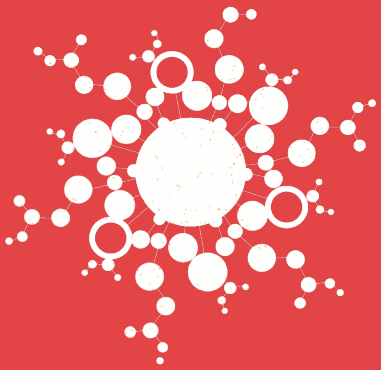




Traditional and Digital Animation



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Traditional and Digital Animation

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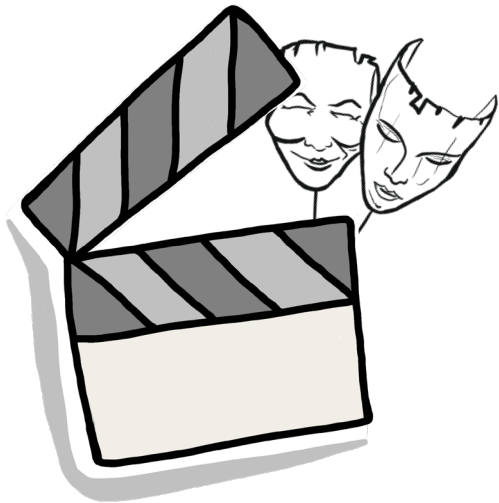
layout and graphics: Alisia Damian-Coantă

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Traditional and Digital Animation

Connecting the world by non-formal digital education.

the 6th edition of Connector aims to create the virtual space and context in which people involved in learning can become familiar with and put in practice different non-formal learning methods. Even though it takes place online, the event will keep its participative and interactive approach, with a focus on direct experience.

CONNECTOR 2021 workshop

Think for three seconds of a story, animated or not, that shaped a bit of who you are! Animation means moving images. It is an optical illusion, almost like a magic trick done thoroughly. Animation is storytelling and empowering people to tell (their) stories using characters, imagined/real-life inspired worlds and, most importantly, their feelings and their imagination.

We will be using simple instruments like our imagination, the stories we want to put in the world, the stories we love, some objects we have around the house, a free app and a tablet. Animation is a method that helps each of us shape the world within, but also the world outside.



Anca Manolache

Emotions & Storytelling is our thing.
We love making stories that move.
We come up with the idea, we write the script, we illustrate and animate, sometimes we do the voices.

We explore with styles, forms, colours, words and music. I take my daily dose of writing and animation at Vână Animation Studio
(Co-founder / Producer & Writer)

www.vana.ro



Adele Coulloudon

I'm Adèle, I love traveling, cats... and animation, of course!

Those three are my passions driven life, and I'm putting all my effort into managing them all together.

www.adelecoulloudon.com

Introduction to animation Or SYNOPSIS

5 teachers and a researcher enter an online animation class. They don't know exactly what to expect, but they really hope to learn something fun to use in their daily jobs, which they loved a lot and were very devoted to.

In this online class, they meet their trainers and the first thing their trainers tell them is to take 2-3 minutes to think of their life as a story. And then another 3 minutes to tell that story to all of us. And this is where the magic starts.

All these stories create a bond to begin with - we feel like we know each other, and more so, we feel either admiration or some sort of connection to the other persons, including the trainers'. Because all the stories told have some truths in common: search to be better, courage to change, youth in spirit. This is why they were all together there, in that online class - they were linked by these values. Telling the stories helped them understand each other beyond what they saw in the zoom window, helped them connect and it created a meaningful, relaxed and even intimate (as in friendly) context of learning.

Animation is the art of moving still images. Bringing them to life. Putting soul into their stillness. There are different kinds of animation and animation techniques, but they all have this in common: in some way or another (*more emotional or more rational*), all animations tell a story. You can tell anything with an animation, because you can tell anything with a story. Once told, that animated story brings us together: pupils closer to what teachers have to say, students closer to what their master programs have to offer, teachers closer to their objectives.

—
**Animation
is the art of
moving still images.**
—

And this is the one most important thing that you (should) get out of this method: that we all have information and truths and questions and subjects to deliver, heavy or light, and that it can all be told with a story. An animated one. Because it is nice to watch, easy to understand and brings a funny warmth to the soul.

And the audience will appreciate and respond to it, each in its own way:

- they will visualize the information you want to deliver
- they will remember it, because they have seen it, not just heard it in theory
- they will understand it, because it was explained in an entertaining and interactive way - that makes them participants in a fun game, not only listeners.

P.S.: Synopsis is the first phase of an animated story, before turning it into a script and then entering into the visual part.

It is the main idea, told to see if it catches.

(insert video) [Brief history of animation](#)



How Can Animation Help You & How to Learn Animation When You Are Not An Animator?

How can animation help you?

- It can send your message to your audience while making sure it sticks with them.
- It can deliver your message in an entertaining way.
- It can turn heavy, abstract or harder to understand information into easy to understand and palpable visuals.
- It can demonstrate and show what you are saying, while you are saying.
- It engages the learners, the audience.
- It can be shown online and offline. It can be done online and offline.
- It is fun and attuned to the way the audience consumes information in our age.

Best example we can offer is the two made by one of the method's participants.

#1 Making math fun for 2nd graders: *Ex. Aura - exercițiul de matematică (fun, looks like a game you could play)*

#2 Connecting with your children using empathy in a fresh visual way: *Ex. Aura - Exercițiul de "Teacher, leave the kids alone" (empatizare)*

What can you learn about animation, when you are not a professional animator?

You can learn the process of animation and what it means to make an animation from head to toe.

You can consciously work in a partnership with a professional animator. You will know what to ask and what you can ask from the project, what it means and what you can expect of it. You will have the right expectations.

You can learn a few simple animation tools - apps that are easy to use - with which you can make an animation yourself.

You can better understand how to benefit from an animation in your line of work.

You can envision ways of using animation to deliver your information and your message.

You can empower your students and colleagues to deliver their message in a creative way.



The different types of animation that you can use

Traditional & 2D Digital Animation

Drawing by drawing, put on a speed timeline, we create movement. This is done in a two dimensional space (they have width and length, but no depth).

3D Animation

We use computer graphics to generate objects that move in a three dimensional space. We can move and rotate them as in real life, with the help of geometry and computer programs.

Motion Graphics

We make graphics, design elements to move - we bring them to life. We mainly use motion graphics in explainers or as support for presenting an idea, in title sequences or purely esthetic.

Stop Motion Animation

We use physical objects, which we photograph stance by stance in order to create movement on a given trajectory - to get the narrative that you want.

[Here is an example](#)

of the same bouncing object, animated in 5 different ways:



What kind of animation can you do, when you are not a professional?

With some basic tutorials and no need for advanced artistic skills, you can successfully try 2D / frame by frame animation and Stop motion with these 2 simple apps for phone/tablet:



#1 Flipaclip (for 2D animation)

Tutorial: <https://www.youtube.com/watch?v=X>

Download it from:

<https://play.google.com/store/apps/>

<https://apps.apple.com/us/app/flipaclip-create-2d-animation>



#2 Stop motion Studio (for DIY stop motion)

<https://apps.apple.com/us/app/stop-motion-studio/>

<https://play.google.com/store/apps/details>



Krita (if you want a more sophisticated but still simple to navigate tool for desktop)

Tutorial: <https://www.youtube.com/watch>

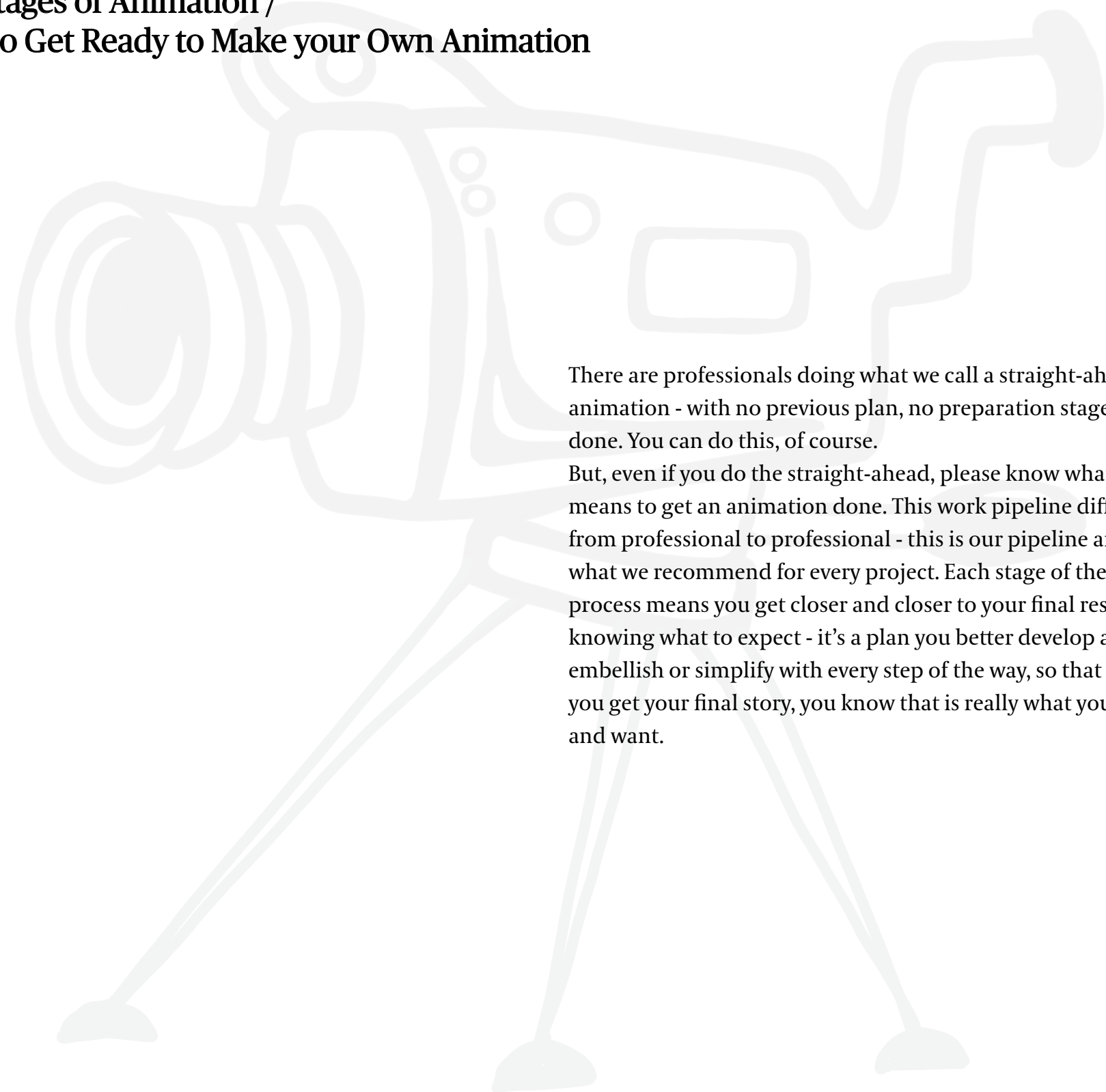
And here is a fun tool to use and get some animation done the old school way, drawing each frame and then putting it all together in a small book. At the end, just flip it:

A Flipbook: <https://www.youtube.com/watch>

You can also find partners that are professional writers and animators who can help you with a bigger or more important project, done professionally. You will know what you want, what to ask and how to evaluate the work they are doing on a more applied level.



The Stages of Animation / How to Get Ready to Make your Own Animation



There are professionals doing what we call a straight-ahead animation - with no previous plan, no preparation stages done. You can do this, of course.

But, even if you do the straight-ahead, please know what it means to get an animation done. This work pipeline differs from professional to professional - this is our pipeline and what we recommend for every project. Each stage of the process means you get closer and closer to your final result knowing what to expect - it's a plan you better develop and embellish or simplify with every step of the way, so that when you get your final story, you know that is really what you need and want.



#1 Synopsis & Script

The Synopsis is the idea of your animation, written in 3-4 lines where you describe what is your story and what is the plot of your story.

The Script is the whole written story of your animation. It is not a narration, not a small novel. It is an animation script, so it has to contain descriptive explicit action + dialogue that will tell your story the best way you see fit.

It contains place, space, location, small character descriptions, dialogues as well as directorial indications. The most important thing, it contains conflict - every good story has a small conflict to it.

How to write a script

- A.

The Font: Courier 12
(1 written page = 1 minute of animation)

B. How you specify time and place:
At the beginning of a scene, you write in abbreviations where we are and what moment of the day it is to the left of the page :
(Ex.)
Interior/Exterior
Kitchen / Metro Station / Laboratory
Day / Night / Morning / Evening zi

EXT.Laboratory.Morning
- C.

How you mark action
You write everything that happens in that scene and how it happens. But at the beginning of the paragraph, you mark it with ACT. / ACTION
(Ex.)
EXT.Laboratory.Morning
ACT:
The student stopped in front of the two doors, looking confused. The doors opened before him. He turned and walked away.
- D.

How you mark dialogue
We write the dialogue in the middle. Before the lines, we write the name of the character who speaks. Between brackets, under the character’s name, we write any acting indications we have.
(Ex.)
EXT.Laboratory.Morning
ACT:
The student stopped in front of the two doors, looking confused. The doors opened before him. He turned and walked away.

Voice
(calm and ferm):
Why are you leaving? Don’t leave. Not yet.

What elements should your story include

A believable universe: either real or fantasy, you have to put me there in your universe and I need to believe that I am there and that for the rest of the story, that is the universe I will be living in.

CHARACTERS

Characters that are real (*they have faults, they have ugly parts, they have good parts*). This is what makes people relate to your story - real characters, not ideal ones that act all perfect (*because they feel fake*).

SITUATIONS

Put your characters in situations that show their character (*don’t tell me who they are, show me*).

CONFLICT

The conflict: conflict is the main key to a good story (*it can be an inner conflict - the best ones usually are, it can be outside conflicts*). The conflict is why you are doing the whole story and why the audience sticks wit it - to see how it goes, how you solve it.

OBSTACLES

The obstacles that get in the way of your character and his desire / need/ plan.

SOLUTIONS

The solutions the character finds and how that change him
An ending (*the audience needs to know where they stand at the end*).

Examples of Script to Screen :

Toy Story - <https://www.youtube.com/watch?v=2BTQRYzNL-E>
Wall - E - <https://www.youtube.com/watch?v=yTkenVTYyic>
UP: <https://www.youtube.com/watch?v=AyYGoGGvErE&t=27s>

[illegible]

Nr.

#2 Storyboard

The storyboard is the first sketch of your animation. It contains all the main frames of your story (all the main actions), in chronological order.

Each frame = an action.

And it helps you better see your story - which angles to choose, what changes you should make. It also helps you show the first draft of your story to others.

What should your storyboard include

- The sketch of the action
- The written description of the action (taken from the script)
- The dialogue (if it applies)
- The music / sounds that we hear during that action (if it applies)

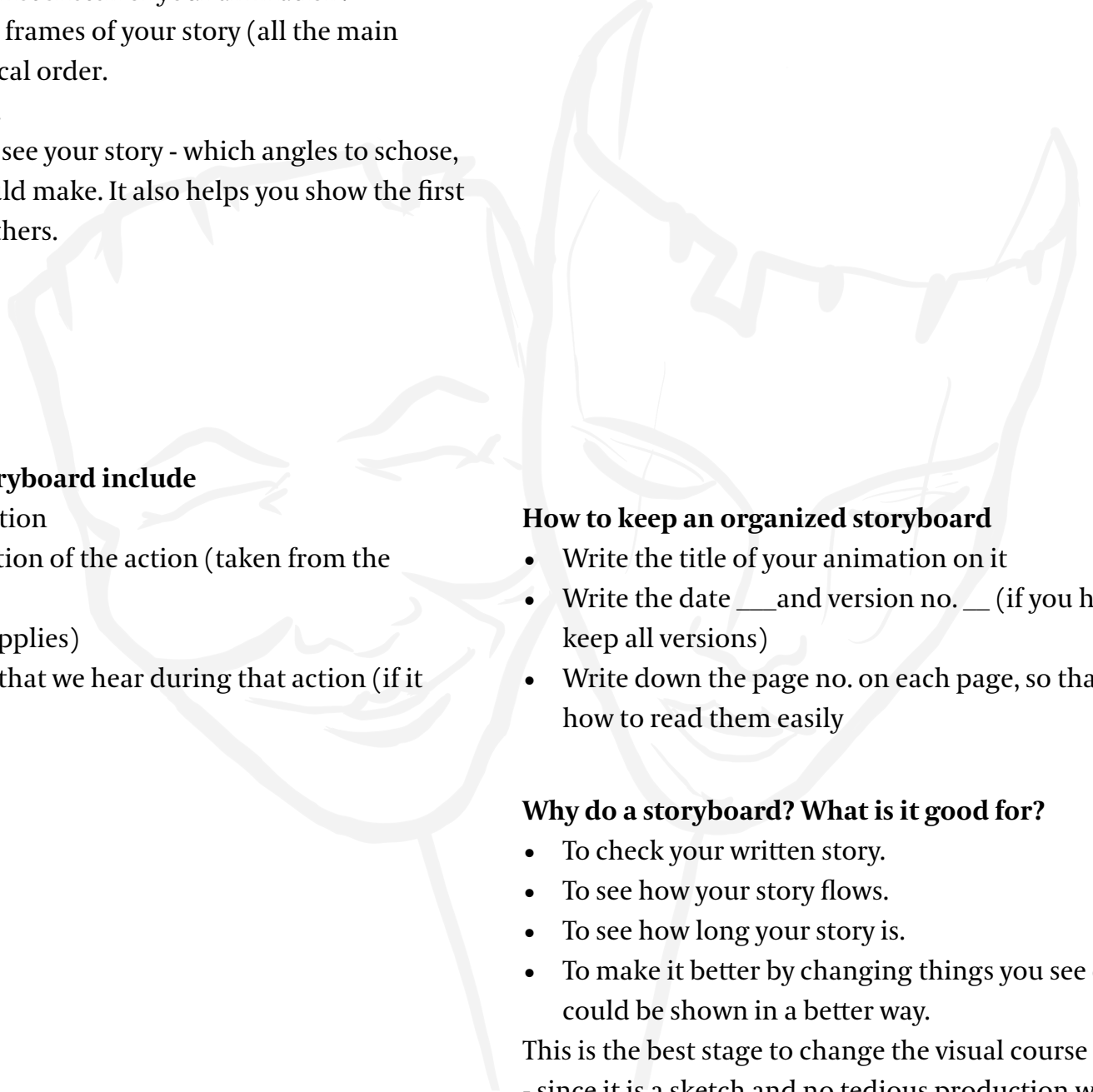
How to keep an organized storyboard

- Write the title of your animation on it
- Write the date __ and version no. __ (if you have changes, keep all versions)
- Write down the page no. on each page, so that you know how to read them easily

Why do a storyboard? What is it good for?

- To check your written story.
- To see how your story flows.
- To see how long your story is.
- To make it better by changing things you see don't work or could be shown in a better way.

This is the best stage to change the visual course of your story - since it is a sketch and no tedious production work has been done yet.

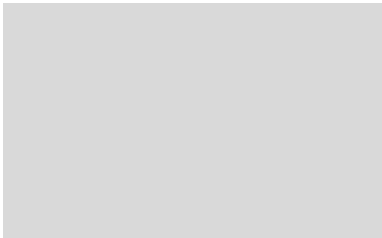
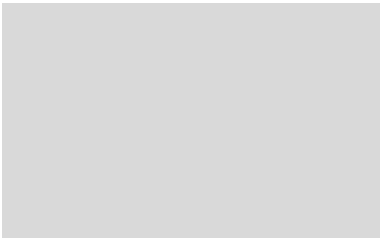
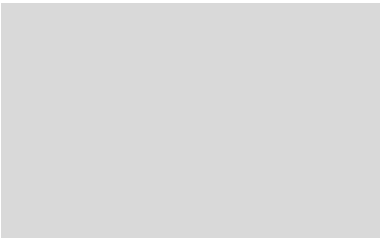




Storyboard Templates to help you get started:

PROJECT

Page 1of 1



SCRIPT

Enter text here.

SCRIPT

Enter text here.

SCRIPT

Enter text here.

ACTION

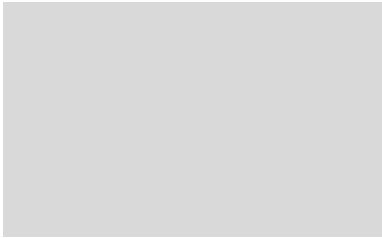
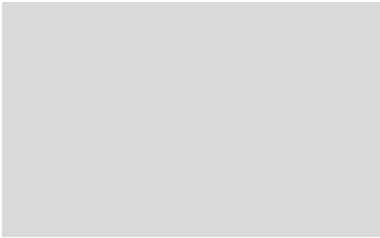
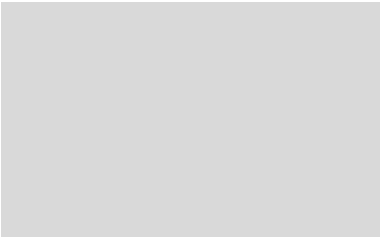
Enter text here.

ACTION

Enter text here.

ACTION

Enter text here.



SCRIPT

Enter text here.

SCRIPT

Enter text here.

SCRIPT

Enter text here.

ACTION

Enter text here.

ACTION

Enter text here.

ACTION

Enter text here.



Storyboard:

Date:

Actions/Dialogue:

Sound:

Actions/Dialogue:

Sound:

Actions/Dialogue:

Sound:

Actions/Dialogue:

Sound:

Actions/Dialogue:

Sound:

Actions/Dialogue:

Sound:

#3 Visual Development (Backgrounds / Character design)

How do you want your animation to look?

This is what visual development is: creating the visual universe of your animation. When doing so, regardless of the chosen technique, take into consideration:

The characters - how are they, how do they look, what is their personality?

The background - how does the world where these characters live and work and do what they do look like?

These two elements, combined, are your story's visual universe.

It can be real, inspired from reality, total fiction or a combination of. It is the world you are creating and it should be as detailed or as minimalist as you believe it better helps your story.

How to create this visual universe?

1. *Know your story, feel your story, live your story.* When you write it, what do you imagine? When you read it, what do you see? Note down the main characteristics: shapes, colors, details, textures, patterns.

2. With the answers from 1 in mind, *do some research of how others approached the subject.* This will open up your visual horizon, as well as help you see more clearly the visual solutions. And they will inspire you. Save the best references in a mood board or a folder.

3. Get back to question 1 and, based on your storyboard / script / animatic, *start building the visual universe of your story:* sketch it, draw it or build it from elements (stop motion). Build it frame by frame, exactly like in the storyboard / animatic.

Build your characters

Characters, even if fictional, are very real. They are inspired from people we know, from details we admire or traits of character that amuse or bug us.

Example of building a character:

A. Think of *how your character looks on the outside:* what do people see when they look at it?

You can use this simple list to start with:

Tall Short Fat Thin Muscular Athletic Slim Long
Red Blonde Short hair Long hair Straight hair Brunette
Glasses With freckles With scar Lamb eyes Pointy nose

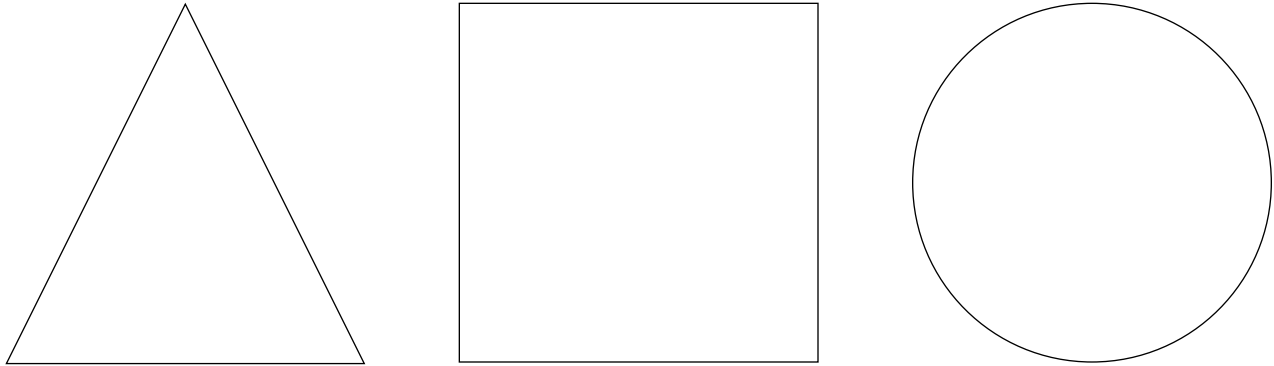
B. *How is your character's personality, how is he as in feeling, emotions, traits of character?*

You can use this simple list to start with:

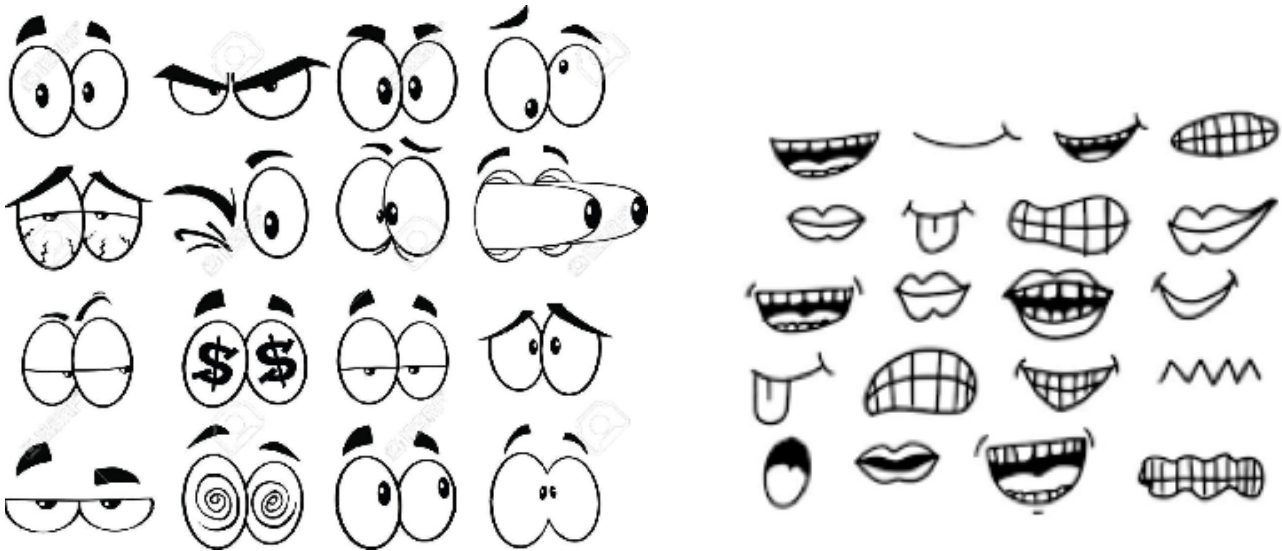
Scared Confident Courageous Jealous Kind Uncertain Rebel
Forgetful Greedy Generous Ambitious Loving Honest Quiet
Worried Optimistic



C. And here are some basic shapes to start with, for your character's body:



D. And you can play with these facial expressions to get a taste of how you want your character to look like:



Start here and build your character until you know you got what you were looking for.



#4 Animatic

The animatic is the storyboard put on a timeline, so that you know for how long you move something or you need to stay on that image, so that it is easy to understand or transmit the message you want.

What should your animatic include

All the frames of your animation - Each frame from the animatic is a sequence or an action from your story.

Voice, if you want to use voice: it is important to record the voice and put it in the animatic. This way, you know how the voice fits with what you see or how much time your visuals need to match with the voice.

Sound, if you have any. This way, you know the rhythm of your animation. Take into consideration intro (introductory) and outro (final) cardboards, so that you include them too in your animatic.

How to do an animatic

Put all the frames/illustrations you will use in your animation in the program you are using. Once there, make sure you set the right amount of time for each frame - lengthen, shorten in order to get the rhythm and understanding you need.

Introduce more drawing or small sketches of animation to make sure you get the rhythm you want, because the animation will be based on what you set in this stage.

What is an animatic good for?

It is the skeleton, the structure of your animation - with it, you know where to start from, where to finish and what you need to do in between these 2 points. The animatic sets your way and all the important pit stops on that way, so you don't get lost when you are actually there.

Reference: <https://www.youtube.com/watch>



#5 Animation (Production, Lights, Set-Up)

Here is when everything is put together and you need to do some extra effort.

Once you chose your animation technique - go back to chapter "How Can Animation Help You &

How to Learn Animation When You Are Not An Animator?", please - and once you know the visual style of you animation - go back to chapter "Visual Development - Backgrounds / Character design", you are ready to bring it all together.

Based on the animatic you have, you start your production. For this workshop, we used the stop motion technique, so our production meant:

- A. A list of all the objects we want to use
- B. Making the characters using objects, drawings, clay, etc.
- C. Setting up our background (the set-up): where the action takes place and what is it made of + making it
- D. Setting up our lights (from a night lamp to a professional lighting, it all works) - you just need to make sure you have the same light
- E. And action! We start photographing every frame and every in between action, so that it looks natural.

#6 Music & Sound

Sound Design is a very important part of an animation. It means: music + sound effects + voice.

All of these offer a new dimension to your animation:

The voice narrates, explains, and makes the message clear.

The music sets the rhythm and shows the vibe of the animation, it completes the story.

The sound effects are like punctuation marks - they put focus on different aspects, details and complete the story without the audience even noticing.

For a 2D animation, what you have to do is use the animation program you chose and draw, frame by frame, all your actions.

We do it in a 2 phase process:

1. Rough animation: animation done just as line animation (like you would draw it with a pencil - a sketch)
 2. Clean-up animation: when we fill those roughs with color and make them look just like in the visuals we set in chapter "Visual Development - Backgrounds / Character design".
- Here are some tricks for those who want to give it a more professional try.

Animation Principles you should know if you want to create a 2D animation full of character:

[Animation Principle no 1](#)

[Animation Principle no 2](#)

[Animation Principle no 3](#)

If something is missing from sound design, the audience can tell. But when everything is where it is supposed to be, it just sounds good.

A more professional approach to [how we create sound design](#):

Tip: you can find free music and free sound effects on YouTube library, but also on other music platforms. Or you can record them yourself - make them yourself or record them from nature, from the people around you, from the surrounding environment.





How did the participants get to have each their own animation, at the end of Connector?

So that you know what this workshop is about, let's all go through all the days where we talked about animation and made it happen:

DAY 1

We started with a little history of animation - which is also useful and a barrier breaker, because everyone has sweet memories about animation.

We got to know each other with a small exercise (you can try it at home): think of your life as a story, then tell it to the others like that - like you were telling a story.

Preparation: 3 minutes.

Duration: 2-3 minutes

Why did we do these?

For 2 reasons:

1. To show the power of animation as an emotional bouncer: When you see an animated story, your brain automatically detects some pleasure in it because, as a child, you saw pleasure in it. It is associated with something like a delight. So you are prone to watch animation with an open heart.
2. To make them understand that animation is a way to tell all sorts of stories, especially the harder ones or the more complicated ones, because the technique you are using makes things smoother for you - it is visually pleasant, nice to watch. And this is why we can talk about war horrors, sexual education or tech stuff using animation: because it's less hard on the eyes, more accessible for our brains and can get in a more empathic way to our souls.

Examples:

1. <https://www.youtube.com/watch?v=QqLY16jAx44>
2. <https://www.youtube.com/watch?v=ZJbrtQgLdpk>
3. https://www.youtube.com/watch?v=8rIjVDo_u8c

DAY 2

We started with a cute exercise: how to do a flipbook.

A flipbook is one of the most at hand ways to do animation and we wanted to start with that, in order to make the participant feel that they can do it, to empower them. When you don't know an area of expertise, it can feel very far away from you, intangible.

But the trick is that the same way animation brings people closer to their stories, we need to understand animation with the most at hand tools:)

A flipbook is a small book - each page has a drawing on it (the next drawing continues the previous). And when you flip it, looks like a moving image. It is a moving image:)

Exercise [how to do a flipbook](#)

Then we talked about the process of animation

Idea. Script. Storyboard. Visual Universe.

Set-up Preparation. Sound & Music:

These steps are equally important for every animated story, no matter the technique. They help the creator have a better grasp of their story and visualise it more clearly with every step of the process.

Then we jumped in part 1: Idea & Script

Having in mind what we talked about The Script, you can do what the participants have done during class: take 10-15 minutes to write your story and then present it to a colleague, a friend, a bunch of people you trust.

This way, you can get immediate feedback on your story and the questions people will ask you will help you better envision your story. But remember: get what you know you need from that feedback, don't let others change the way you want to tell your story if you do not know and feel that their point is valid for you.

DAY 3

We started our day with another easy and fun exercise: frame by frame animation using flipaclip, an easy app great for beginners.

Yes, another exercise - just to shake things up and boost the energy.

This way, through fun practical small exercises, the participants get to learn more tools and techniques they can use in animation.

This exercise was a delight, they loved it and came up with ideas of how it will be useful in class, at school for them and their students.

Like our primary [school teacher showed us](#), it can be a very useful tool for learning math.

[Flipaclip Tutorial](#), if you want to dive in.

Then we did the whole stop-motion animation:

- Set up
- Lights
- Objects / Characters
- Stop motion app tutorial
- Production: photographing each step from the story (story-board), so that you can get a fluid movement and tell your story

Even if online, the participants were live with us and we offered personalized help and feedback.

They were surprisingly well prepared with all the objects, the set-up when they came to this session, which was a big plus because we focused on photographing, feedback, fine touches, music and sounds and making it better.

We ended up staying more than the class was scheduled, because the involvement was 200% and everyone wanted to get out of the session with the best story.

DAY 4

And on the last day we had rehearsal: pitching and presenting your story is very important and we need to practice the most important questions we need to answer:

- Who you are
- What interests and motivates you
- Why did you choose to do this animation, why does it matter to you
- A small intro to you animation.



Evaluation: How do you know when what you did was good?

First of all, do not evaluate an animation or you as an animation creator on a good / bad basis. The one most important thing for someone who is not a professional animator, but doing it for his own self development - to gain access to a new tool, the best evaluation is this:

Q: Did you manage to finish your animation?

A: Yes.

Q: Does it send the message you want?

A: I guess.

Thank congrats, you did it!

So, 2 most important things to remember:

1. What can an animation do for you? What subject can it tell in a pleasant and joyful way?
2. Choose your message (one message is enough to start with)!
3. Tell that story!

Let's take a look at what our participants did and how they want to use animation in their day to day work

1. A primary school teacher from a village in Pitești on the realities of online school for kids living in large families (with a humoristic side that makes it so relatable for all families):

<https://youtu.be/8JnwzfAm5SM>

2. An English teacher from Bucharest on how we can use animation to learn tenses and prepare for Cambridge exams, with a fun minimalist animation:

<https://www.youtube.com/watch?v=bTIWUUD0yNU>

3. A Sibiu headteacher on how you can get playful and creative in order to entertain younger audiences and keep them interested: <https://youtu.be/C8cp48Whe7E>

4. A French teacher on empathizing with her students and using real life inspired situations and humor to teach French

https://youtu.be/_vvq7bNLmWc

5. A horticulture researcher from Bucharest on bridging the gap and explaining to young students how they can benefit a Master's program with their Institution:

<https://youtu.be/PcVElu3hBSw>

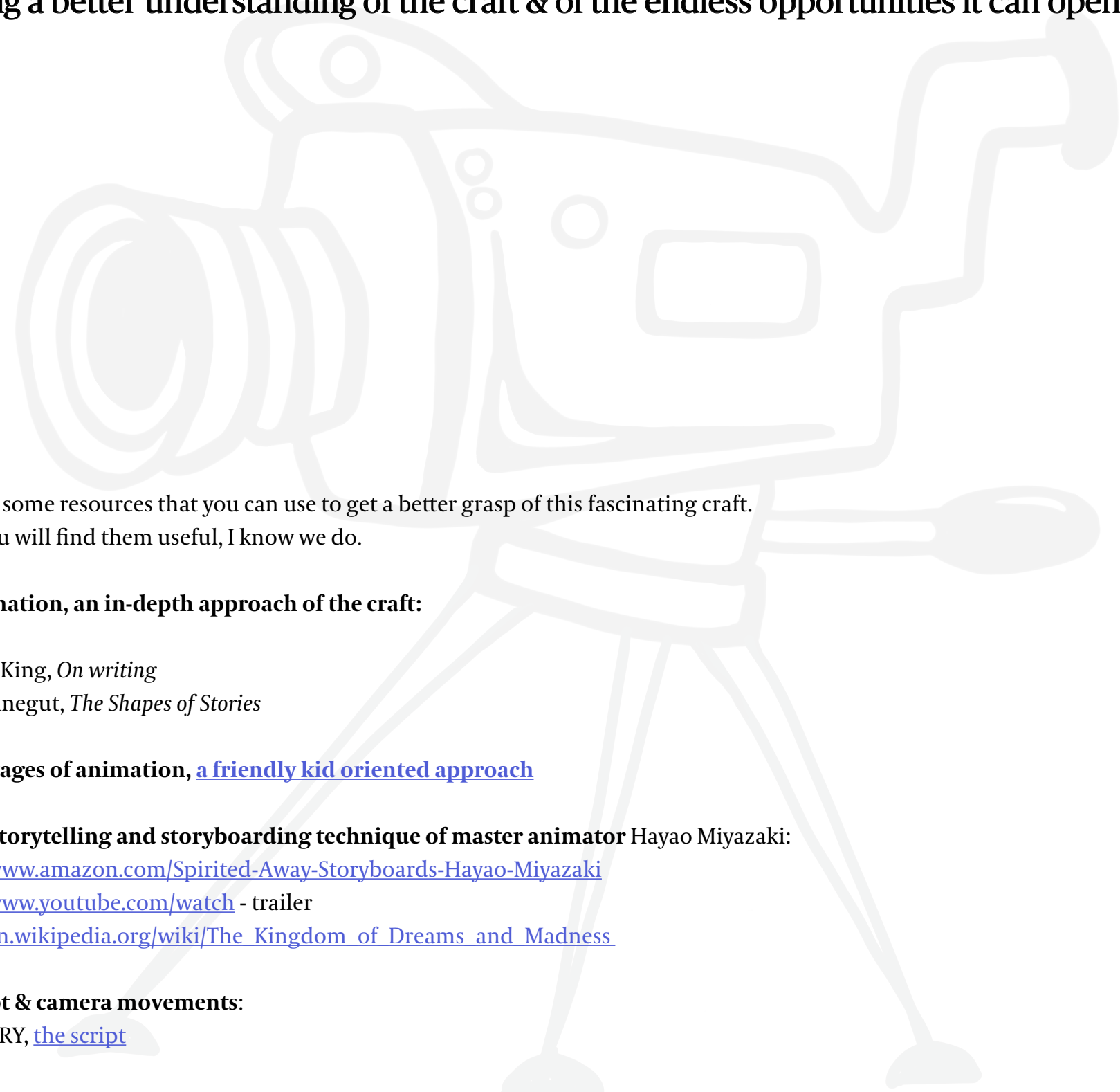
In the end, please feast your eyes and brighten your day with "Online school" an animated production created in 3 days work, during the workshops and some extra effort the participants decided to do in their spare time:

<https://www.youtube.com/watch>

And now think what can animation do for you, for your work and the messages you want to put into the world?



Getting a better understanding of the craft & of the endless opportunities it can open



Here are some resources that you can use to get a better grasp of this fascinating craft.
Hope you will find them useful, I know we do.

On Animation, an in-depth approach of the craft:

Books:

Stephen King, *On writing*

Kurt Vonnegut, *The Shapes of Stories*

On all stages of animation, [a friendly kid oriented approach](#)

On the storytelling and storyboarding technique of master animator Hayao Miyazaki:

<https://www.amazon.com/Spirited-Away-Storyboards-Hayao-Miyazaki>

<https://www.youtube.com/watch> - trailer

https://en.wikipedia.org/wiki/The_Kingdom_of_Dreams_and_Madness

On script & camera movements:

TOY STORY, [the script](#)

No Film School, [Camera Movement Techniques for Beginners](#)



Other apps for computer / laptop that you can use to animate or at least know about:

1.OpenToonz :

OpenToonz is an app you can use free from 2016 (*customized by the famous Ghibli Studio*). You can scan your hand drawn sketches and drawings and colorise them in the app. It has a timeline and onion skins - which we need in frame by frame animation.

Examples of [animation done with Open Toonz](#).

Get used to the software:

[COMPLETE BEGINNER'S Tutorial](#)

[Learn to Animate in Opentoonz](#)

2.Pencil 2D :

Pencil2d is a free program, easy to use from frame by frame. It looks like Paint and has fewer tools than OpenToonz or Krita.

Other apps for smartphone / tablet that you can use to animate:

Animation Desk

Easy intuitive app, can be a very good starting point for frame by frame animation. You can export as GIF or MP4. It works, like FlipaClip, based on pages with drawings, not timeline.

[Examples of animation](#)

Get used to the software

[Tutorial: How to Create Animation in Animation Desk](#)

3D

Blender is a free open source for 3D animation (and has tools for 2D animation).

Stop Motion

Stop Motion Studio, as mentioned in the documented method, is a very good app to start experimenting with stop motion - and very friendly .

On Animation and Learning from the '90's till now:

Gero, A., Zoabi, W. and Sabag, N., 2014.

[Animation Based Learning Of Electronic Devices](#)

Kaliannan, M. and Chandran, S., 2012. Empowering Students through [Outcome-Based Education \(OBE\)](#)

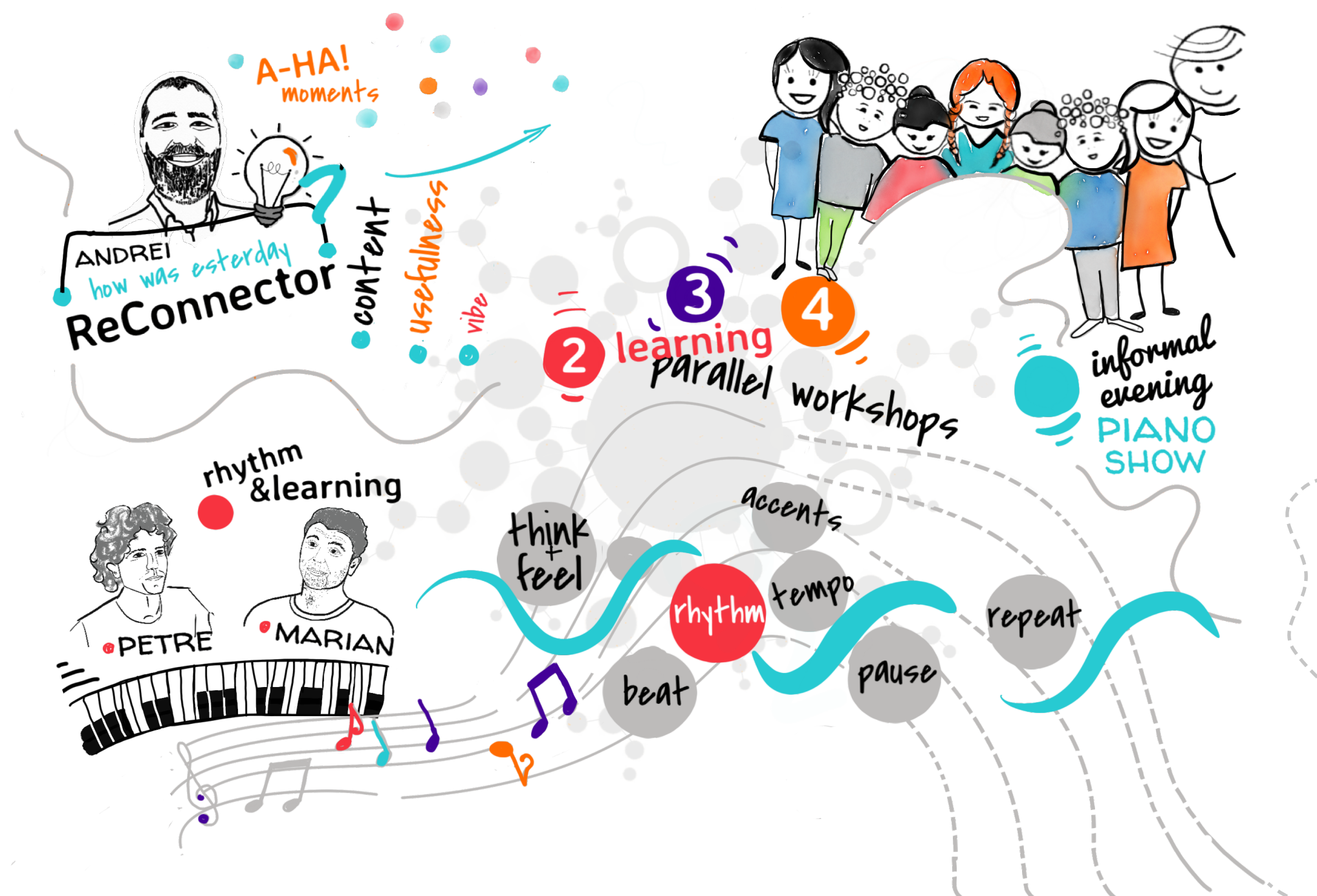
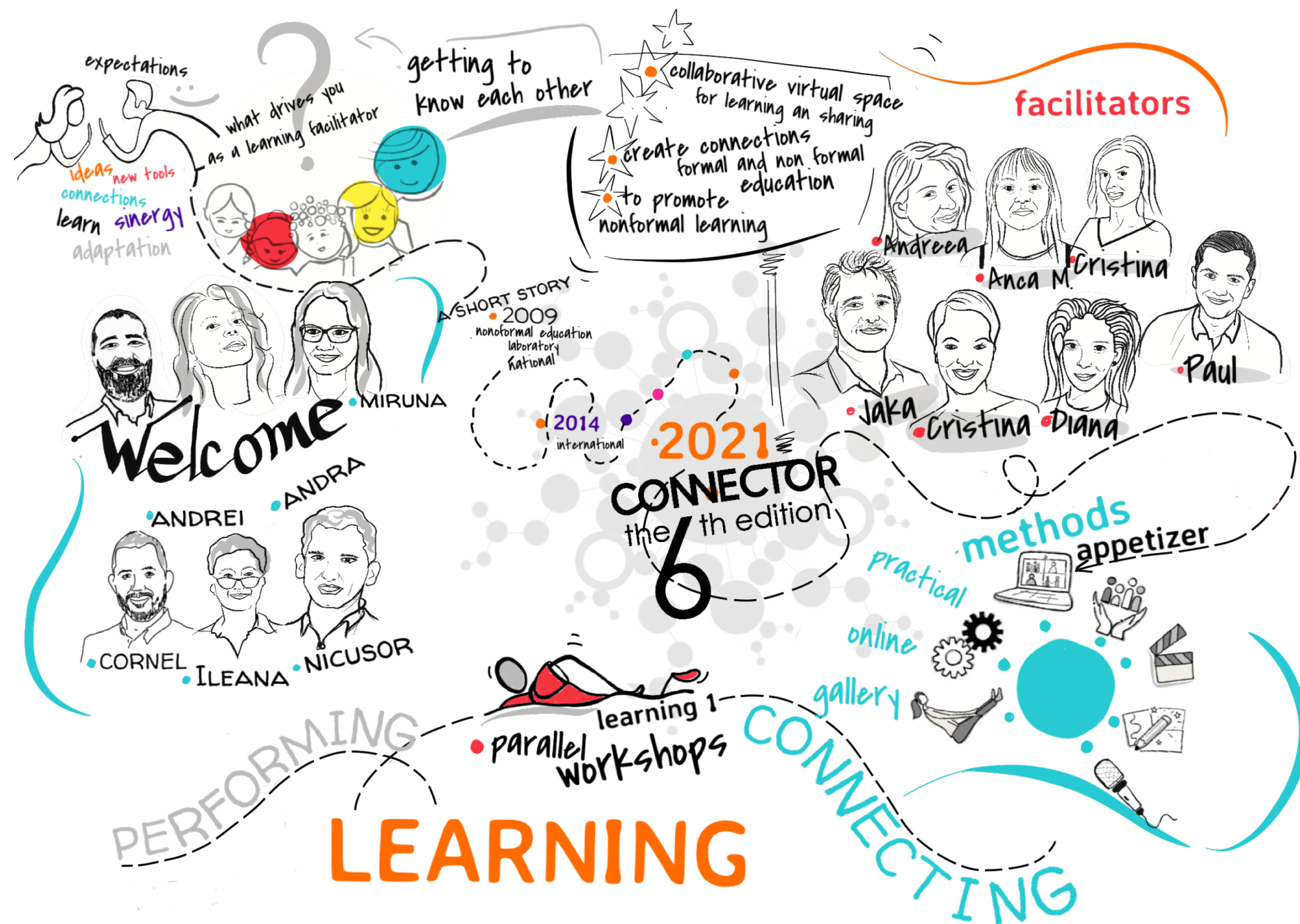
Mayer, R. and Moreno, R., 2002.

[Animation As An Aid To Multimedia Learning](#)

Premalatha, K., 2019. Course and Program Outcomes Assessment Methods in Outcome-Based - Education: A Review. [Journal of Education](#)

Rieber, L., 1991. Animation, incidental learning, and continuing motivation. [Journal of Educational Psychology](#) and <https://elearningindustry.com/animation-based-learning>





DAY 1

Welcome day and connect to the world by non-formal digital learning. This first day was about: getting to know each other - *digitally, but equally interactive, participative and friendly* - finding out Connector's story, presenting the facilitators & methods, appetizer of the methods, ending with 7 parallel workshops about the Connector methods.

DAY 2

We started reconnecting together in the plenary. Special guests brought some rhythm & learning. And then, together with the facilitators, participants get back to discover Connector methods in the second learning session, dedicated to it. And we enjoyed a nice atmosphere, in the informal evening.

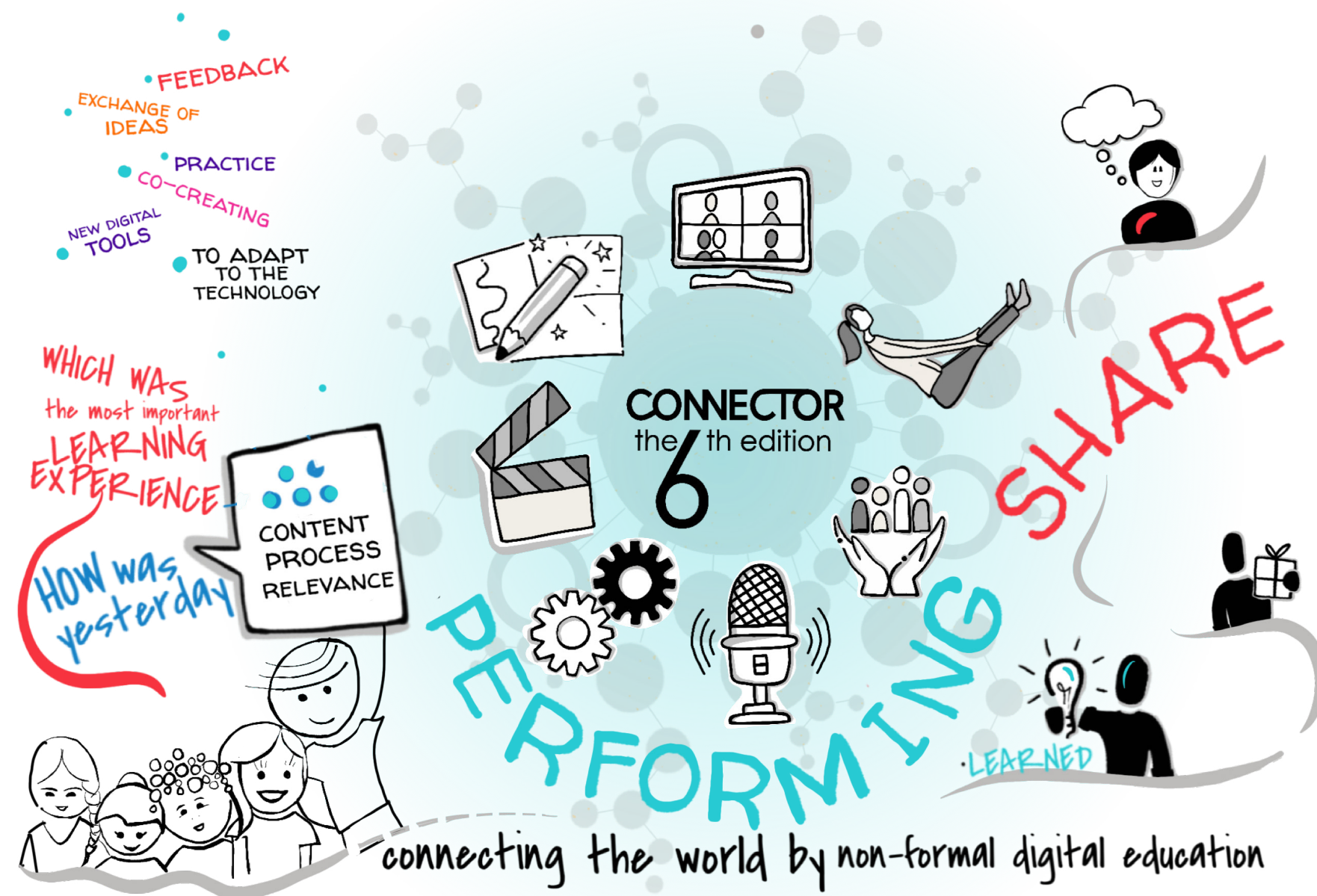


DAY 3

Reconnected some more in the plenary with a new special guest: this time exercising body and mind together for better learning. The 7 parallel workshops continued.

DAY 4

Connector 6.0's last day. The best way to start it: together! And since it was a sharing day, it was time to spread nonformal learning methods back to organisations and communities!





CONNECTOR

is an international event focused on nonformal learning
and organised every year by

ANPCDEFP

National Agency for the Community Programmes in the field of Education and Vocational Training
(Romanian NA for European Solidarity Corps and Erasmus+)

www.anpcdefp.ro