'What have you done to my son'?

"The program was boring, but the evenings made it all worthwhile"

Erasmus Impact Study reveals: 1 million babies born to Erasmus couples since 1987



10 rules
of European project design

Bawa 2013

Rule #1

Don't *talk* about Europe. DO it. BE it.

- find a meaningful content to work on together
- look for activities that are not (too) language-based
- the REAL goal and meaningful content is ….

Rule #2

Good people

- Find them
  - within your own school
  - EU partners
- Treat them well; work on the relationship itself
  - project is a means, not a goal in itself
- Hold on to them

Rule #3

Internal Public relationships matter

- Build your team and respect them
- Diplomacy towards sceptical ‘other’ teachers

10 rules of European project design

Rule #4

Build your team #2: Find yourself

- a João (official papers)
- an Elke (follow the money)
- Plus: an internal PR agent

Rule #5

Nothing is ever a complete failure –

it can always serve as a bad example

- Content-wise: the *failing experiment* principle: you learn more from failing than from being told what to do

- Relationships: disliking someone is also a relationship. At least they are not ‘strangers’

Rule #6

Erasmus makes you happy

- You become a stronger individual
- By choosing to rise to the occasion of a difficult challenge
- To work together with other people, (including ‘strangers’)
- Towards a common, meaningful goal

Rule #6

- You become a stronger individual
- By choosing to rise to the occasion of a difficult challenge
- To work together with other people, (including 'strangers')
- Towards a common, meaningful goal, mainly:
  - Becoming a stronger individual
  - By choosing to rise to the occasion of a difficult challenge
  - To work together with other people, (including 'strangers')
  - Towards a common, meaningful goal
  - … often creating lasting, solid relationships
    - Inside and outside your school

Rule #7

Don’t annoy people with 10 rules
if 7 will do