Together we are road safety

European Road Safety Charter

Call for Good Practices - to enter the selection for the:

Excellence in Road Safety Awards 2016

SECTION 1: INFORMATION ABOUT YOUR ORGANIZATION

	Please fill in here	Instructions
Name of the organization	TERRA GRATA, n.o.	
Type of organization	Non-profit organization	NGO, company, local authority, school etc.
Organization main activity	Activities related to prevention of children traffic accidents	Activity field
Country	Slovak republic	Of the organization
Website	www.e-obce.sk , www.detibezpecnenaceste.sk , www.3dnabicykli.sk	Organization website
Contact person	Ing. Peter Stadtrucker	For the follow-up of the application
Contact person's position	Project manager	
Contact person's email address	info@e-obce.sk	
Contact person's phone	+421 48 4145 300	
Partners in the initiative	Foundation Volkswagen Slovakia	





SECTION 2: DESCRIPTION OF THE INITIATIVE

	Please fill in here	Instructions
Date of start and end of the initiative	The first competition phase of the project runs from September 2, 2015 to January 31, 2016 - currently is evaluated. The second phase of the project will be implemented from September 2, 2016 to January 31, 2017. Repeat in two winter terms enable to evaluate the increase the number of competing children and participating schools.	The initiative can be new or the continuity of already existing activities. It can have ended recently or be still in process
Departments/persons implicated internally		In the case of persons, indicate their positions
Geographical scope of the activities	All primary schools, special primary schools, 8- year secondary grammar schools, children's home and reeducation facilities all around the territory of the Slovak Republic	Indicate where the activities were implemented
Summary of the initiative	Interactive game on a web platform www.3dnabicykli.sk - cycling from the perspective of a cyclist, route is determined by voice guidance, in real dynamic environment of the city in full traffic. The competition route has about 40 checkpoints - all types of intersections, obstacles on the road, railway crossings and etc. Checkpoints are generated randomly. It is competing to achieve the best time - a wrong decision of competitor prolong time. The aim of the game is to involve to the competition the higher number of children and schools and contribute to the safety of children - cyclists on the road. The game has instill the principles of vigilant and regardful behavior in traffic.	Describe the initiative indicating the subject, its aim and the main activities it involves. Max: 100 words
Innovative character	Unless we know a similar project with its drawing up and focusing is unique form of education in the Slovak Republic - its application allows all children in the appropriate age improve their habits when cycling in traffic.	If applies, describe to what extend the proposed initiative will lead to new approaches and practices Max: 100 words
Issues that are addressed with the initiative	The reason for the project was an effort to maximally eliminate accidents of children and youth on a bicycle.	Describe which issues were identified that lead to implement the activities Max: 100 words





Activities developped

Activities:

- preparation of ideological intent
- to find a partner to co-finance the project
- project preparation entering traffic situations, animation and program, processing the rules of evaluation, preparation of databases content, consultation with the traffic police and other professionals
- creating game content, procurement, preparation and development the 3D graphics, creating animations, creation of program modules, creation of website design, creation of the database and the registration system, optimization for a variety of web browsers
- finalizing the project, filling up the database with content, approval of the conformity of the project with the traffic regulations with the traffic police, testing program for different types of browsers, server stress tests, test run of developed website
- addressing schools information about the project, invitation for schools to participate in the competition
- competition of the schools and children through developed website,
- evaluation of the first phase
- we plan award ceremony for the winning children and schools.

In the project formulation and implementation are involved:

- TERRA GRATA, non-profit organization: creating know-how of the project, creating assignment for programmers, creating databases, consultation with traffic professionals, communication with schools - repeated invitation to competition, providing media presentation, evaluation of the competition;
- external programmers: 1. creation of complete game content, 2.
 creation of website design, creation of database and registration system;
- project partner Volkswagen Slovakia Foundation funding about 50% of project costs

Describe all the activities involved in the inititative and where appropriate indicate the participation arrangement for each partner

Max: 600 words





Genesis	Our nonprofit organization TERRA GRATA, that is the author and implementer of the project, engage in the issue of child traffic accident prevention 10 years and in this field has already implemented several projects. Besides this internet game, which is subject of this report, it devotes to the processing of realization projects of children's traffic playgrounds, promoting the wearing of reflective elements for children in kindergartens and primary schools, initiated continual education of students in the traffic education (not carry through), initiated financing the construction of children's traffic playgrounds by funds ESIFs (not carry through), consultancy about traffic education, etc.	Reasons why you chose this initiative Max: 100 words
Transferability and multiplier effect	The project is after linguistic adjustment applicable for other schools and countries where traffic drives on the right.	Describe to what extent the proposed initiative will allow the transfer, general spread, dissemination or application of the results, experience, knowledge and good practice on a large scale Max: 200 words
Promotion and dissemination	The game is published on the website www.3dnabicykli.sk, where were from beginning published current results. On the website have been published names of 50 current most successful players. The first phase of the game was finished on 31.01.2016, there will be the evaluation and the top 10 students will be rewarded by material prizes as well as the three most successful schools. However the game will be non-competition open until the beginning of September 2016, when begins the second competition phase of the game. Announcement about the game was published in public broadcasting organization and in daily press Pravda.	Describe whereby the initiative will be publicised (publications, organised events, websites, CD-ROM, etc.). Max: 100 words
Continuity	As previously mentioned game continues in the school year 2016 - 2017. Its further application depends on obtaining funding.	Indicate if there is a plan to continue some activities in the coming years Max: 100 words





Evaluation of the activities

Our target group will be children from 10 years of age on all primary schools and special primary schools, on 8-year secondary grammar schools, in children's home and reeducation facilities. For evaluation we used objective indicators (number of participants) and subjective indicators (increase of road safety knowledge we compare in two winter terms).

Now we are currently evaluating the results of the competition games in winter term 2015/2016. Evaluation will be published on the website and sent to the Ministry of Education, Science, Research and Sport and the Ministry of Transport, Construction and Regional Development.

If relevant, describe the proposed evaluation method and the quality of the result indicators in relation to the expected objectives

Max: 100 words





Other important aspect that you want to underline

- the project is processed by attractive form for children
- the project has availability throughout Slovakia and has the potential availability for the entire children population of above 10 years,

schools and countries where traffic drives on the right

Preview of website www.3dnabicykli.sk

- the project is after linguistic adjustment applicable to other









Some example of game graphic:





Any information that could help the jury to chose your initiative

Max: 100 words



