

EVENT DESCRIPTION SHEET

PROJECT	
Participant:	KRIZEVACKI LABORATORIJ INOVACIJA ZA KLIMU (KLIK)
PIC number:	887716065
Project name and acronym:	Placemaking for Citizen-led Missions in SE Europe (PLACE)

EVENT DESCRIPTION	
Event number:	11
Event name:	Community Placemaking Workshop - Outside the classroom: shaping smart landscapes of the school environment
Type:	Workshop
In situ/online:	In situ
Location:	Street bana Josipa Jelačića 23, Križevci, (Elementary school Vladimir Nazor)
Date(s):	November 23, 2023
Website(s) (if any):	-
Participants	
Female:	30
Male:	1
Non-binary	0
From Croatia:	31
Total number of participants:	31
From total number of countries:	1
Description	
<i>Provide a short description of the event and its activities.</i>	
<p>Introduction</p> <p>A local placemaking workshop was held at Vladimir Nazor Elementary School in Križevci as part of the PLACE project (Placemaking for citizen-led Missions in SE Europe). The idea for the workshop came from the teachers themselves, who realized that children spend too much time indoors from an early age - either in class, extended stay at school or at home. The school environment is full of underutilized public spaces that could be redesigned to provide a better experience for children who spend most of the day in the school area.</p> <p>Event Overview</p> <p>Right at the beginning of the workshop, participants were introduced to the PLACE project, which gave them a clear understanding of the principles of placemaking and demonstrated</p>	

its potential and possibilities. Placemaking is an innovative approach that encourages citizens and the community to actively shape public spaces according to their own needs and desires. The aim is to create functional but also inspiring public spaces that foster a sense of belonging and social connectedness among community members.

After the introduction, the participants were introduced to the "Place Game", a tool for designing places. They promised to carry out this activity next spring, weather permitting, with the pupils "in the field" around the school. Their goal is to get concrete ideas from the pupils on how to improve the school environment according to their needs and desires. Following the explanation of the "Place Game" tool, we conducted the "wish box" game in the workshop, where we asked the workshop participants to visualize the space around the school as it is now and how they would like it to be more functional and beautiful for use by the children and for themselves. They put their ideas on paper and placed them in the "wish box".

Insights and Lessons Learnt

The workshop encouraged participants to think openly about the environment they want for their children's future. The participants developed several interesting ideas for the design of the public space around the school. After they had written down their ideas, we opened the "wish box" and discussed the collected suggestions. Some of these included building an outdoor classroom, designing a playground and freshening up concrete surfaces with paint, creating a vegetable garden where the children can grow their own vegetables, restricting car traffic near the school for the safety of the children, and improving bus waiting areas and park lighting, as well as construction of a weather station.

Some of the participants are already active in other associations and have shown interest in using the placemaking approach to improve the spaces they use. This clearly shows that the workshop has succeeded in raising awareness of the importance of placemaking as a tool for improving the urban environment and promoting the wider application of this approach. Participants are encouraged to actively participate in creating a more sustainable environment for the community.

As a result of the workshop, a collaboration has been agreed in which the Križevački laboratorij inovacija za klimu (KLIK) will help implement one of the ideas that the teachers, together with the children, will select as the best by helping to create and submit a project proposal for the best idea as part of a public call for donations next year.

Participants

31 individuals from 1 EU member state participated in this Community Placemaking Workshop. Of the participants, 30 identified themselves as female and 1 as male.

This EDS is published at www.korimako.org (see PLACE project page under 'Our Projects')

