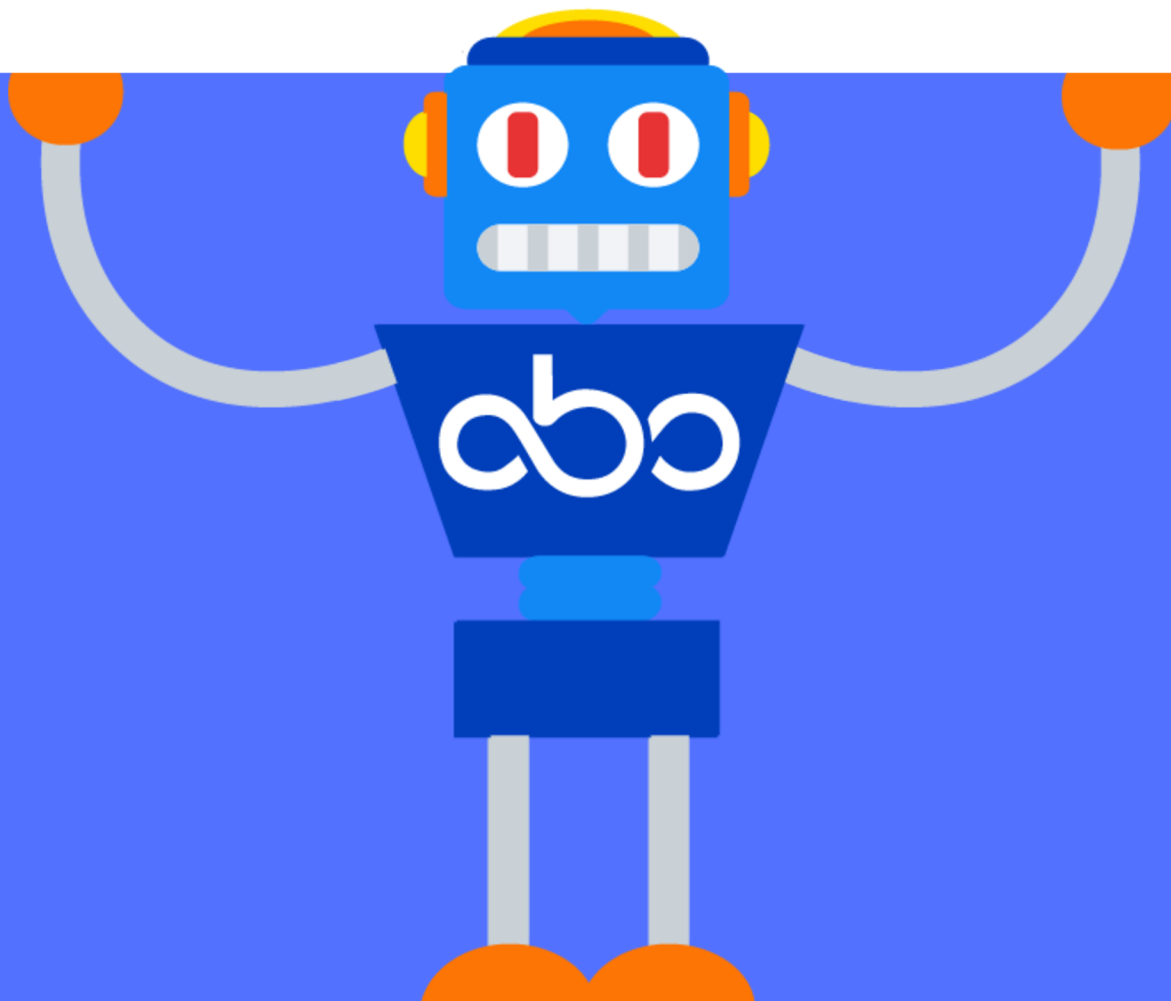


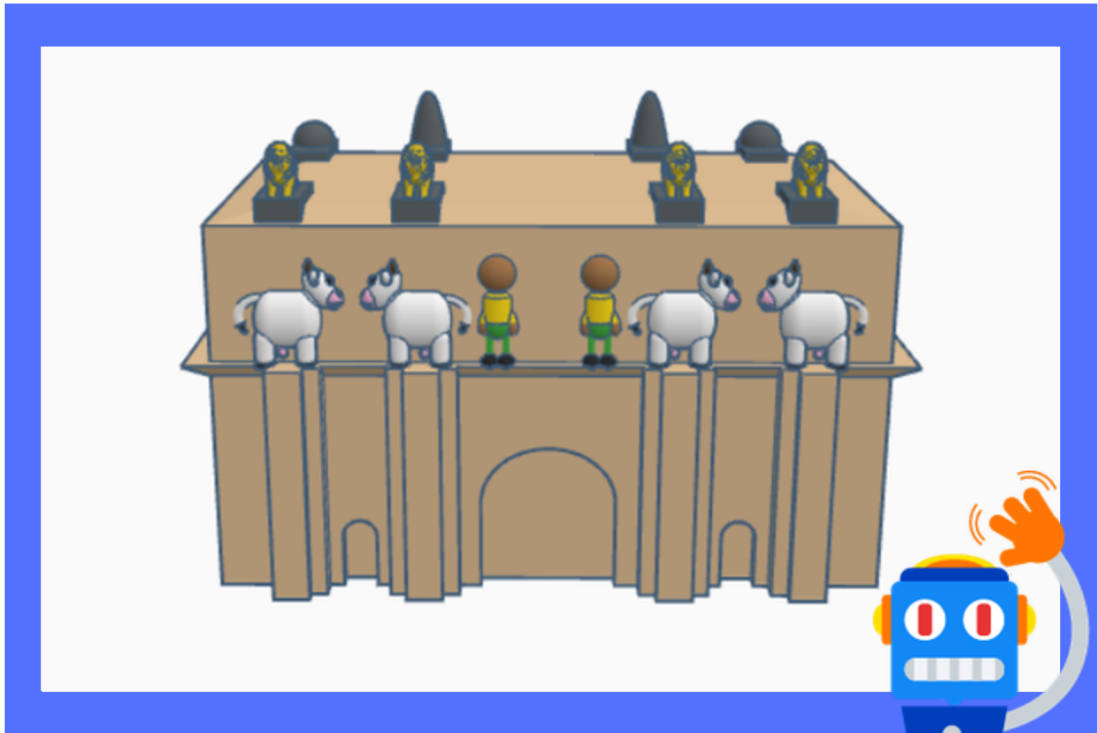


EU **FOR** **ALL**

Using Sustainable Entrepreneurship to Rebuild European Heritage for
Everyone







EU ALL



 **VARSOVIA · POLONIA** 

UPLAND GATE POLAND



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

SUPPORTED BY:

Erasmus+
Enriqueciendo vidas, abriendo mentes.



Cofinanciado por
la Unión Europea

The EU FOR ALL project is co-funded by the European Union. The views and opinions expressed in this publication are those of the author(s) only (Interrobotics para humanos SL, on behalf of the EU FOR ALL consortium) and do not necessarily reflect those of the European Union or the Spanish Service for the Internationalisation of Education (SEPIE). Neither the European Union nor SEPIE can be held responsible for them.

PARTNERS:



0 Table of contents

1. Warm up!

- Basic information about the region or city
- Cultural and social aspects
- Contextualization of the country in Europe

2. Investigation Phase

- Unplugged activities:
 - Location within the European Union
 - Reading comprehension
- Connected digital competence activities:
 - Explore virtual maps
 - 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

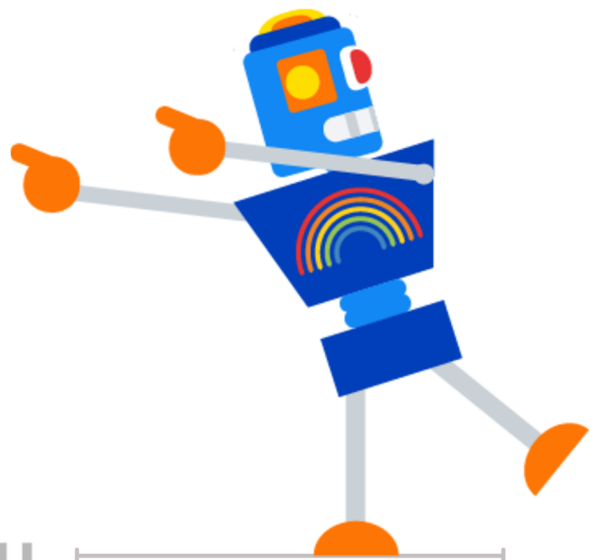
- Write a short travel guide–style script
- Record a video using a green background
- Add digital elements (e.g., postcard or virtual tour)
- Present your cultural itinerary

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

Terms of Use and Funding

- Licensing, credits, and Erasmus+ co-funding






📍 Poland and it's culture

About Poland

Poland is a sovereign state in Central Europe. Its capital is Warsaw. Located in the central part of the continent, Poland borders the Baltic Sea to the north, Lithuania, Belarus, and Ukraine to the east, Slovakia and the Czech Republic to the south, and Germany to the west.

Poland gained its independence in 1918 after more than a century of partitions. After World War II, it became a socialist state under Soviet influence. In 1989, with the end of communism, Poland adopted a democratic system and a free-market economy, and since 2004 it has been a member of the European Union and NATO.

<u>Map of Warsaw</u>	<u>Geographic information</u>
	<ul style="list-style-type: none"> • Capital: Warsaw • Area: 312,696 km² • Population: Approximately 38 million • Language: Polish • Currency: Zloty (PLN) • Climate: Continental, with cold winters and warm summers

Culture

Poland's traditional attire varies by region, but they commonly wear the Kraków style. Women wear a long dress with colorful embroidery, an apron, a cape, and a flower crown. Meanwhile, men wear a linen shirt, a vest, fitted trousers, boots, and a hat with feathers.

As for gastronomy, one of Poland's popular dishes is bigos, made with pork, beef, and cabbage, slowly cooked along with onions, mushrooms, and spices.

Other Interesting Facts

- **Festivities:** One of the most important traditions is Christmas Eve dinner, known as Wigilia. During this meal, 12 dishes are prepared, representing the 12 apostles. Notably, no meat is consumed during this dinner.
- **Heritage:** The country has several UNESCO World Heritage sites, such as the Wieliczka Salt Mine and the Auschwitz–Birkenau concentration camp.
- **Sports:** Football is the most popular sport, followed by volleyball, in which the country has achieved significant success in international competitions.

 **Let's look for it in the European Union.**


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

 Marks the city of Warsaw

 **Reading Comprehension**

Once you have read the information about Poland, answer the following questions:

- What language do they speak in Poland?
- What is the currency they use?
- What is their most typical dish? What ingredients is it made with?
- When is their most popular celebration held? What is celebrated?
- What is the most popular sport in the country?



.....

.....

.....

.....

.....

.....

.....



Virtual Tour in Gdansk

Gdańsk is a Polish city located on the coast of the Baltic Sea. It has two main historical areas: Gdańsk and Gdynia. Could you find out in which area the Upland Gate is located? Create an itinerary to visit at least three important monuments in the city, ending at the Upland Gate.

- You may use the following applications: Google Maps, Wikipedia, etc.

Write your itinerary here



Fun with Flags

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

The frag of Polonia...



Look for some information about the building

- In what year was it built and by whom?
- What was its function in the 16th century?
- Why is it called the Upland Gate?
- What road started from this gate?
- Can you find the exact coordinates of the building?

- It was built by...
-
-
-
-
-

Design test! Countdown!

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

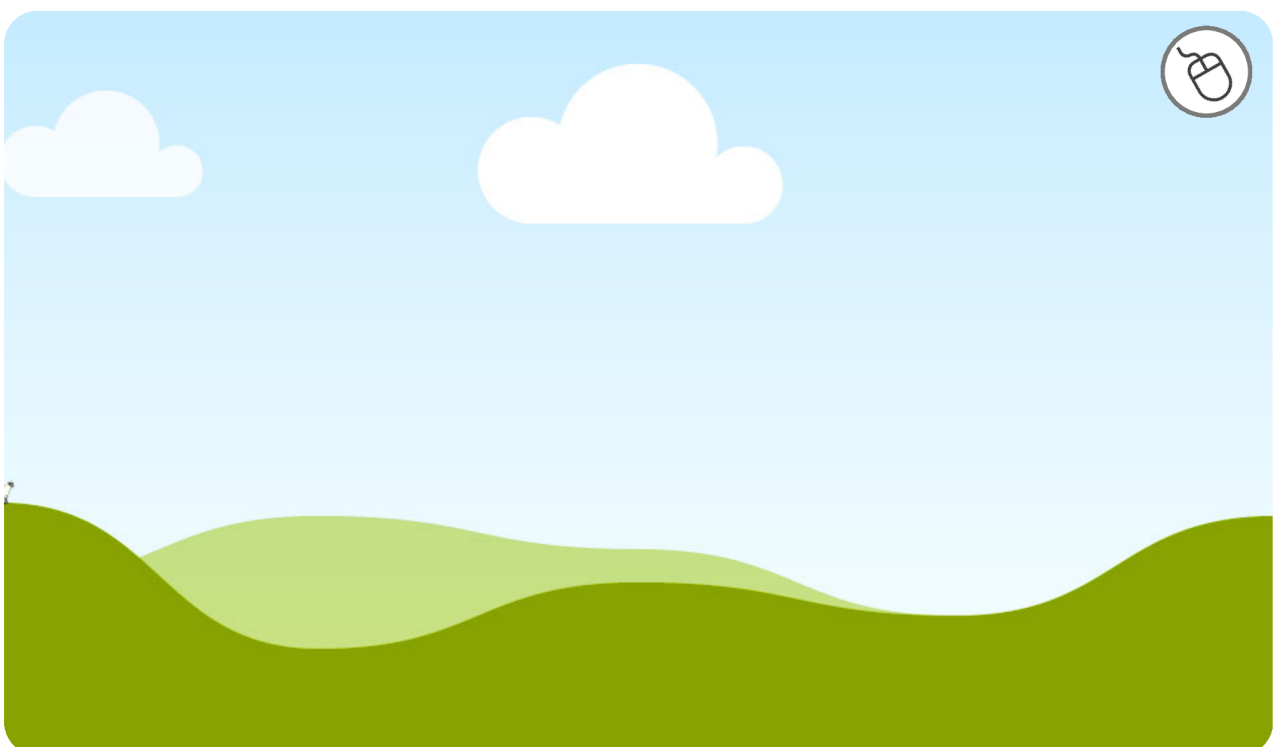
Geometric shapes



Create your digital postcard!

Gdańsk is one of the country's main cities and holds great historical significance. Could you find out in which area the Upland Gate is located? Take a screenshot or find a photo of the monument, insert it into a frame, and create your Gdańsk postcard.

You may use: Google Earth or Google Maps.





3D Design of the building

Do you dare to design the Upland Gate? Follow the instructions given in the tutorial video.

We recommend:

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



Scan the QR code to watch the Upland Gate tutorial video.

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 mm	Walls	2
Speed	300 mm/s	Top/Bottom Layers	4/3
Temperature	190°C - 210°C	Travel Speed	400 mm/s
Infill	15%	Bed adhesion	No

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 Slovenia

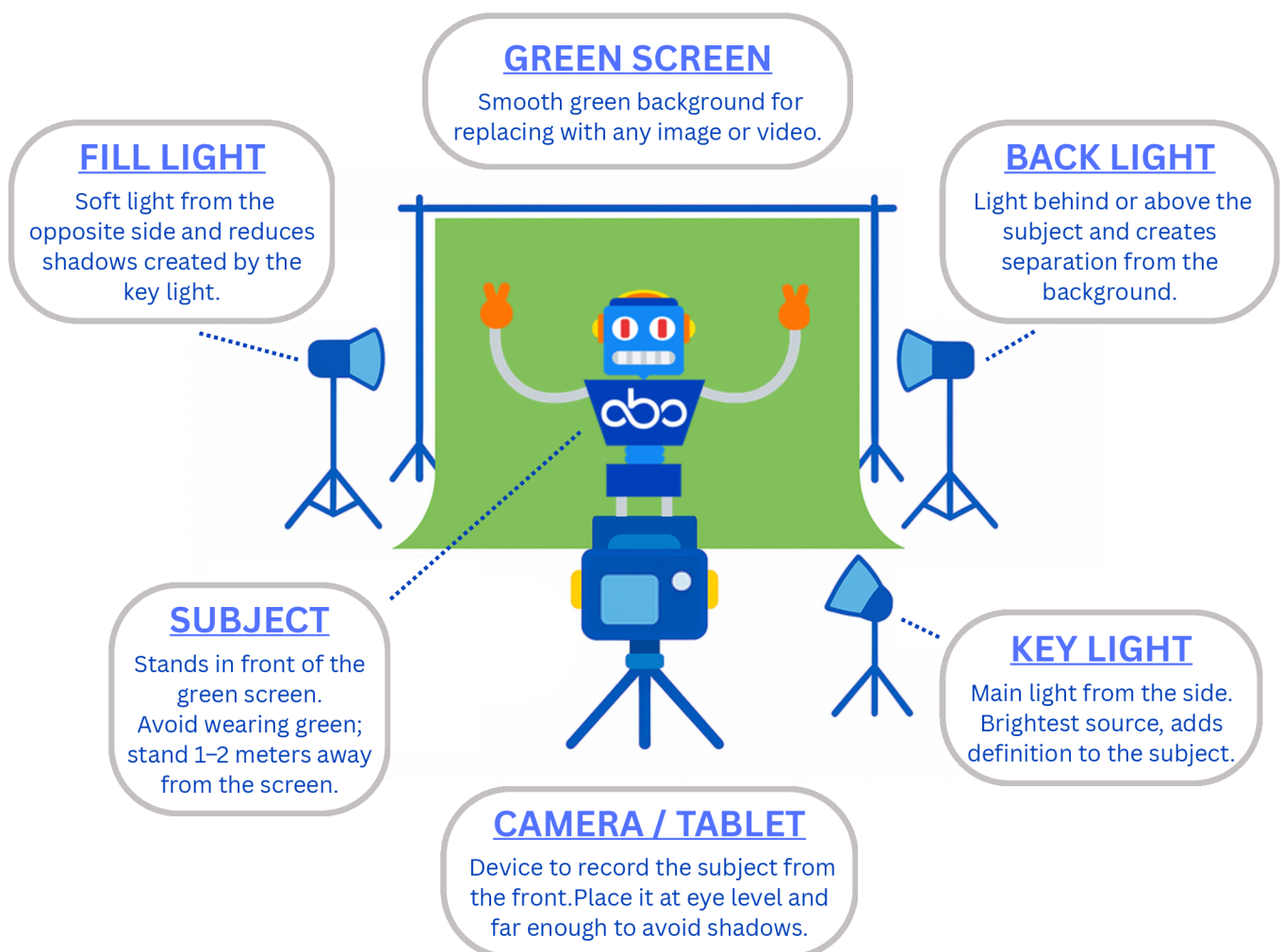
Create a **short video** where you present your virtual tour itinerary of the country you studied, using a **green screen background**.... What do you have to do?

- **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.

Creative Commons License

The educational materials developed within this project are licensed under Creative Commons – Attribution, Non-Commercial, ShareAlike (BY-NC-SA EU).

This means they can be freely used, shared, and adapted, as long as:

- Proper credit is given to the authors and the project.
- They are not used for commercial purposes.
- They are shared under the same license.



For more information about this license, visit [Creative Commons website](https://creativecommons.org/licenses/by-nc-sa/4.0/).

Disclaimer of Liability Clause

The EU FOR ALL project is co-funded by the European Union. The views and opinions expressed in this publication are those of the author(s) only (Interrobotics para humanos SL, on behalf of the EU FOR ALL consortium) and do not necessarily reflect those of the European Union or the Spanish Service for the Internationalisation of Education (SEPIE). Neither the European Union nor SEPIE can be held responsible for them.

Co-financing Emblem

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



**Co-funded by
the European Union**