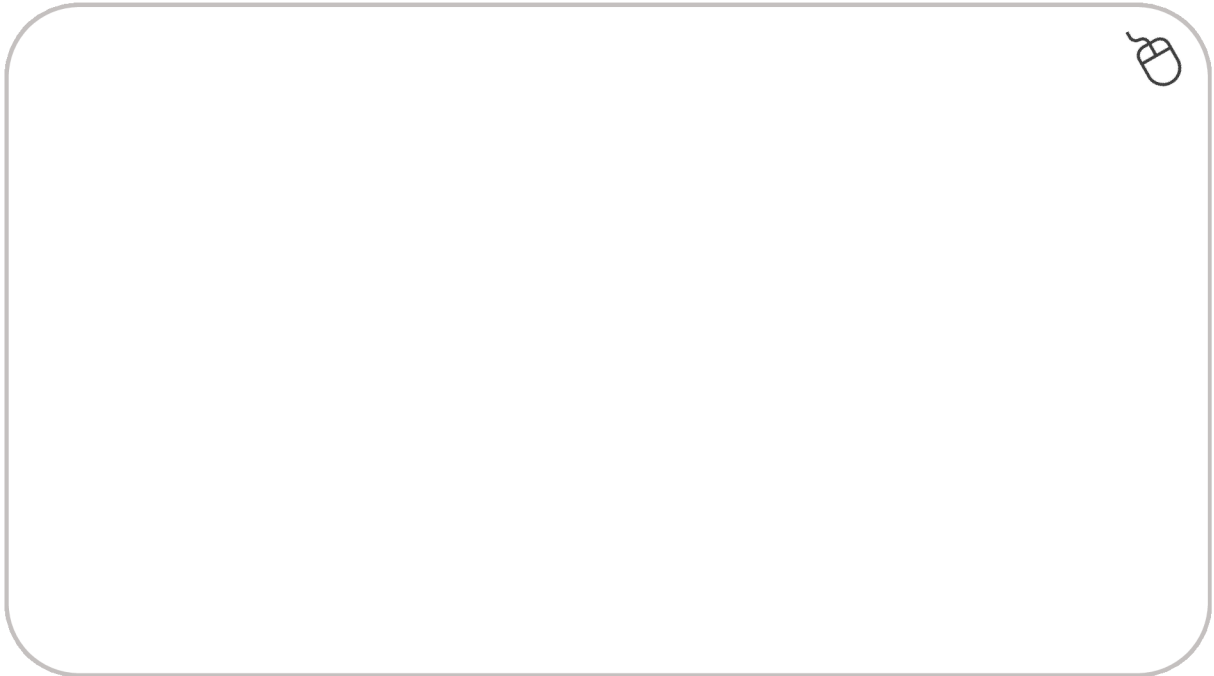
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🕒 Design test! Countdown!

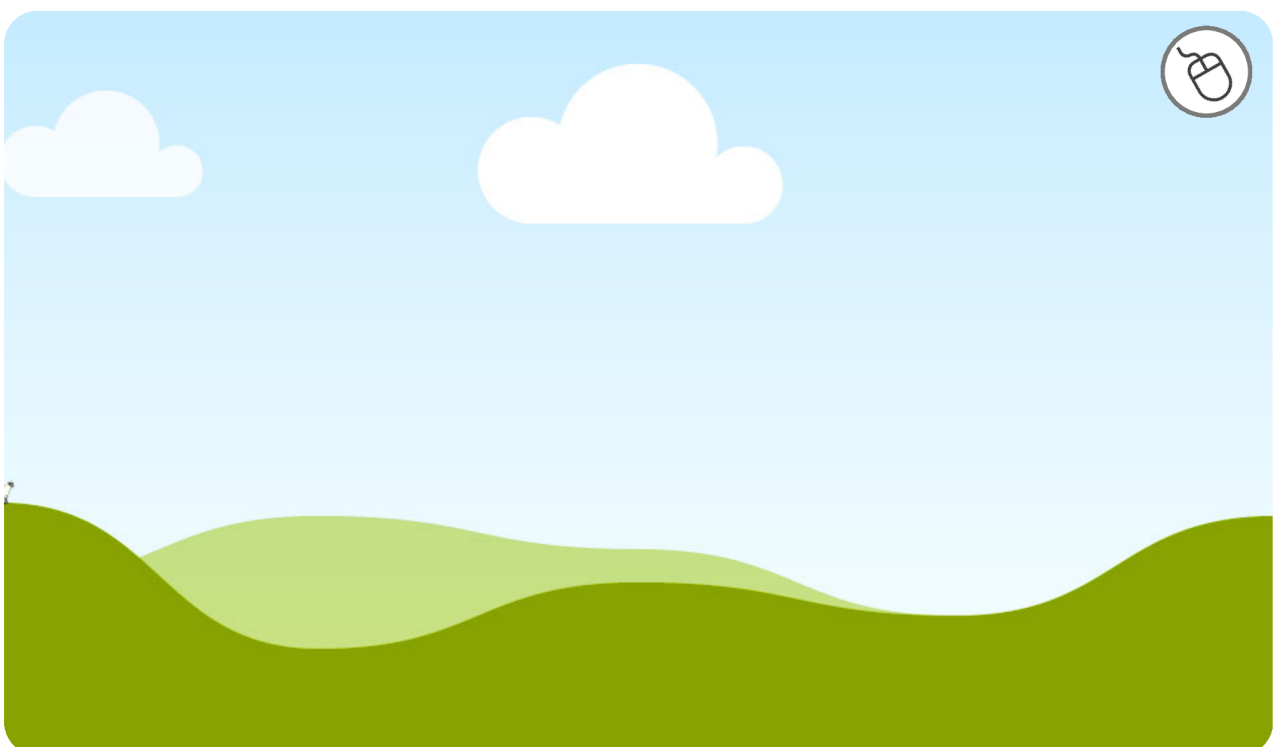
If you had to draw the Radio Tower using basic geometric shapes, how would you do it? Remember not to draw details. You have __ : __ minutes.

Geometric shapes



🌟 Create your digital postcard!

Bratislava is a city divided by the Danube River. Could you find which area the Radio Tower is in? Take a screenshot or find a photo of the monument, insert it into the frame, and create your Bratislava postcard. You can use Google Earth or Google Maps.





3D Design of the building

Do you dare to design the Radio Tower? Follow the instructions given in the tutorial video.

We recommend:

- Search for the monument on Google Earth.
- Download photos from different viewpoints.



Printing parameters

We've tested these designs with parameters that gave us great results using PLA as the material. That said, every 3D printer is different, so you might need to tweak some settings to achieve the best quality.

That's the wonderful (and sometimes frustrating) part of 3D printing! We encourage you to experiment and adapt the settings to your machine. If you improve the results, let us know!

Layer height	0,2	Walls	2
Speed	240 mm/a	Top/Bottom Layers	4/3
Temperature	190°C - 210°C	Travel Speed	300 mm/s
Infill	15%	Bed adhesion	BRIM

It's important to consider factors such as whether your printer requires supports for certain parts of the model, how it handles bridging, and other details that may vary depending on your machine and the slicer you use.

Create your video about Slovakia

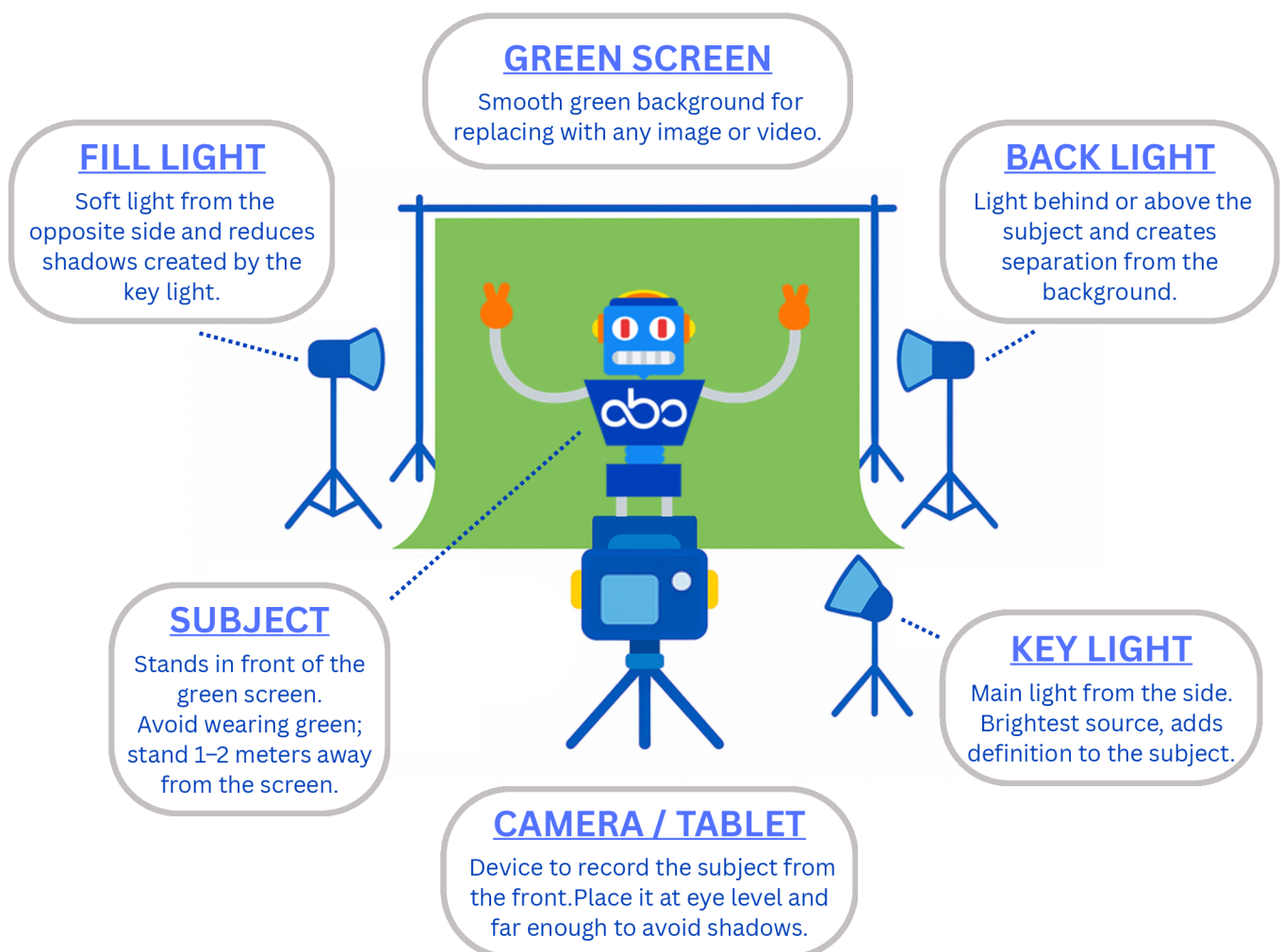
Create a **short video** where you present your virtual tour itinerary of the country you studied, using a **green screen background**.... What do you have to do?

- **Think about the route** you created in your “Virtual Tour” activity.
- Write a **short script** as if you were a travel guide or presenter. Example:

“Hi, I’m [Name] and welcome to our tour in [Country]! Today we’ll visit three amazing places. We start in... and finish in...”

- Use a **green wall, a simple colored background** or a green cloth.
- **Record your video** using a tablet or smartphone.
- Add your **digital postcard** or **background image** using CapCu or OBS Studio
- **Share your video** with your class and with us at www.euforall3d.com!

[This is how you should set up your green screen to record your video correctly!](#)





Let's learn how to use artificial intelligence

Design a creative image using artificial intelligence, based on what you've learned about the country. Your artwork will be part of our European Digital Alrt Museum! What do you have to do?

- **Think about what you've discovered:** monuments, traditional clothes, nature, legends, people, food...
- **Imagine a picture** that shows all that. It can be real, magical... or both!
- **Write a prompt** to tell the AI what to create.

What is a prompt?

A prompt is a sentence or idea you give to an AI image tool. It helps the tool understand exactly what kind of picture you want. The more creative and clear you are, the better the image will be!

Example:

"A child in traditional [Country] clothes standing in front of a magical castleduring a festival with fireworks."

- **Use an AI tool** like Deep AI or Canva AI to create your image.
- Save or print your artwork and place it in the special frame for our **European Digital Alrt Museum**.
- **Give your image a title and write one short sentence** explaining what it shows.



Add the title

My artwork represents a....



Please provide the title of the work, the artist's full name, country of origin, and age

My artwork represents a....



Share your artwork at the European Digital Art Museum: www.euforall3d.com

Terms of Use and Funding

The educational materials developed within the framework of the EU FOR ALL project, led by the consortium of OBO - We Teach Robotics, have been designed to promote digital inclusion and technological literacy.



These materials aim to provide accessible and engaging learning experiences that foster key competencies in digital skills, problem-solving, and critical thinking. Through interactive and hands-on approaches, the project seeks to empower learners of all backgrounds by equipping them with the necessary tools to navigate an increasingly digital world.

Developed in collaboration with experts in education, technology, and inclusion, these resources reflect the commitment of the EU FOR ALL consortium to innovation in education and the reduction of the digital divide.

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This material has been developed within the framework of the Erasmus+ Programme and has received co-funding from the European Union.



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