

MYTHS OF
Aesop



The Fox & the Crow

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About AR4Youth

Training Young People on Augmented Reality Authoring Showcasing Intangible Cultural Assets as Use Cases ([AR4Youth](https://www.ar4youth.eu/)) is a project funded by the Erasmus+ Programme of the European Union coordinated by the Research & Innovation Center for Social and Educational Sciences ([RISC](https://www.risc.gr/)) and in partnership with organisations from the Netherlands ([ATERMON](https://www.atermon.nl/)), Cyprus ([Fairy Tale Museum](https://www.fairytalemuseum.org.cy/)), Lithuania ([Active Youth](https://www.activeyouth.eu/)), Greece ([AKNOW](https://www.aknow.gr/)) and Estonia ([Eesti People to People](https://www.eestipeopletopeople.eu/)).

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).

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

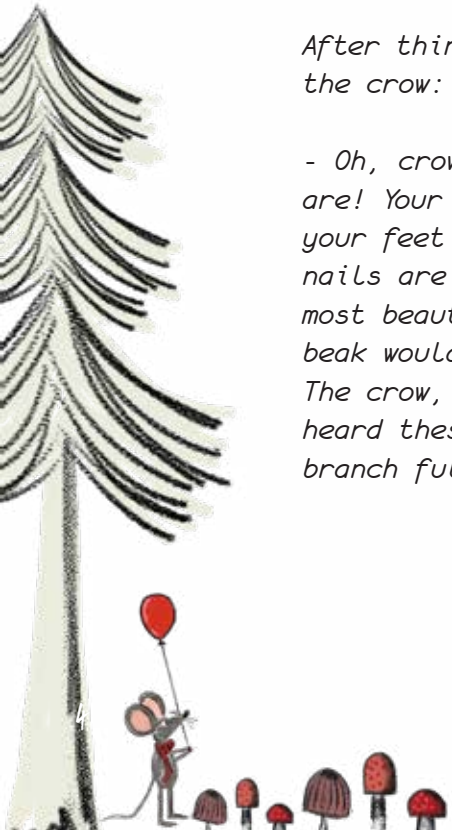
Once upon a time there was a haughty crow who thought it was smart and beautiful. One day, the crow found a piece of cheese, grabbed it and sat on the branch of an olive tree to eat it quietly.

At that moment, a cunning and hungry fox passed under the tree.

As soon as the fox saw the cheese in the crow's mouth it began to salivate. And since it could not climb the tree to steal the cheese from the crow's mouth, the fox began thinking what to do to trick the crow into taking the cheese from its mouth.

After thinking carefully, the fox says to the crow:

- Oh, crow, what a beautiful bird you are! Your plumage is black and shining, your feet are thin and beautiful, and your nails are like pearls. Your eyes are the most beautiful and the smartest and your beak would make all birds envious! The crow, which was foolish, as soon as it heard these words, began to boast on the branch full of pride and joy.





Kra

Kra

Kra



The fox continued by saying:

- With as much beauty and intelligence as you have, you should be the king of all birds. Oh, how I would like to hear your voice! I'm sure it will be sweeter than the nightingale!

The crow was very happy with all that it heard and opened its beak to sing:

- Kra, Kra, Kra...

But as soon as it opened its beak, the cheese fell down and the sly fox opened its mouth and ate it!

Then the fox turned and said to the crow:

- You stupid crow, stop singing with your ugly voice. If you had some brain, you would now be full and I would be fasting, but I fooled you and ate your cheese. Bye for now and next time be more careful of those who flatter you because they may trick you again!





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