

CRIME SOLVING

proiect derulat de: (Vasile Roxana si Sescioreanu Stefania)

MY SCHOOL ENTERPRISE

social entrepreneurship projects – competition organised by Liceul Teoretic "Ovidius"

MOTIVATION

As new students in Ovidius Highschool we decided that it would be nice to take part at some activities. We have never heard about projects like Erasmus, Ovicon and other similar pursuits, so since we found it interesting we thought it was a good idea to give it a chance. It is actually really fascinating to collaborate with other students and get to know their hobbies and interests, this is another reason that gave us a boost of motivation. Seeing people working together, sharing opinions and the most important, having fun it's a big achievement for us, knowing we did this. On the other hand, the trip in a foreign country, meeting new people and learn about different cultures it's a huge stimulation. To keep it short, we are open to new opportunities and to exceed our limits.

CONCEPT PRESENTATION

How did your project come to life? What was the idea that sparked this project?

Everything started from a spur of the moment, first as a joke thinking we wouldn't be able to actually do it. Both of us are two passionate readers, so what better dream could we have if not to bring the fictional stories to reality. The most accessible genre was thriller, so here we are, trying to figure out how to get this working. We thought it was an unusual activity and that it would be a good thing to come up with something new. We inspired from famous crime cases found on the internet, from books and movies, then with an implemented idea we started our journey.

ACTIVITIES – promotion

How did you promote your project? How did the potential beneficiaries hear about the activities you planned?

Firstly, we announced our project through the vice president of the students council, who sent the invitation and the google forms for registration. Halfway through the activity, we also gave a short presentation of the project to the other classes and left some posters with contact numbers and other information. We talked with some online school web sites/magazines to promote our club and we put, as weel, some posters on the school notice board and on the walls. Besides all of the above, our club has a social media account and a WhatsApp group. The news of our club spread among the students, so at some of the meetings we had surprise participants, who were brought by their friends.

CALENDAR OF EVENTS / ACTIVITIES

Start date. Dates of activities / workshops / events, etc (for projects that took place in person) Important dates in the evolution of your project (especially for online projects)

(add as many slides as necessary / if you have more details / data to share in this section)

The registrations began on 3rd December, when the club was announced among the students. We only had activities that took place in person and from December to February we supported 8 meetings (2 months, excluding the holidays). The first gathering occurred on 7th December, but then there were several inconveniences, such as the national simulations and the winter vacation, not being able to hold any more meetings until January. Starting with the new year our club took place on Wednesday and Friday, alternating one week with another. On the 19th of January we promoted again our project to the other classes and continued to have meetings

ACTIVITIES – beneficiaries

How many participants took part in your activities?

How many beneficiaries did your project reach (online / offline)?

Demonstrate the audience of your project (attendance lists, pictures, screenshots, site visits / statistics, etc)

Cati participanti au fost la fiecare din intalnirile voastre?

La cati beneficiari ati ajuns? (online)

Demonstrati audienta proiectului vostru (liste de prezenta, poze, capturi de ecran, numar de accesari ale siteului, etc)

(add slides if necessary)

ACTIVITIES-beneficiaries

We had quick results, given that the message(with the announcement) was sent in the evening, around 21:00 and we already had 10 participants. During the next 2-3 days we already had 20 people and throughout the whole activity we reached a maximum number of 28. The number of people involved in the activity vary between 5-18. We were open, so everyone came according to their own possibilities, at one meeting there were 5 people, and at another completely different persons.







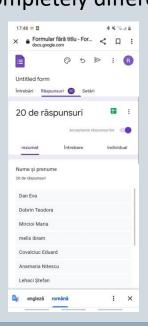




PHOTO GALLERY

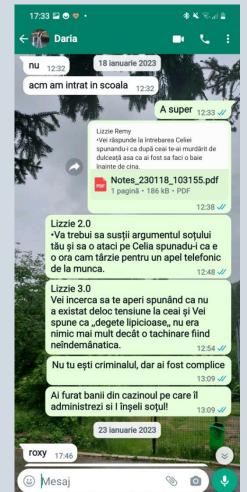








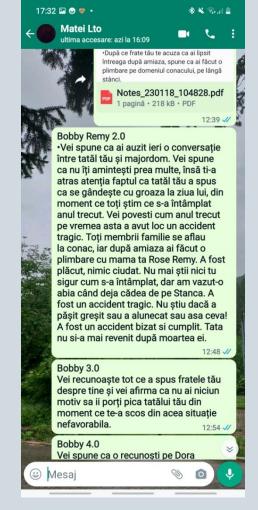




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This was a role-play activity, where the participants were assigned a character each, with the necessary information received from us, they communicated with each other and revealed the criminal. This game was inspired from a book called "Kill Joy", by Holly Jackson.