



EWWR good practices and case studies

1. Details of Action:

EWWR Organiser: Italian Steering Committee

Country/Region: Italy

Name of nominated project developer: Fantariciclando

Name of nominated action: "Rifiuti al lavoro!?! Il riuso creativo strumento per generare pensieri su diritti, ambiente e futuro" – Waste at work!? Creative reuse as a tool to create reflexion on rights, environment and future.

Place: website

Town: Forlì and all Italy

Region: Emilia Romagna

Country: Italy

Year: 2009

2. Select the correct participant category:

- Administration/public authority
- Association/NGO
- Business/Industry
- Educational establishment
- Other (e.g. hospital, retirement home, cultural centre, etc.)

3. Please select the theme(s) highlighted in the action:

- Too Much Waste
- Better Consumption
- Better Production
- A Life for Products
- Less Waste thrown Away

4. Type of Action

- Action open to general public
- Action open to target group
- Action based on the production of communication tools
- Other, please specify: (online activity address to general public)

5. Please indicate the date(s) of the action:

- 21st November
- 22nd November
- 23rd November
- 24th November
- 25th November
- 26th November
- 27th November
- 28th November
- 29th November



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6. Please give a detailed and precise description of the nominated action:

From waste as work to waste as game. The European Year of Creativity and Innovation in the European Year against poverty and social exclusion. A ghost with recycled materials for Halloween (31/10), the tale of "Strega Puzzona" (Stinky Witch) for 20 years of the Convention on the Rights of the Child, children and adolescents (20/11), the laboratory for creative reuse "lengthen the lives of objects "and reduce the waste of the witch out of the story to support the European Week for waste reduction (21-29/11). The proposal is searchable and downloadable in its entirety for free at [Http: // fantariciclando.splinder.com](http://fantariciclando.splinder.com) and is an initiative of the Working Group and the coclass Fantariciclando - Center for Environmental Education in the Province of Forli-Cesena.

7. Please describe the originality of the action:

With a mending that represents an overall reading of the reality of the game, metaphor, rights and environment, new ideas will emerge for a cheerful pedagogy of the common good. Moreover the action being online doesn't have environmental impact and doesn't produce waste. Voluntary civic action to put into circulation creative ideas to address some issues from different angles and grow the educational community.

8. Please describe the target audience and how the action motivated its public/target audience:

Playing on the Common. Information, communication and education. Idea of networking, sharing and participation beyond the idea of the border.

9. Please indicate the number of people who participated in the action:

200-300

10. What lasting impact does the action propose to have in terms of commitment to waste reduction?

11. Explain how this action may be replicated in other countries/regions throughout Europe:

Ours is an initiative that supports dialogue and relationship networking. Each activity tries to work for a new European culture that is aimed to create meeting areas in the web and exploiting the potential of on line communication.



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