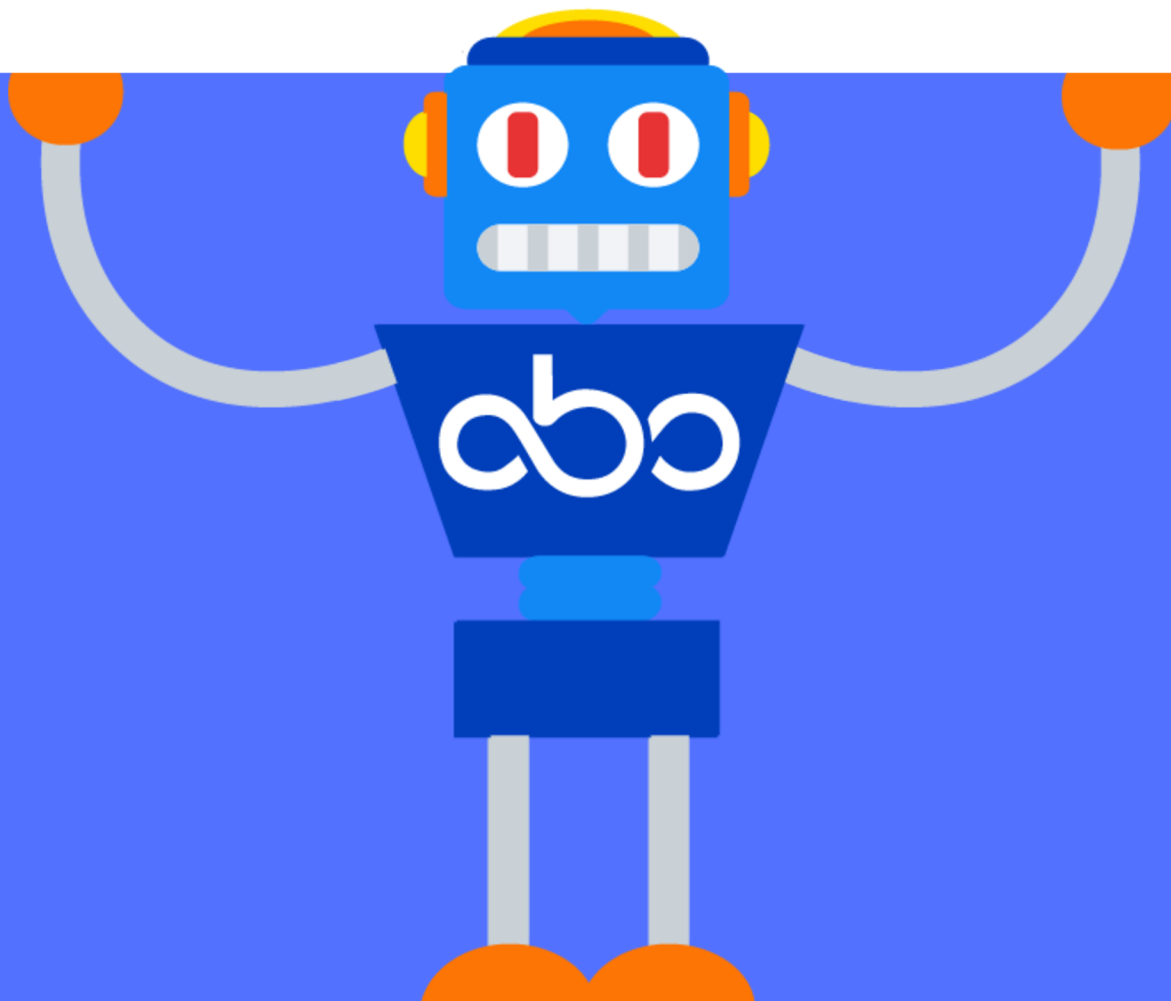


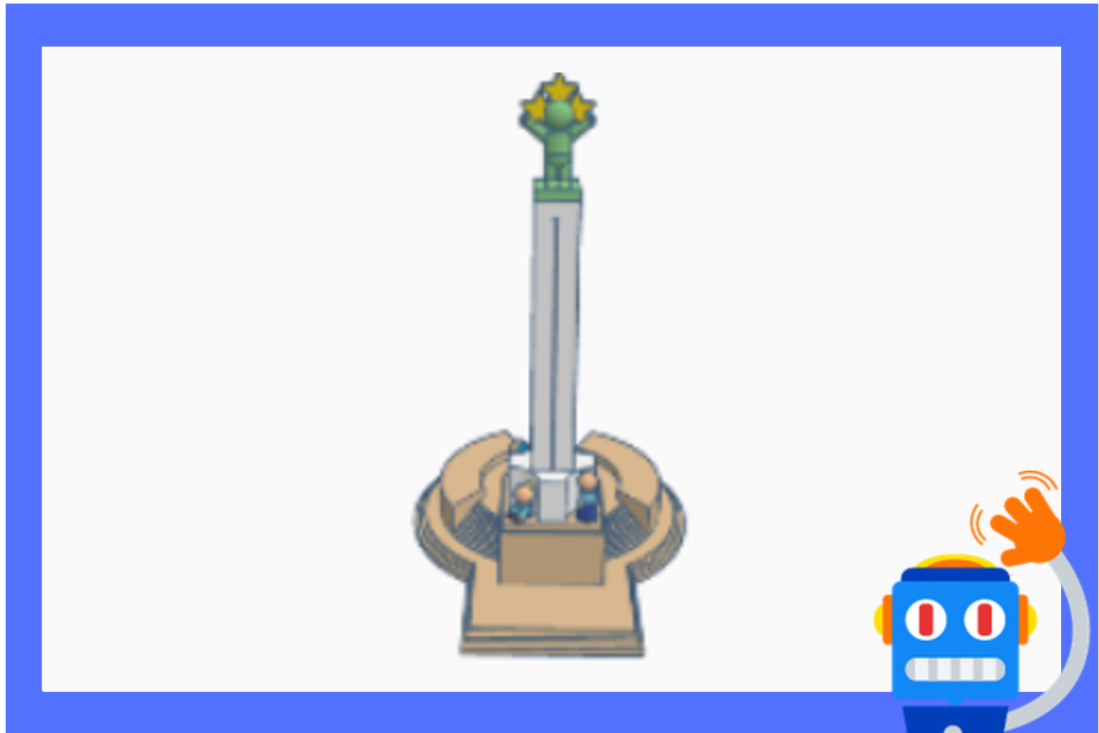


# **EU** **FOR** **ALL**

Using Sustainable Entrepreneurship to Rebuild European Heritage for  
Everyone



# EU



RIGA · LETONIA



## THE FREEDOM MONUMENT





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](http://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

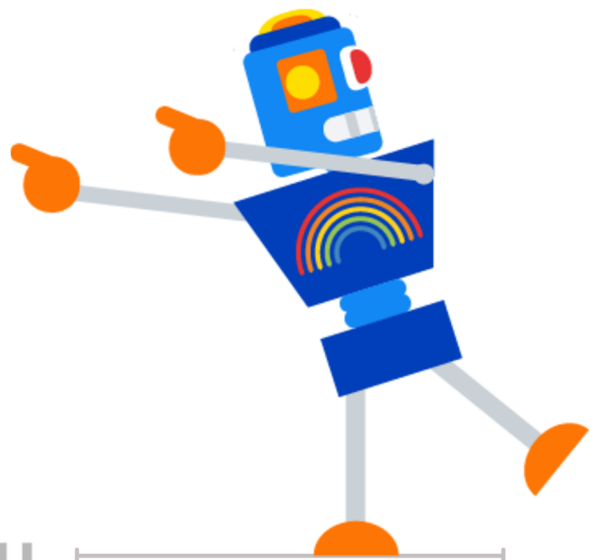
- Write a short travel guide–style script
- Record a video using a green background
- Add digital elements (e.g., postcard or virtual tour)
- Present your cultural itinerary

## 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






## Latvia and its culture

### About Latvia

Latvia is one of the sovereign states of Europe. Its capital is Riga. Located in the northern region of Europe, it is one of the Baltic countries with a coastline on the Baltic Sea. It borders Estonia to the north, Russia to the east, Belarus to the southeast, and Lithuania to the south.

Latvia declared its independence in 1991 after the dissolution of the Soviet Union. In 2004, the country joined the European Union and NATO, solidifying its political and economic integration into the European continent

<u>Map of Riga</u>	<u>Geographic information</u>
	<ul style="list-style-type: none"> <li>• Capital: Riga</li> <li>• Area: 64,589 km<sup>2</sup></li> <li>• Population: 1.8 million</li> <li>• Official language: Latvian</li> <li>• Currency: Euro (EUR)</li> <li>• Climate: The climate in Latvia is temperate continental. Winters are cold and snowy, while summers are mild and moderately warm.</li> </ul>

### Culture

In Latvia, the traditional dress varies by region, but it generally consists of the "tautas tērps". Women wear long wool skirts with colorful embroidery, white blouses, vests, and flower crowns or headscarves. Men typically wear linen shirts, wool pants, wide sashes, and traditional hats. These garments are mainly worn during Jāņi (the midsummer festival).

As for the cuisine, one of the most typical dishes is "sklandrausis", a savory pie filled with mashed potatoes and carrots.

### Other Interesting Facts

- **Festivities:** One of the most important festivities is "Jāņi", held on June 23 and 24 to celebrate the summer solstice. During this festival, people sing traditional songs, light bonfires, and wear flower crowns.
- **Heritage:** Latvia has UNESCO World Heritage sites, including the Historic Centre of Riga, famous for its Art Nouveau architecture, and the Daugavpils Arsenal, a prominent military fortress.
- **Sports:** The most popular sport is ice hockey, in which the country has excelled internationally. Basketball and soccer are also popular.



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

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

 Marks the city of Riga



## Reading Comprehension

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

- What language is spoken in Latvia?
- What is the currency used?
- What ingredients are used in its most typical dish? What is it called?
- When is its most popular festival celebrated? What is celebrated?
- What is the most popular sport in the country?



.....

.....

.....

.....

.....

.....

.....



### Virtual Tour in Riga

Riga is the capital of Latvia and is located on the banks of the Daugava River. The city is divided into several areas, with the Old Town (Vecrīga) being the most well-known, famous for its medieval and Art Nouveau architecture. Could you find out in which area the Freedom Monument is located? Create an itinerary to visit at least three important monuments in the city and end at the Freedom Monument.

- You can use applications such as Google Maps, Wikipedia, etc.

Write your itinerary here



### Fun with Flags

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



The flag of Letonia...



### Look for some information about the building

- In what year was it built and by whom?
- In honor of which people was it built?
- What does it symbolize?
- What is its height?
- Can you find the exact coordinates of the building?

- It was built by...

- 
- 
- 
- 
-



## 🕒 Design test! Countdown!

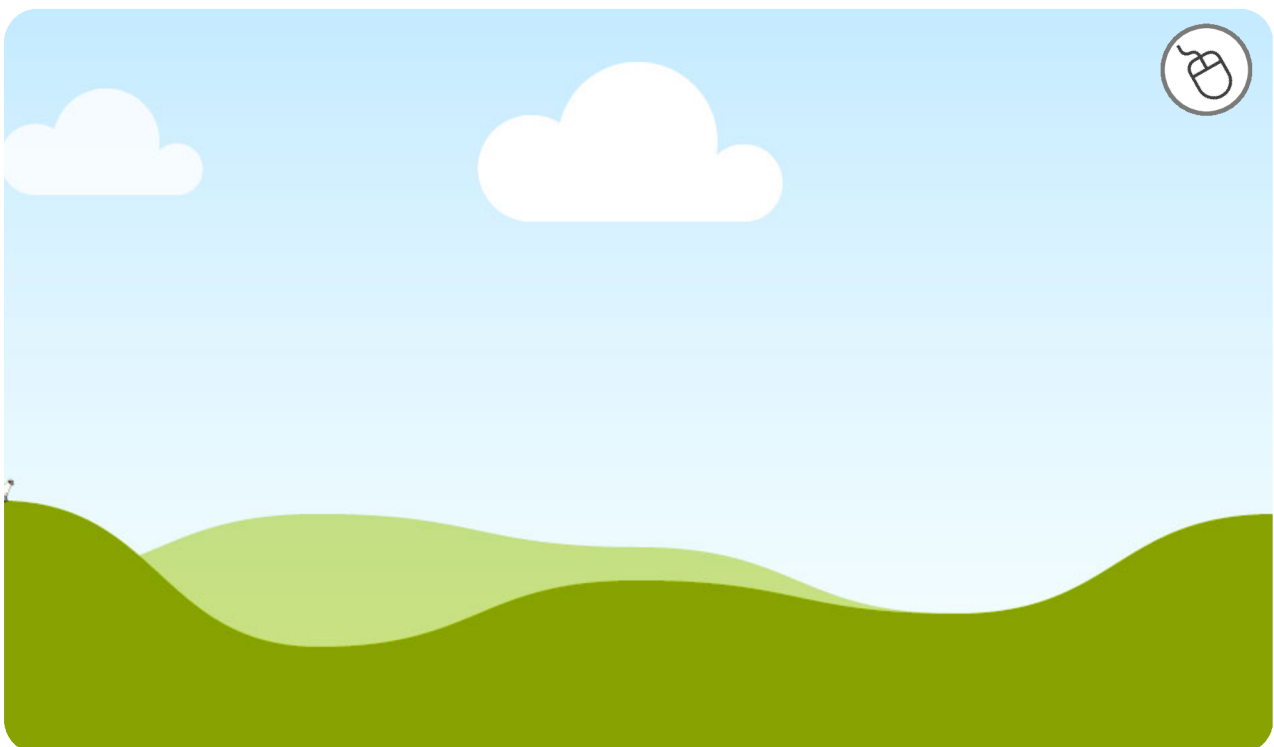
If you had to draw the Freedom Monument using basic geometric shapes, how would you do it? Remember not to add details. You have \_\_ : \_\_ minutes.

Geometric shapes



## 🌟 Create your digital postcard!

Riga is the capital of Latvia and is located on the banks of the Daugava River. Could you find out in which area Freedom Monument is located? Take a screenshot or find a photo of the monument, insert it in a frame, and create your Riga postcard. You can use: Google Earth or Google Maps.





## 3D Design of the building

Do you dare to design the Freedom Monument? 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 Freedom Monument 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	Walls	2
Speed	300 mm/s	Top/Bottom Layers	4/3
Temperature	190°C - 210°C	Travel Speed	300 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

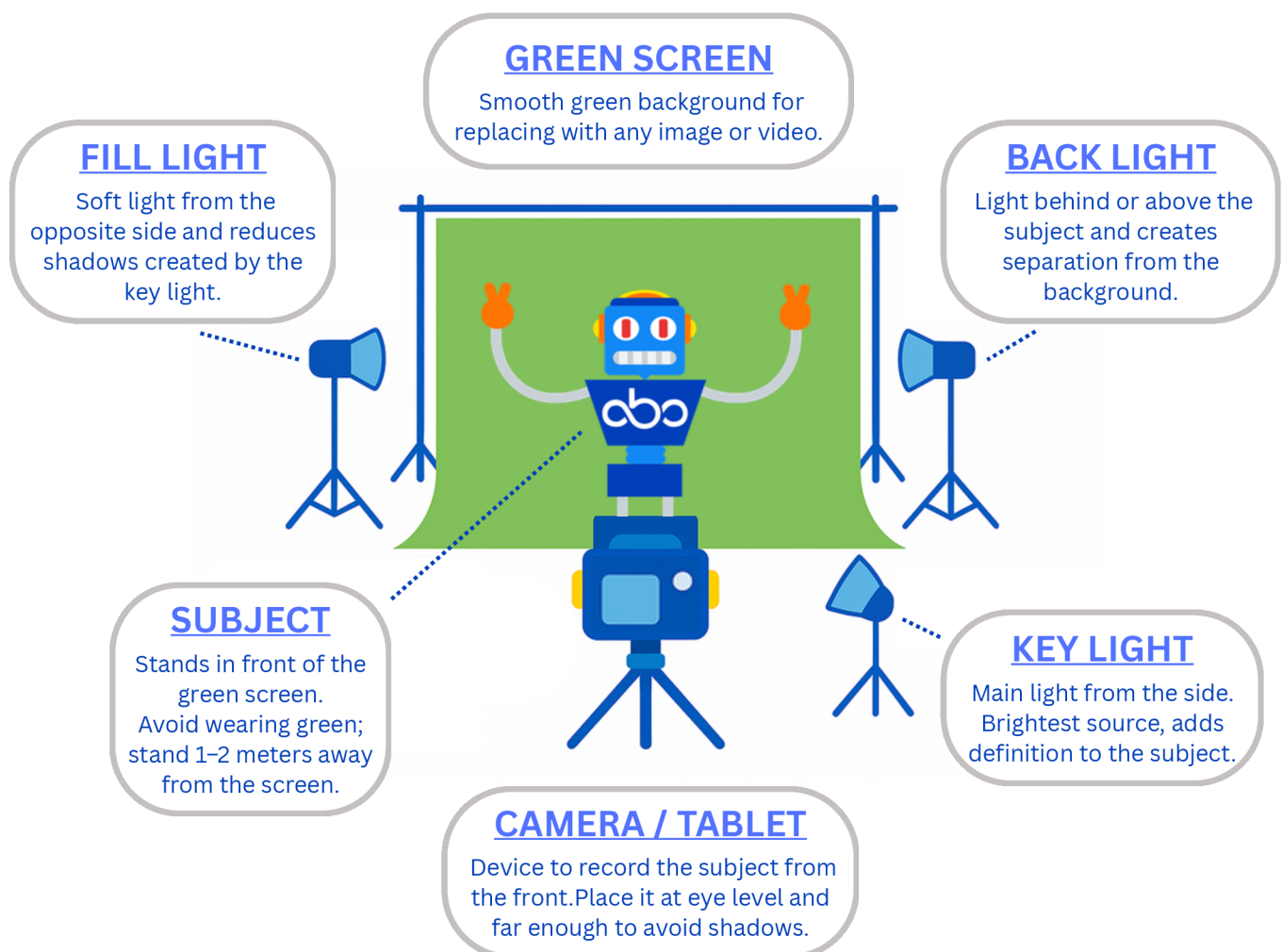
Create a **short video** where you present your virtual tour itinerary of the country you studied, using a **green screen background**.... What do you have to do?

- **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](http://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 castle .....during 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](http://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**

This project has been **co-funded by the Erasmus+ Programme of the European Union**. The content of these educational materials is the sole responsibility of the **EU FOR ALL** consortium, and neither the European Commission nor the Spanish **Service for the Internationalization of Education (SEPIE)** can be held responsible for any use that may be made of the information contained herein.

## **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**

# 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**