



Europeana Education Competition

Terms and Conditions

2021



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Introduction

The Europeana Education Competition 2021 is an educational competition, which is organized in a **two-tiered manner**. **The first branch involves all members of the Europeana Education User Group of 2020-2021 (as part of the [Europeana DSI-4 project](#))** who are automatically eligible for the competition, if they:

In case of teachers

- Created one new Learning Scenario based on an agreed topic using Europeana content and submitted it to the Teaching with Europeana blog as well as commented on one Story of Implementation and Learning Scenario of other colleagues, or
- Wrote a Story of Implementation from the experience of implementing their own or a colleague's Learning Scenario and commented on one Story of Implementation and Learning Scenario of other colleagues for the Teaching with Europeana blog.

In case of museum educators

- Created one learning scenario on an agreed topic using Europeana resources and submitted it to the Teaching with Europeana blog
- Possibly tested (either face-to-face or online) the learning scenario created and wrote a Story of Implementation about it for the Teaching with Europeana blog.

The second branch of the competition is open to all **primary and secondary school teachers, museum educators or any other CHI professional** – e.g. librarians, archivists, curators, etc. – from European Union countries and [Horizon 2020 associated countries](#) who implemented a learning scenario from the Teaching with Europeana blog in their educational activities, either online or face-to-face. Only entries in English, which follow the official competition template, and which are submitted during the official submission period (as outlined in the 'Submission period' section) will be eligible for this competition.

Categories

Categories for User Group teachers and museum educators

Entries of participating User Group teachers and museum group educators will be awarded within the following categories:

- STEAM¹ learning scenarios
- Primary learning scenarios
- Secondary learning scenarios
- Project-based learning² scenarios

¹ STEAM – STEM (Science, Technology, Engineering and Mathematics), together with Arts.

² According to the [Buck Institute for Education](#), project-based learning (PBL) is a teaching method in which students gain knowledge and skills by working for an extended period of time to investigate and respond to an authentic, engaging and complex question, problem, or challenge.

- Cross-curricular³ learning scenarios and holistic topics (e.g.: environmental education/climate change, gender equality/inclusion, citizenship, etc.)
- General learning scenarios
- Non-formal education

Categories for teachers and other educators outside of the project

Participating teachers and educators outside of the project are asked to submit their stories of implementation based on existing learning scenarios from the Teaching with Europeana blog by filling in a pre-defined template and submitting it in one of the following different categories of the competition:

- Implementing STEAM educational activities with arts and science digital heritage
- Teaching with arts and science digital heritage in primary schools
- Teaching with arts and science digital heritage in secondary schools
- Implementing project-based learning with arts and science digital heritage
- Integrating arts and science digital heritage in cross-curricular and holistic topics in the classroom (e.g.: environmental education/climate change, gender equality/inclusion, citizenship, etc.)
- Implementing arts and science digital heritage
- Implementing arts and science digital heritage in a non-formal educational setting such as a museum, museum exhibition, etc.

The exact split will be determined by the number of entries. The list is non-exhaustive; European Schoolnet reserves the right to add or take away from this list at any time.

Entry requirements per category

The entry requirements for each competition category are the following:

Entry requirements for the categories: "STEAM learning scenarios" and "Implementing STEAM educational activities with arts and science digital heritage."

Participants in this category must:

- 1) Create a learning scenario that uses Europeana resources, and is related to STEAM, **or**
- 2) Implement one STEAM-related learning scenario from the Teaching with Europeana blog in their educational activity and have written a story of implementation about it

³ A topic that involves curricula in more than one educational subject.

Entry requirements for the categories: “Primary learning scenarios” and “Teaching with arts and science digital heritage in primary schools”.

Participants in this category must:

- 1) create a primary-level learning scenario that uses Europeana resources, **or**
- 2) implement one primary-level learning scenario from the Teaching with Europeana blog and write a story of implementation about it.

Entry requirements for the categories: “Secondary learning scenarios” and “Teaching with arts and science digital heritage in secondary schools”.

Participants in this category must:

- 1) create a secondary-level learning scenario that uses Europeana resources, **or**
- 2) implement one secondary-level learning scenario from the Teaching with Europeana blog and write a story of implementation about it.

Entry requirements for the categories: “Project-based learning scenarios” and “Implementing project-based learning with arts and science digital heritage”.

Participants in this category must:

- 1) Create a project-based learning scenario that uses Europeana resources, **or**
- 2) Implement one project-based learning scenario from the Teaching with Europeana blog in their classroom and write a story of implementation about it.

Entry requirements for the categories: “Cross-curricular learning scenarios” and “Integrating arts and science digital heritage in cross-curricular and holistic topics”.

Participants in this category must:

- 1) Create a cross-curricular or holistic learning scenario that uses Europeana resources, **or**
- 2) Implement one cross-curricular or holistic learning scenario from the Teaching with Europeana blog and write a story of implementation about it.

Entry requirements for the category “General learning scenarios” and “Implementing arts and science digital heritage”.

Participants in this category must:

- 1) Create a learning scenario that uses Europeana resources, **or**
- 2) Implement one learning scenario from the Teaching with Europeana blog and write a story of implementation about it.

Entry requirements for the category “Non-formal education” and “Implementing arts and science digital heritage in a non-formal educational setting”.

Participants in this category must:

- 1) Create a learning scenario specifically designed for a non-formal educational setting such as a museum exhibition, a library, etc. that uses Europeana resources, **or**
- 2) Implement in the context of a non-formal educational activity one learning scenario from the Teaching with Europeana blog and write a story of implementation about it.

Eligibility

The Europeana Education Competition 2021 is open to **all members of the Europeana Education User Group of 2020-2021 (as part of the [Europeana DSI-4 project](#))** who are automatically eligible for the competition, if they:

In case of teachers

- Created one new Learning Scenario based on an agreed topic using Europeana content and submitted it to the Teaching with Europeana blog as well as commented on one Story of Implementation and Learning Scenario of other colleagues, or
- Wrote a Story of Implementation from the experience of implementing their own or a colleague's Learning Scenario and commented on one Story of Implementation and Learning Scenario of other colleagues for the Teaching with Europeana blog.

In case of museum educators

- Created one learning scenario on an agreed topic using Europeana resources and submitted it to the Teaching with Europeana blog
- Possibly tested (either face-to-face or online) the learning scenario created and wrote a Story of Implementation about it for the Teaching with Europeana blog.

The Europeana Education Competition 2021 is also open to all **primary and secondary school teachers, museum educators and other CHI professionals** – e.g. librarians, archivists, curators, etc. – from European Union countries and [Horizon 2020 associated countries](#) who implemented a learning scenario from the Teaching with Europeana blog in their educational activity. Only entries in English, which follow the official competition template, and which are submitted during the official submission period (as outlined in the 'Submission period' section) will be eligible for this competition.

Participation in the Competition is subject to the rules outlined in this document, which are binding in all respects and not subject to appeal. Due to the high number of works to be evaluated, European Schoolnet will not offer individual feedback or enter into discussions regarding the result of the competition.

Submission

How should User Group teachers submit?

For User Group members, participants must select the category they want to apply to through the submission form of the [STEM Discovery Campaign 2021](#) page and submit

their materials through the [Teaching with Europeana blog](#). Should they wish to withdraw their participation, an e-mail should be sent to giuseppe.mossuti@eun.org stating so.

How should participants outside of the project submit?

For participants outside the project, the competition submission form is available at the following link: [SDC21 - Scientix](#)

Each submission to the competition will consist of one reply to the submission form, filled in by one individual, according to the requirements of each category.

During the submission period of the competition indicated below (in 'Submission period' section), participants can submit their entries by going through the steps below:

Step 1: Prepare their Story of Implementation based on the [competition template](#).

Step 2: Fill in the form found in the [2021 STEM Discovery Campaign page](#)

Step 3: Share the link with their Story of Implementation based on the Competition template and submit the form

Important note: All information must be submitted by the 30 April 2021 at 23:59 Central European Time (CEST) in order to be eligible for the competition. All content included in the submission form (including links with supporting material) must be available for view and download until the end of the submission period. The email address(es) provided in the submission form must be valid.

Submission period

The Competition starts with the **15th of February 2021** and ends on the **30th of April 2021**. Submissions received outside the submission period will not be eligible for participation. The entries will be reviewed over the course of May 2021.

The submitted content

Submitted content by User Group members

The submitted content for the competition shall be an **original creation** and consist of

In case of teachers

- One new Learning Scenario based on an agreed topic using Europeana content as well as a comment on one Story of Implementation and Learning Scenario of other colleagues, or
- A Story of Implementation from the experience of implementing their own or a colleague's Learning Scenario and a comment on one Story of Implementation and Learning Scenario of other colleagues for the Teaching with Europeana blog.

In case of museum educators

- One learning scenario,
- Possibly a Story of Implementation as a result of implementation of own learning scenario.

By participating in the competition, participants agree to present their submitted content under a [Creative Commons License of Attribution ShareAlike \(CC BY-SA\)](#) or [Attribution \(CC BY\)](#) and correctly use suitable licensed Europeana resources.

Submitted content by participants outside of the project

The submitted content for the competition shall be an **original creation by one participant** and consist of a “story of implementation” of one of the learning scenarios on the Teaching with Europeana blog.

The submitted work should:

1. Follow the official [competition template](#) provided in the framework of the competition,
2. Be one standalone document, no attachments will be considered that are not part of the templates provided,
3. Be completely original and not contain any third party's work.

By participating in the competition, participants agree to present their submitted content under a [Creative Commons License of Attribution ShareAlike \(CC BY-SA\)](#) or [Attribution \(CC BY\)](#) and correctly use suitable licensed Europeana resources.

Judging process

Judging process for User Group members

The entries will be considered at two stages:

- 1) A first selection of at least 40 finalists will be carried out by a team of experts Europeana Ambassadors.
- 2) The final 20 winners will be decided by the Europeana Foundation and European Schoolnet together.

Judging process for participants outside the project

The entries will be considered at two stages:

- 1) A first selection of about 10 finalists will be carried out by a team of expert Europeana Ambassadors.
- 2) The final 5 winners will be decided by the Europeana Foundation and European Schoolnet together.

Scoring criteria

The following criteria will be used to evaluate the submissions to the Competition.

- Either one learning scenario and one comment, or one Story of Implementation and one comment (added below a colleague's post) or one learning scenario (and possibly a story of implementation) have been submitted.
- If created, the learning scenario includes Europeana resources, all the sections are filled in and comprehensive.
- If created, the learning scenario makes correct use of suitable licensed Europeana resources.

- If created, the learning scenario is embedded in a coherent blog post. The work is added both in a docx/doc and pdf format.
- The blog post/learning scenario/Story of Implementation is an original work and if it includes images, the correct licenses and sources are attributed for.
- Originality of entries, pertinence, novelty, creativity and pedagogical approach will all be taken into account during the evaluation process. All works should be creative, interesting, attractive and in any other way original.
- Clarity of ideas and conclusions, explaining in a clear way, demonstrating a good understanding of the theme and conveying convincing implementation methods, solutions and messages.
- Usability – if created, your learning scenario should include all the information needed for other educational professionals to implement it in their educational activity.
- Presentation of entries, style, layout, design and good use of technology will be considered.

Awards

1. Following the judging process, several submissions from each category will be selected. The 20 winning participants from the Europeana Educational user group 2020-2021 will be invited to a workshop, with flights and accommodation covered, to be held in **Brussels during the summer 2021**.

The 5 winners non-members of the Europeana Educational user group 2020-2021 will be awarded a certificate and be given the opportunity to become members of the Europeana Education user group 2021-2020.

For user group members, European Schoolnet reserves the right to select an alternate winner in case of non-availability of the selected person.

2. Learning Scenarios, Stories of Implementations, and Comments from winning candidates will be published online, on the Teaching with Europeana blog.

Notification of winners

Potential winners will be contacted by European Schoolnet via the contact information provided when they applied to the project.

In all cases, in order to remain eligible to be awarded with a prize, a winner must respond to the winner notification contact (i.e., via email or comment, as the case may be) and commence the prize claim procedure within 72 hours of transmission/posting of contact. In the event of noncompliance with these requirements, if a potential winner cannot be reached for any reason (including failure to receive or respond to contact for any reason) or if a potential winner is determined to be ineligible or otherwise in violation of these Terms and Conditions, he/she shall be disqualified and forfeit the prize. In case of prize forfeiture, alternate winner(s) will be selected.

Releases: By accepting a prize, the winner allows Europeana Foundation and European Schoolnet to use his/her name and winning submission to be disseminated as the result

of the competition. In case of any problems during the running of the competition, European Schoolnet keeps the right to modify any of the previous conditions.

Entry Restrictions

Entry restrictions for User Group members

User Group members may submit several pieces of work to the Teaching with Europeana blog. They should not use the resource(s) to create several "stories of implementation". Any dispute as to the identity any of the prize winners will be resolved by European Schoolnet and Europeana Foundation in its sole discretion.

Entry restrictions for participants outside the project

There is a limit of **three** submissions for the competition by the same participant.

- DO NOT submit the same "story of implementation" more than once.
- DO NOT use the same resource(s) to create several "stories of implementation".
- A given e-mail account may only be used by one person to participate in the competition. Any dispute as to the identity any of the prize winners will be resolved by European Schoolnet and Europeana Foundation in its sole discretion.

Content Restrictions

Submitted content must comply with the following criteria:

- (a) Content must be original and neither copied, as a whole or partly, nor rephrased from any other source
- (b) Content must be truthful
- (c) Content must not violate the rights of any third party
- (d) Content must not be inappropriate or unfit for publication (e.g. include nudity, obscenity or hate speech)
- (e) If your submission shows faces, please be aware that you **MUST be in possession of the signed authorisation** of all persons appearing in the videos and/or pictures. In addition, for underage students you must get their legal guardians' agreement before using their images. Authorisation form templates are available for both, [young people](#) under 18 years old and for [adults](#). Please be aware that EUN Partnership aisbl will request signed authorizations for all persons appearing on your video/image submitted to the competition if the submission is selected to be published on the portal (short-listed and winners).

License of the content

Applicants accept that the submitted content follows a Creative Commons License of Attribution-ShareAlike (CC BY-SA) or Attribution (CC BY). Details of this license can be found here: <https://creativecommons.org/>

All participants are made aware that in order to use any copyrighted material – images, music, video – they need to be in possession of the permission of the author in written form. EUN Partnership aisbl reserves the right to request clarification on the copyrights

of the materials submitted to the competition. Participants are required to read carefully the full details in sections Content restrictions and Legal aspects.

Legal aspects

All participants must comply with European and national laws including, but not limited to, copyright laws, legislation prohibiting the publication of any defamatory, discriminatory or other illegal content and any other similar laws.

The Europeana Education Competition 2021 ("the Competition") is organized by EUN Partnership aisbl ("Organizer").

By registering and uploading content, contestants declare that the content submitted is their original work and creation. The Organizer does not assume any responsibility for disputes between persons claiming copyrights of content. By registering and uploading content, each contestant declares that the content does not infringe any third-party rights and that they have obtained all necessary rights and licenses from third parties for the use of any materials. Contestants may not use any music that is not in the public domain or for which they have not acquired the necessary rights and licenses. The contestants will be fully responsible to the Organizer for any breach of the conditions contained in this disclaimer and, in particular, will hold the organizer harmless from any actions brought by third parties.

The Organizer reserves the right to exclude proposals submitted for the Competition if it comes to their knowledge that there are copyright infringements or the content contains defamatory, discriminatory or other illegal material or does not comply with national legislation.

By registering and uploading content, the contestants agree that the Organizer shall have the right to make the content freely available for non-commercial educational purposes on the web, CD-ROM or in any other media format for a period of three years starting from the date of the close of entries for the Competition.

By registering and uploading content the contestants declare that all identifiable individuals in their entry consented to the use of their image/performance, the submission of the content in this competition, and the use of the content by the Organizer for non-commercial educational and promotional purposes in all media formats, including the web, for a period of three years from the date of the close of entries for the Competition. Contestants declare that the individuals who have provided content for their submission will sign all necessary documents granting the Organizer, if required by it, the rights free of charge to use the content as indicated above.

For promotional purposes, the winners at national level may be requested to make available a presentation for the Organizer of their entry in a publicly available format, e.g. a trailer, teaser, screenshot etc. By submitting their content, contestants declare their agreement that the Organizer may freely use this presentation in all media formats in its promotional activities of the award, in case it is requested. The Organizer shall have complete discretion regarding how they want to claim and exercise these rights.

Privacy policy

The Organizer will process any personal data in accordance with the "Data Protection and Processing" provisions outlined in the Competition submission form.

All participants are informed that if they are selected as one of the finalists of the Competition, their work will be shared with the members of the Competition Jury, as part of the judging process. No personal information will be shared outside European Schoolnet (legal name: EUN Partnership AISBL) during this process. To ensure impartiality during the judging process, all works will be submitted to the jury under a pseudonym.

Contacts

Participants will be provided with an email address they can contact at any time if they have any questions about the Europeana Education Competition 2021:

giuseppe.mossuti@eun.org

All participants are informed that they have the right to contact the Organizer at any time and ask for corrections to any personal data held on them or ask for it to be deleted:

By e-mail: privacy@eun.org

By Mail:

Data Controller/Internal Auditor
EUN Partnership aisbl
Rue de Trèves 61
B-1040 Brussels
Data controller/Internal Auditor

If participants feel that the Organiser has not dealt correctly with any personal data (see section above) or wish to make an official complaint, they will be given the contact details of the Belgian Data Protection Authorities:

Belgian Data Protection Authority

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1000 Bruxelles
+32 (0)2 274 48 00
+32 (0)2 274 48 35 contact@apd-gba.be



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