

Texts: https://www.paidika-paramythia.gr/

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About AR4Youth

Training Young People on Augmented Reality Authoring Showcasing Intangible Cultural Assets as Use Cases (AR4Youth) is a project funded by the Erasmus+Programme of the European Union coordinated by the Research & Innovation Center for Social and Educational Sciences (RISC) and in partnership with organisations from the Netherlands (ATERMON), Cyprus (Fairy Tale Museum), Lithuania (Active Youth), Greece (AKNOW) and Estonia (Eesti People to People). AR4Youth centralises at training young people in conceiving, designing and implementing an Augmented Reality (AR) project for digitising and augmenting books, guides or manuals. Acknowledging, in addition, the necessity of preserving our cultural heritage which constitutes the basis of our values, beliefs and aspirations, and responding to the Sustainable Development Goal (SDG) 11.4 to "strengthen efforts to protect and safeguard the world's cultural and natural heritage", the project will use as case studies Greek, Lithuanian and Estonian fairy tales, myths and legends which will be transformed into digitally AR texts and preserved in the project's Cultural Digital Library.

To address the abovementioned scope, the project will aim to achieve the following objectives:

- -To enhance advanced digital skills (i.e., use of AR technologies) of young people with special emphasis on NEETs (Not in Education, Employment or Training);
- -To equip young people with competitive qualifications for either entering the labour market or for conceiving their own entrepreneurial future;
- -To raise the awareness of young people on the cultural heritage aspects of partner countries:
- -To sensitise them into the importance of preserving cultural heritage and more specifically the traditional fairy tales, myths and legends through digitisation;
- -To increase the quality and innovation of youth work through the creation of advanced digital training.

More information about the project and its activities is available at the project's website https://www.ar4youth.eu/, and Facebook account (@AR4Youth).

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The tortoise stopped, turned to the hare and said:
- How about we run a race to see who's the fastest of the two?

That's it!

The hare fell down and started laughing. But seeing that the turtle remained serious, the hare understood that the tortoise did not tell this as a joke, so it accepted the challenge.

Being the most suitable, the fox defined the point where they would start, the route and the end point.





he race was set for the next morning and indeed, the two contestants as well as many forest animals were at the starting point early in the morning.

The fox gave the signal and the race started.

Without losing time, the turtle began to walk, slowly of course but persistently and non-stop, and had already covered the first few centimetres of the route.

Seeing the pace of the tortoise, and feeling sleepy as it

was very early in the morning, the hare thought to take a nap, and when it would wake up it would run as he only can, and it would definitely finish first.

So, the turtle continued to walk and walk persistently without giving up, and covering more and more of the route. But the hare slept deeply!



uch time passed and at some point, the hare woke up. "Time for a little run, to get the winner's prize" it thought arrogantly and set off.

But the hare was very surprised it could not see the turtle anywhere. For a moment it thought that the turtle gave up on the fight since it had certainly lost it anyway. But do you know exactly when the hare went crazy?



When it reached the finish point, the hare saw the turtle waiting for it chewing a leaf and having a triumphant expression on its face.

So, the tortoise beat the hare at the race, not of course because it ran faster than the hare, but because it remained focused on its purpose and did not show arrogance like the hare...



