











Table of Contents

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I General information



Duration of classes:

5 clock hours

Recipients of the classes:

The recipients of the workshops are adults aged 45-70 who are members of the Universities of the Third Age, Senior Clubs, libraries, community centers, thematic circles or other places associating elderly people. The scenario can be used by elderly people, who often have barriers in creating creative forms of communication, and all people related to adult education.

Number of participants:

Workshop group for 10 people of both sexes. You can also conduct a workshop in a smaller group of at least 6 people, depending on the premises conditions, but not more than 14 people.

Suggested techniques/methods of work:

- · working with text
- dialogue with a partner,
- role playing,
- speech technique,
- · voice emission,
- body awareness,
- work in groups,
- developing spontaneity,
- improvisation,
- thematic group conversations (discussions).

I General information

Examples of materials needed to carry out the meeting:

- work cards,
- laptop/phone,
- markers,
- markers,
- pens, certificates,
- evaluation questionnaire,
- sticky notes,
- A3 cards,
- bristol.



Purpose of the workshop

information for the trainer

Education through music is primarily to bring out emotions from its participants and stimulate the mind. Sometimes adults, especially seniors, cannot cope with the physical and mental changes that take place in them. They need methods and tools that allow them to vent and release these accumulated emotions. This method of education is needed by adults, especially the elderly, because, among others, it improves their self-esteem, well-being and engages them in mental and physical effort.

Music stimulates the cognitive functions of seniors, improves memory and contact with the environment, reduces anxiety and improves well-being. The method of memory training using musical associations is also used in work with people with dementia or Alzheimer's disease. In order to implement creative methods of working with adults, experts have developed this scenario, which consists of educational materials for conducting creativity workshops for adults with the use of music.



II INTRODUCTION

Work style

Participants sit in a semicircle and the facilitator takes the place in front of the group. The trainer's task is to prepare seats for the participants of the training in advance.



The participants are planned to achieve the following results:

- Improving the quality of life by providing entertainment and relaxation.
- Improving health by stimulating the brain and improving motor coordination.
- Increasing the sense of community by interacting with other class participants.
- Developing musical skills such as singing, which can provide a sense of achievement and fulfillment.
- Discovering new genres and styles of music, which can help broaden your cultural and artistic horizons.
- Improving memory by learning and performing songs or pieces of music.
- Increasing self-acceptance and self-confidence by attending concerts or public performances.
- Improvement of your sleep quality by listening to relaxing or meditation music before bedtime.
- Enabling seniors to create music in virtual space using free tools.
- Increased knowledge about the availability of free music banks.
- In general, the goals of music education for seniors are to improve the quality of life by providing enjoyment and positive music experiences, as well as improving health and well-being.



The course of the workshop

1. 1. Introducing the teacher / teachers. Greeting (5 min.)

- First name, Last Name,
- education,
- experience,
- interested.

2. Introductions of the training participants (15 min.)

Writing the name on a sticky note and sticking it on the visible part of the clothes. Then, each of the participants, briefly - in one sentence, presents their expectations regarding the training.

3. Group rules (25 min.)

The tutor prepares a mind map titled with the topic of the training. It creates 4 main branches from the main topic:

- TRAINING OBJECTIVES
- EXPECTATIONS
- RULES
- TRAINING EVALUATION. TIPS FOR THE FUTURE

(identifying aspects of the training that can be improved in the future).

Trainer hangs the prepared mind map in the training room so that it is visible to each of the participants.



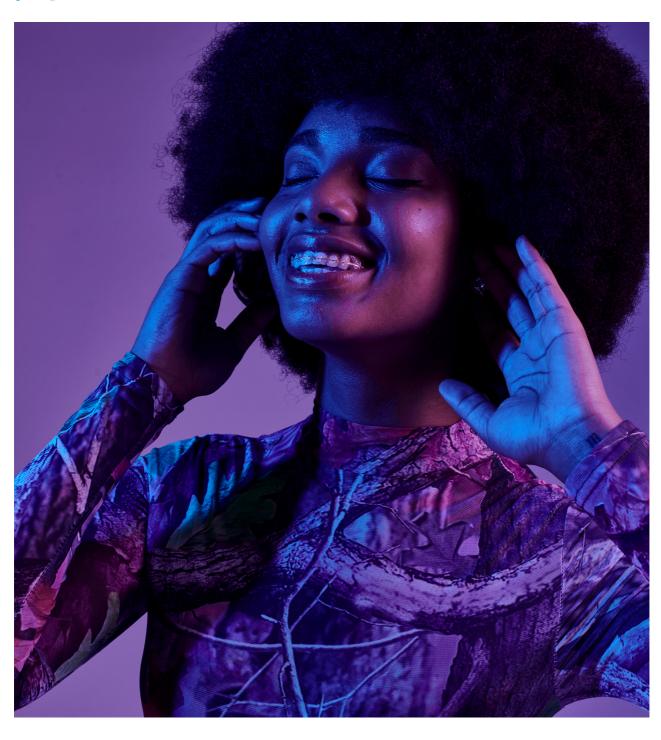
Stages of presenting a mind map:

- 1. Presentation of the main goals of the training recorded on a previously prepared mind map.
- 2.The facilitator asks the participants about their expectations regarding the training and writes them down on a mind map using the activating method: brainstorming.
- 3. The instructor defines the 3 most important rules that apply during the training. Additionally, the instructor emphasizes the possibility of implementing 1 principle proposed by the training participants.
- 4. The last point of the mind map is part of the training evaluation. After the workshop, the tutor asks the participants how they evaluate the training and writes down their comments on a mind map.



III. MERITICS

PART I Types of music, useful tools for composing, playing music



SCENARIO III | MUSICAL CREATIVITY, OR HOW TO COMPOSE YOUR OWN SONGS AND CREATE MELODIES Exercise 1. Music genres - worksheet. (15 min)

Find words: blues, country, jazz, pop, rap, folk, gospel, dance.

Find and circle the above names of music genres in the diagram.

ACRTGHBLUESPRSOTI
AOGFKSPIUYTMNBFQP
ZUROASDFERMNUODF
TNQMNBCGJRUSJILAZ
PTHTDANCEPOTBIKVB
ARRTPOJHDYRAPKSJI
WYGOSPELHDJFKXNN

ANSWERS:

ACRTGHBLUESPRSOTI
AOGFKSPIUYTMNBFQP
ZUROAJEZZRMNUIODO
TNQMNBCGJRUSJILAIP
PTHTDANCEPOTBIKVIB
ARRTPOJHDYRAPKSJA
ZYGOSPELHDJFKXNNA

WORK CARD 1

Match the name of the music genre with its description by entering the correct numbers in the empty fields.

1.	Blues	Music based on a rhythm style that is characterized by regular beats played by the guitarist. It gained worldwide fame in the 1970s thanks to the work of Bob Marley.
2.	Dance	Popular music, releasing massive amounts of hits characterized by simple compositions. It has a catchy melody and equally simple lyrics and rhythm. This is commercial music, the aim of which is to reach a wide audience.
3.	Folk	A genre of electronic dance (club) music created at the turn of 1985 and 1986 in Chicago.
4.	Heavy Metal	Music produced mainly for music festivals, clubs and parties.
5.	Нір Нор	This music genre is referred to as the folklore of African-American musicians. Vocal-instrumental music based on the pentatonic scale. Often played on the violin, harmonica and piano.
6.	House	The genre evolved from hard rock music. It is a musical form based on aggressive rhythms and strong guitars.
7.	Рор	It is a genre of popular music that is not only characterized by melody or lyrics, but also refers to the whole way of life.
8.	Reggae	A type of traditional, folk, mainly rural music that was passed on orally by families and other small social groups.

ANSWERS:

1.	Blues	8	Music based on a rhythm style that is characterized by regular beats played by the guitarist. It gained worldwide fame in the 1970s thanks to the work of Bob Marley.
2.	Dance	7	Popular music, releasing massive amounts of hits characterized by simple compositions. It has a catchy melody and equally simple lyrics and rhythm. This is commercial music, the aim of which is to reach a wide audience.
3.	Folk	6	A genre of electronic dance (club) music created at the turn of 1985 and 1986 in Chicago.
4.	Heavy Metal	2	Music produced mainly for music festivals, clubs and parties.
5.	Нір Нор	1	This music genre is referred to as the folklore of African-American musicians. Vocal-instrumental music based on the pentatonic scale. Often played on the violin, harmonica and piano.
6.	House	4	The genre evolved from hard rock music. It is a musical form based on aggressive rhythms and strong guitars.
7.	Рор	5	It is a genre of popular music that is not only characterized by melody or lyrics, but also refers to the whole way of life.
8.	Reggae	3	A type of traditional, folk, mainly rural music that was passed on orally by families and other small social groups.

Exercise 2. The most popular music genres (15 min).

Number from 1 to 10 what genres of music are currently most played on the Internet.

(1 - most often, 8 - least often).

POP -

OPERA -

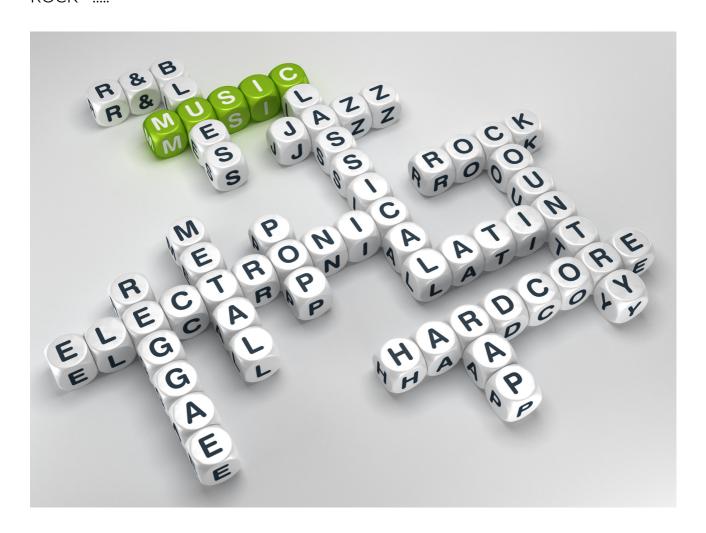
DANCE/HOUSE -

BLUES -

METAL -

HIP-HOP -

R&B -



ANSWERS:

POP - 1

OPERA - 5

DANCE/HOUSE - 3

BLUES - 7

METAL - 8

HIP-HOP - 4

R&B - 6

ROCK - 2



WORK CARD 2

Match the name of the music genre with the artist.

ROCK Lady Gaga

HIP-HOP Dżem

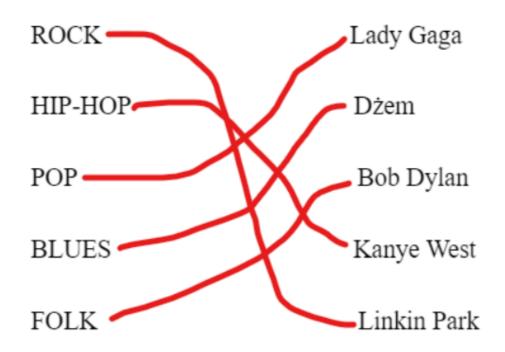
POP Bob Dylan

BLUES Kanye West

FOLK Linkin Park



ANSWERS:





Exercise 3. Identify the instruments used in the song. (20 min).

The host plays 7 songs from different music genres. The task of the participants is to list as many instruments as possible in a given piece and to characterize what kind of music it is.

EXAMPLE SENTENCE FOR THE TEACHER:

In a moment I will play you 7 songs from different music genres. After each song, I will ask you about the instruments used in the song and the musical genre of the song. Be alert and listen carefully!

SONG:

Bob Marley - Don't worry be Happy

Eminem - The Monster

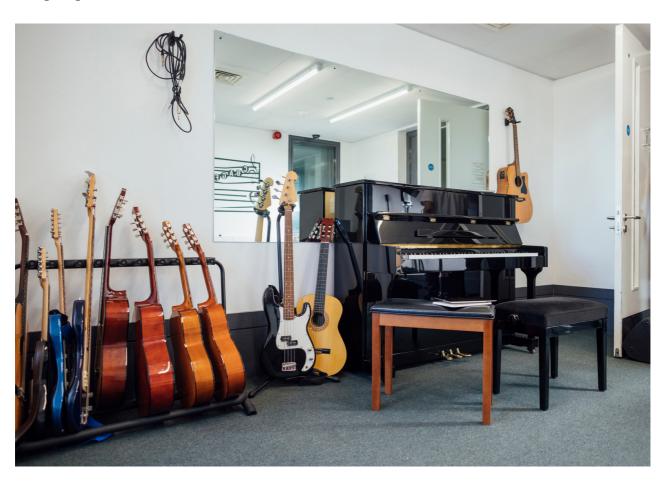
McCoy Tyner Trio featuring Michael Brecker - There Is No Greater Love

Lady Gaga - Just Dance

Bob Dylan - Like a Rolling Stone

Red Hot Chili Peppers - Californication

Wolfgang Amadeus Mozart - Lacrimosa



WORK CARD 3

Compose your playlist!

List below 5 song titles that you like the most and relax to. Describe the music genre and justify your choice.

1	 	 •••••



EXERCISE 4. This song sounds familiar! (45 min)

The teacher divides the participants into groups of 2. Each pair is challenged to compete in a music quiz through an online game called SongTrivia2. SongTrivia2 is a music game in which people individually or in a group, after listening to a song, have to guess its title. For this task you will need: a computer or a telephone (preferably a smartphone) and headphones.

EXAMPLE SENTENCE FOR THE TEACHER:

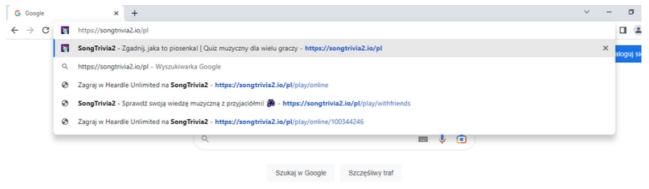
Please, divide yourself into groups of 2. Each pair is challenged to compete in a music quiz using the SongTrivia2 online game. The quiz consists in listening to a piece of music and then guessing its title. At the beginning, please turn on the web browser on your phone or computer and connect the headphones. Soon you will be given step-by-step instructions on what you should do to make the game run correctly.



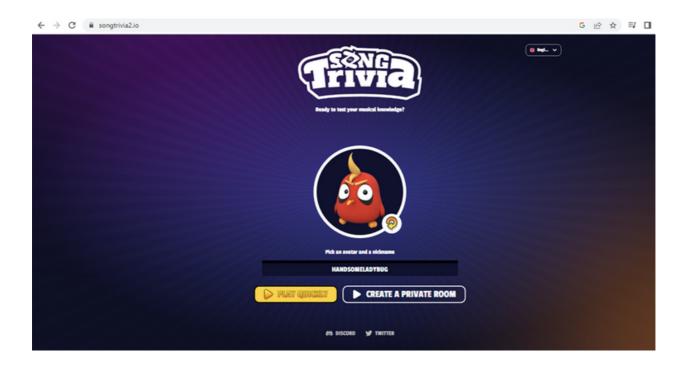
How to do it?

STEP 1

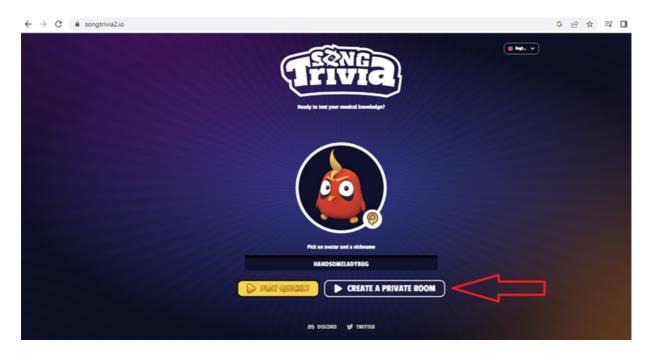
Enter the following link into your web browser: https://songtrivia2.io



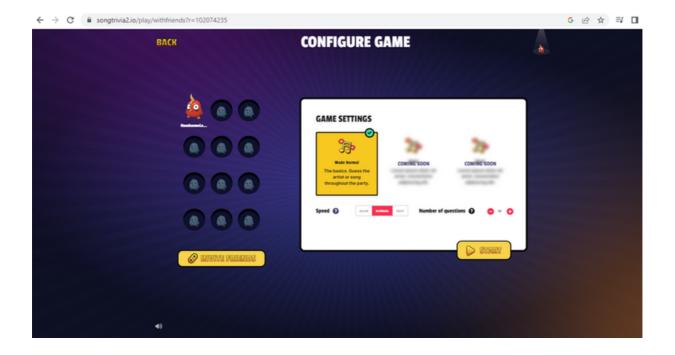
After the page loads, the following view will appear.



STEP 2
Click on "Create a private room".

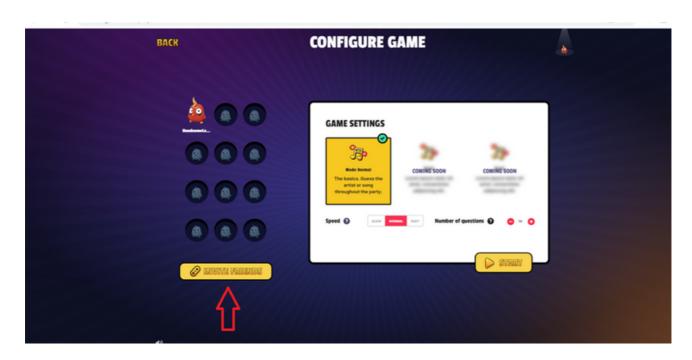


After the page loads, the following view will appear.

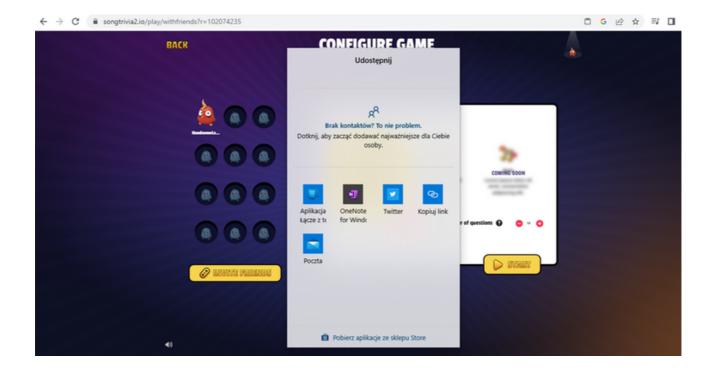


STEP 3

The next step is to invite a friend to the game. To do this, select the "Invite friends" option.

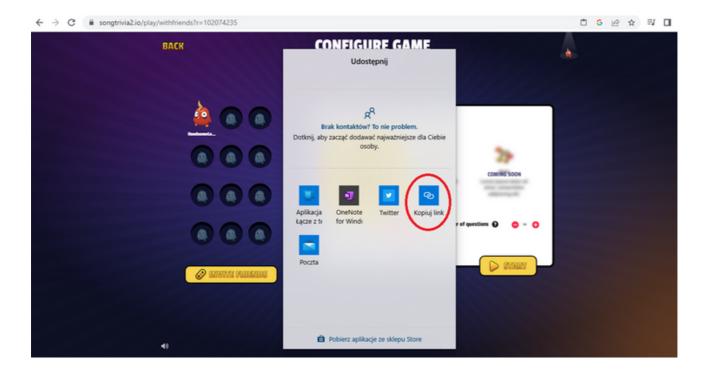


After clicking "Invite friends", the following view will appear.



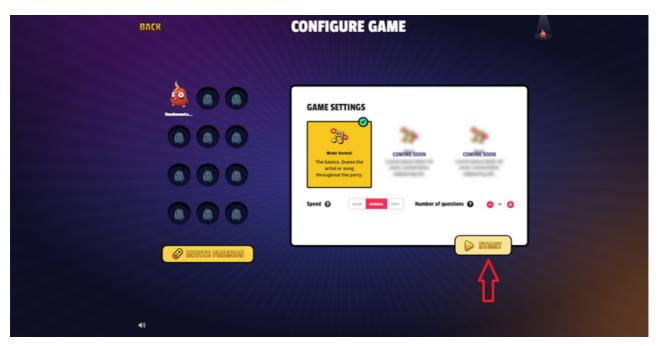
STEP 4

The next step will be to select the icon that says "Copy link".



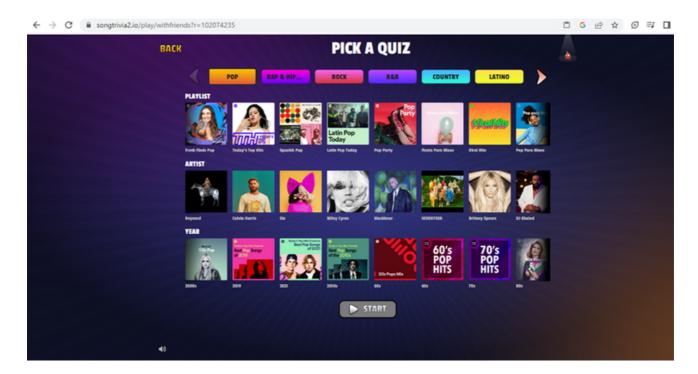
The "Copy Link" feature is so important that in order to play this game with someone in your group, you have to copy the link (by clicking on this icon) and then send it to the interested person via email or Messenger.

STEP 5
After sharing the link to the game, click on the "Start" option.

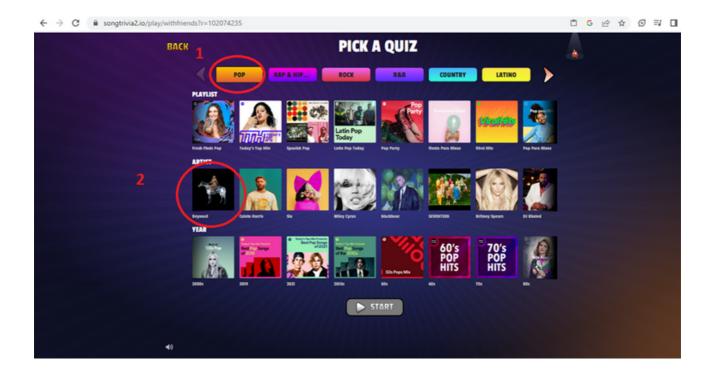


STEP 6

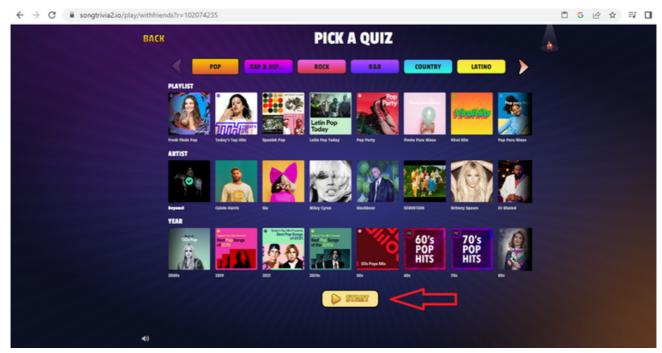
After running the quiz, you will see the following view.



You have to select a category to start the game and then a playlist.



You will then be able to start the game.



The countdown will start.



After the countdown ends, the quiz will start.



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WORK CARD 4

In groups of 2, you are challenged to compete in a music quiz through an online game called SongTrivia2. SongTrivia2 is a music game where you have to guess the title after listening to a song. For this task you will need: a computer or a telephone (preferably a smartphone) and headphones.



EXERCISE 5. A piece of music - write it yourself! (1h)

The teacher divides the participants into pairs. Then, groups of 2 have to write a song about the workshops. The song may refer to workshops taking place, but also those in which the participants had the opportunity to take part in the last three months. Participants have 45 minutes for this task. After the time allotted for writing a song, each pair will present it to the rhythm of a well-known song.

EXAMPLE SENTENCE FOR THE TEACHER:

"In a moment I will give you Work card No. 5. But first, please divide into groups of 2. Each pair will have the task to come up with a song about the workshop and then write it on the Work card. These can be workshops that are currently taking place, but also those that you have attended in the last three months. You have 45 minutes to complete this task. After the time allotted for this task, each of the pairs will present the developed text to the rhythm of a well-known song.



WORK CARD 5

Together in pairs, try to write a song about the workshop. It may concern ongoing workshops, but also those in which you had the opportunity to take part in the last three months. You have 45 minutes to write a song. Then, together in pairs, you will present the song to the rhythm of a well-known song.

NOTES:

EXERCISE 6. Musical puns (45 min)

The teacher divides the workshop participants into groups of 3 (if the workshop is attended by a small number of people, the groups can be 2-person). Then each group chooses its leader. Each group leader will have to draw ten cards from the boxes held by the workshop teacher. Each card will have the title of a piece of music or a genre of music written on it. The task of the Group Leader will be to present the song or music genre without using words, so that the other members can guess the password written on the card. The leader will have a choice of two presentation methods: with gestures (pantomime) or with drawings (elements of the rebus). The time to guess one password is 1 minute. For each guessed word, the group gets 1 point.

EXAMPLE SENTENCE FOR THE TEACHER:

Please divide into groups of 3 people. Each group must choose its Leader. Then, each of the Leaders will draw 10 cards from the boxes in my possession, on which the titles of music tracks and music genres were written. The task of the Leaders of groups will be to present the members of their group with a song or music genre without using words, so that they can guess it. There are two ways of presenting: with gestures (pantomime) or with drawings (elements of the rebus). The time to guess one password is 1 minute. For each guessed word, the group gets 1 point.



SCENARIO III | MUSICAL CREATIVITY, OR HOW TO COMPOSE YOUR OWN SONGS AND CREATE MELODIES

CARDS TEMPLATE (CARD FOR TEACHER)

MUSIC SONGS



"The Swan Lake" P. Czajkowski
"The Four Seasons" A. Vivaldi
"The Funeral March" F. Chopin
"Moonlight Sonata" L. V. Beethoven
"Time To Say Goodbye" A. Bocelli, S. Brightman
"He's a Pirate" Klaus Badelt
"Feeling Good" Michael Buble
"Footloose" K. Loggins
"Let's Twist Again" Chubby Checker
"Chocolate" Soul Control
"Eye Of The Tiger" Survivor
"Lambada" Kaoma
"Black Or White" Michael Jackson
"Ti Amo" U. Tozzi, M. Bellucci
"Cheri Cheri Lady" Modern Talking
"Rivers of Babylon" Boney M.
"We Are The Champions" Queen
"Stand By Me" Ben E. King
"Money, money, money" Abba
"Let's Get Loud" Jennifer Lopez
"The time of my life" Dirty Dancing
"My heart will go on" Celine Dion

CARDS TEMPLATE (CARD FOR TEACHER)

MUSICAL GENRES

JAZZ
РОР
ROCK
CLASSICAL MUSIC
RAP MUSIC
BLUES
DISCO
HEAVY METAL
ELECTRONIC MUSIC
REGGAE
FILM MUSIC
SUNG POETRY
TECHNO
COUNTRY
PUNK ROCK
ROCK AND ROLL
HOUSE MUSIC
FOLK



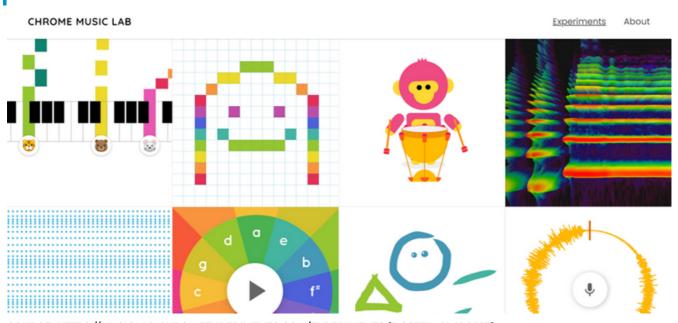
SCORING SHEET TEMPLATE (TEACHER CARD)

	ROUND 1	ROUN D 2	ROUN D 3	ROUN D 4	ROUND 5	ROUND 6	ROUND 7	ROUN D 8	ROUN D 9	ROUND 10	SUM
GROUP 1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	
GROUP 2	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	
GROUP 3	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	
GROUP 4	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	



PANEL II MUSIC MAKING APPS AND FREE MUSIC BANKS

CHROME MUSIC CLUB



SOURCE: HTTPS://MUSICLAB.CHROMEEXPERIMENTS.COM/EXPERIMENTS [DOSTEP: 01.01.2023]

What is Chrome Music Lab?

Chrome Music Lab is a website that makes music learning easier with fun, handson experiments.

What can it be used for?

Many teachers use the Chrome Music Lab as a tool in their classrooms to explore music and how it relates to science, math, art, and more. They combine it with dance and live instruments. Here is a collection of some of the uses we found on Twitter.

Can I use it to create my own songs?

Yes. Check out the Song Maker experiment that lets you create and share your own songs.

Do I have to set up an account?

NO. Just open any experiment and start playing.

How were these built?

All our experiments are based on freely available web technologies such as Web Audio API, WebMIDI, Tone.js and others. These tools make it easier for developers to create new interactive music experiences. You can get the open source code for many of these experiments here on Github.

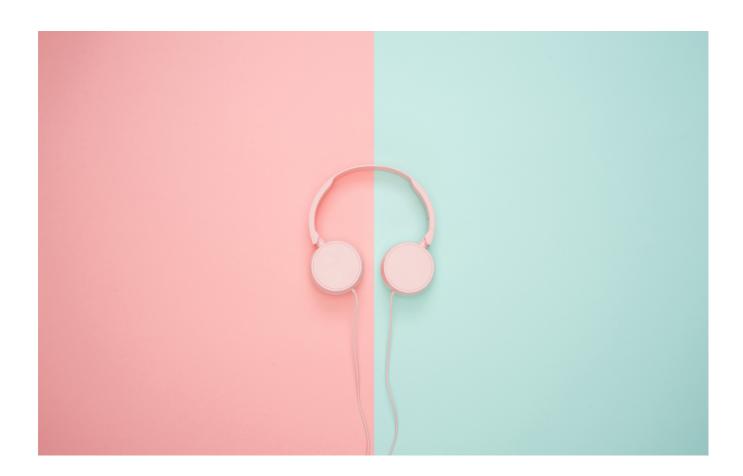
What devices does it work on?

You can play with these experiments on different devices - phones, tablets, laptops - simply by opening the website in a web browser such as Chrome.

What's next for Chrome Music Lab?

We're always inspired by new, unexpected ways people can use these experiments. If you have something to share with us, post it with the hashtag #chromemusiclab or write to us.

Source: https://musiclab.chromeexperiments.com/About



Exercise 7. Compose your own piece of music (25 min)

Use the MusicLab app to compose a song in pairs. Use at least 2 different instruments. Write down this composition and present your composition in front of the whole group.

EXAMPLE SENTENCE FOR THE TEACHER:

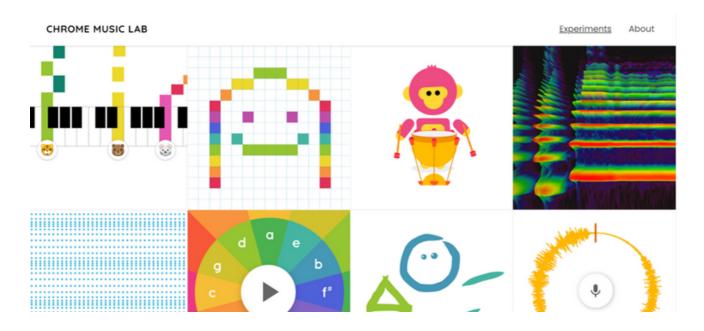
Divide into teams of two. The task of each team will be to compose their own song using the MusicLab application. Remember to use at least two types of instruments when creating a song. You have 25 minutes to complete the task. Each team will present their song at the end.



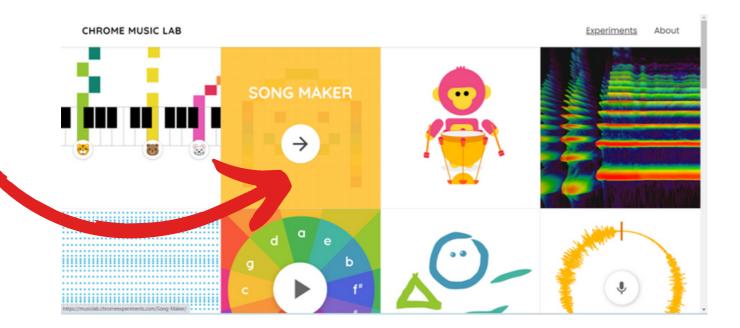
WORK CARD 7 - HOW TO COMPOSITE A SONG IN MUSICLAB?

How to do it?

Step 1. Go to the website: https://musiclab.chromeexperiments.com/



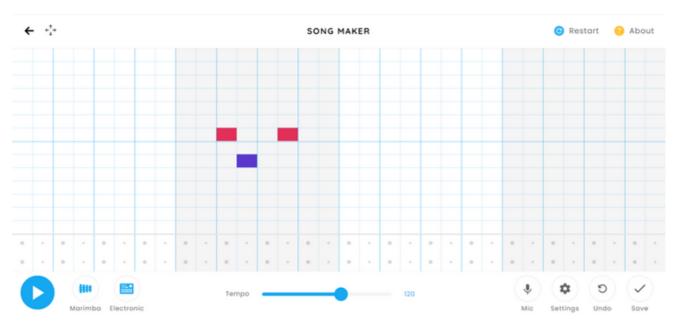
Step 2. Go to the page tab "SONG MAKER"



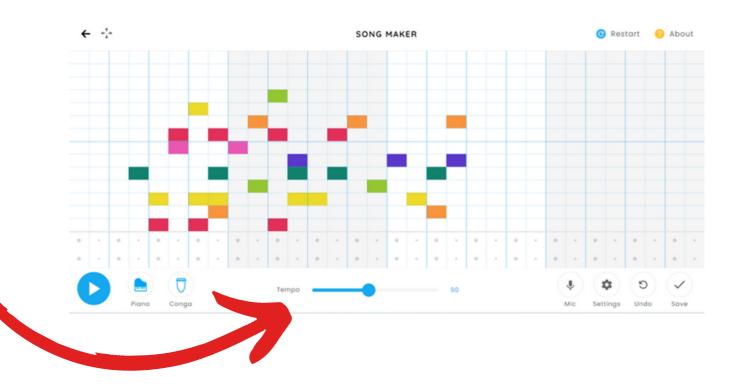
WORK CARD 7 - HOW TO COMPOSITE A SONG IN MUSICLAB?

Step 3. Start composing your own song

• Select the type of instrument e.g. "Marimba" or "Piano"

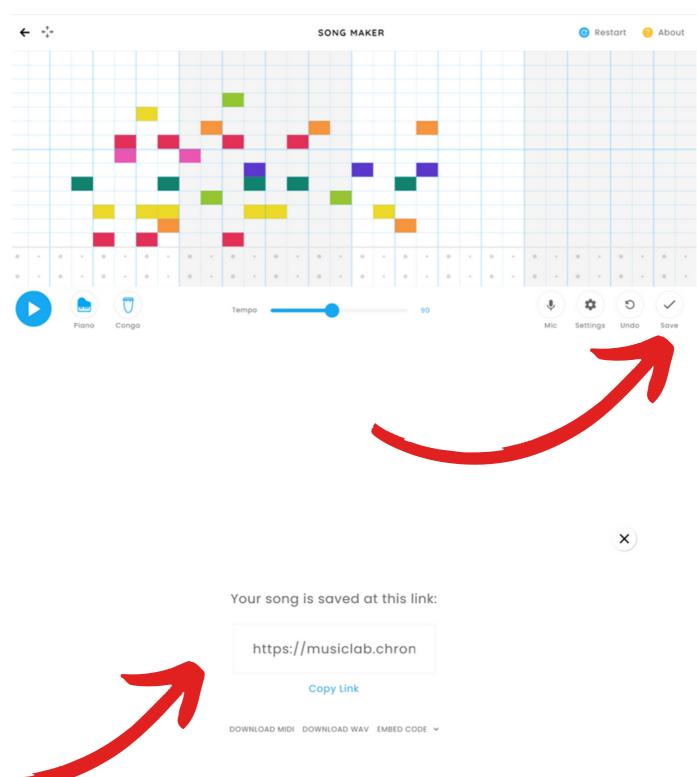


• Change the pace to e.g. 90



WORK CARD 7 - HOW TO COMPOSITE A SONG IN MUSICLAB?

• Play your song and save it



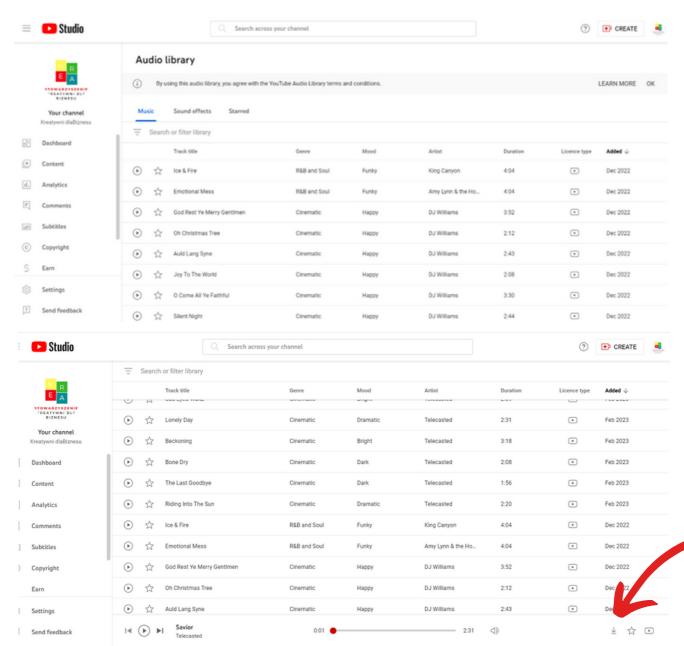
Source: https://musiclab.chromeexperiments.com/Song-Maker/song/5499837530505216



🏿 scan QR code

YOUTUBE AUDIO LIBRARY

Thanks to the YouTube Audio Library, we can download free, CC-licensed music and sound effects for our video content. The use of the song database is based on the YouTube Terms of Use. We can search for songs based on Genre, Mood, Instrument, Duration and Attribution.



SOURCE: HTTPS://STUDIO.YOUTUBE.COM/CHANNEL/UC_KVYWFR4WX8MPWUI9D8UHA/MUSIC [ACCESS 01.01.20230]

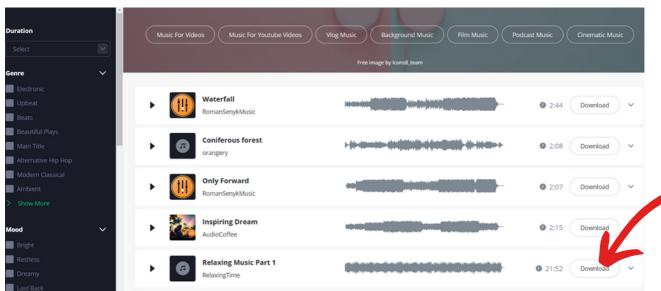


PIXABAY MUSIC

HTTPS://PIXABAY.COM/MUSIC/SEARCH

Pixabay.com is a free stock photography website that is free of licensing fees. It is used to share photos, illustrations, vector graphics, footage and music, exclusively under the Pixabay custom license, which generally allows free use of the material with certain restrictions.





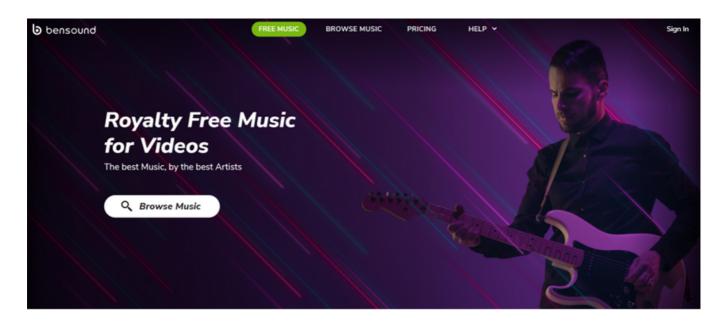
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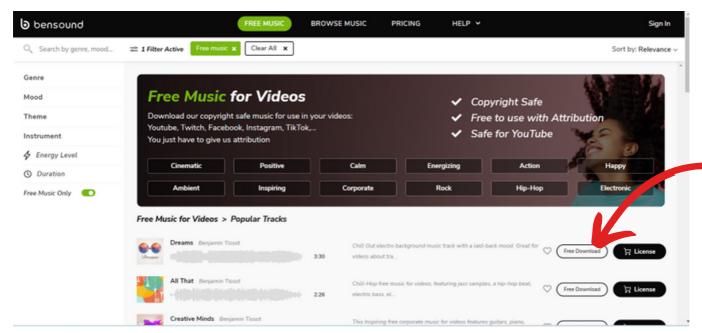


BENSOUND

HTTPS://WWW.BENSOUND.COM/FREE-MUSIC-FOR-VIDEOS/

The best freshly composed by independent artists.





SOURCE: HTTPS://WWW.BENSOUND.COM/FREE-MUSIC-FOR-VIDEOS [ACCESS 01.01.2023]

SCENARIO III | MUSICAL CREATIVITY, OR HOW TO COMPOSE YOUR OWN SONGS AND CREATE MELODIES

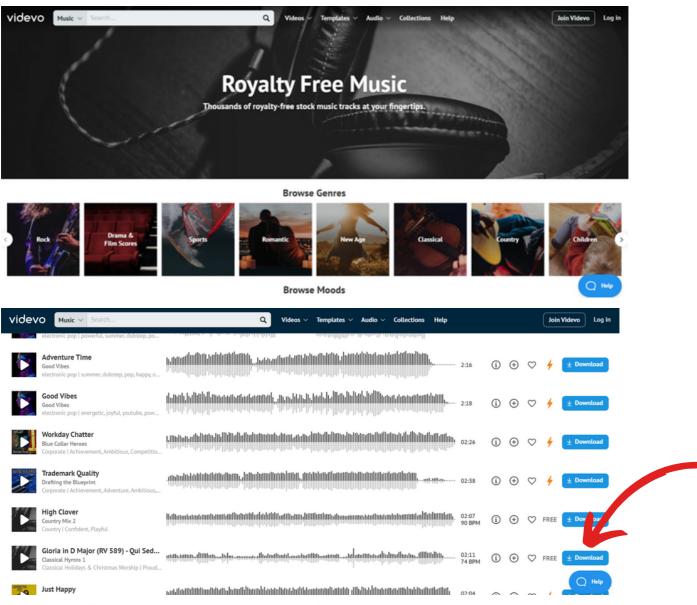


🗵 zeskanuj kod QR

VIDEVO

HTTPS://WWW.VIDEVO.NET/

Videvo was created with one simple mission: to make stock footage more affordable, thereby enabling creators around the world to create amazing visual content. Starting as a free stock service, we also added sound effects and music tracks to the mix, as well as an expanded collection of more than 1 million premium assets.



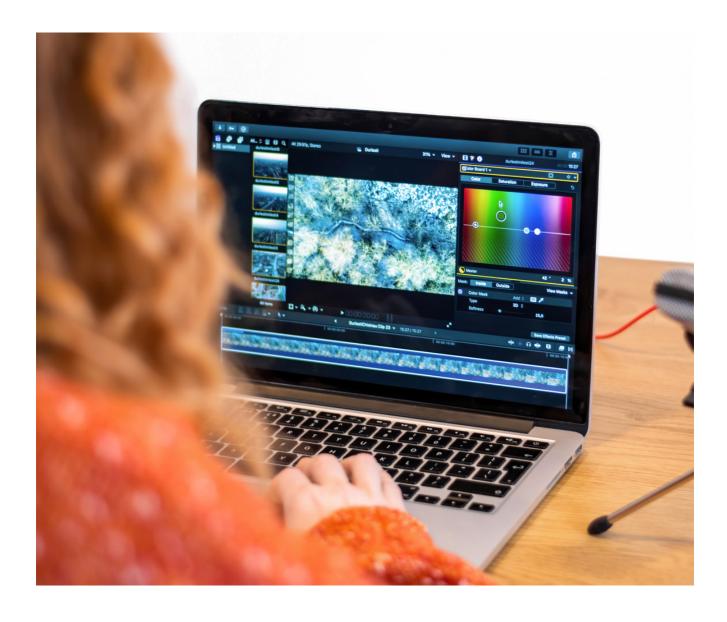
SOURCE HTTPS://WWW.VIDEVO.NET/ROYALTY-FREE-MUSIC/ [ACCESS 01.01.2023]

Exercise 8 A song for a movie (15 min)

Choose one of the indicated free music banks. Download 1 free song for the film promoting the exhibition of photographs about the war in Ukraine. Remember to choose the right music mood.

EXAMPLE SENTENCE FOR THE TEACHER:

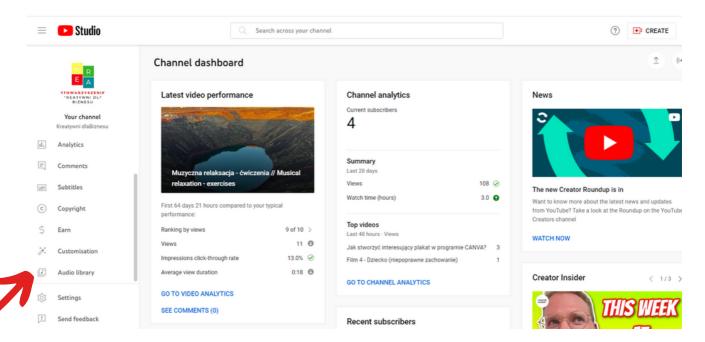
Choose one of the indicated free music banks, e.g. **YouTube Audio Library.** Your task will be to choose and download one free song for the film promoting the exhibition of photographs about the war in Ukraine. Remember to choose the right music mood/music genre/speed.



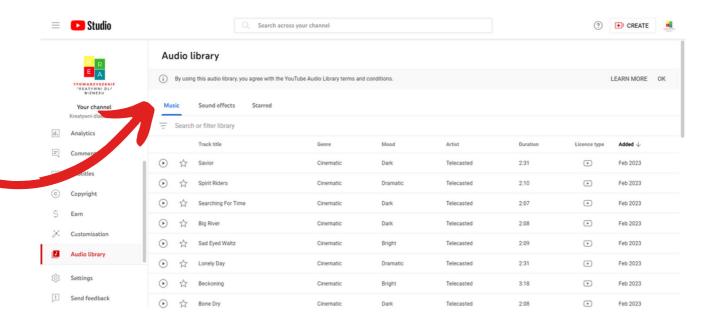
Choosing music for a video on YouTube Audio Library - step by step.

1) type of music: nostalgic

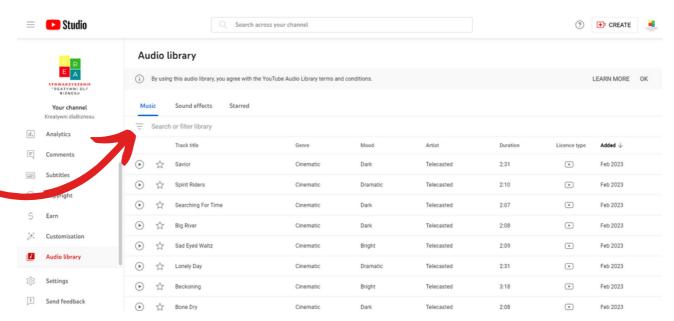
STEP 1. Go to the website: https://studio.youtube.com/ and click on the "AUDIO LIBRARY" tab.



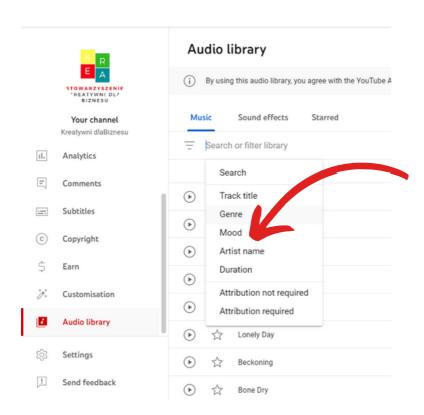
STEP 2. Go to the MUSIC tab



STEP 3. CLICK "FILTER"

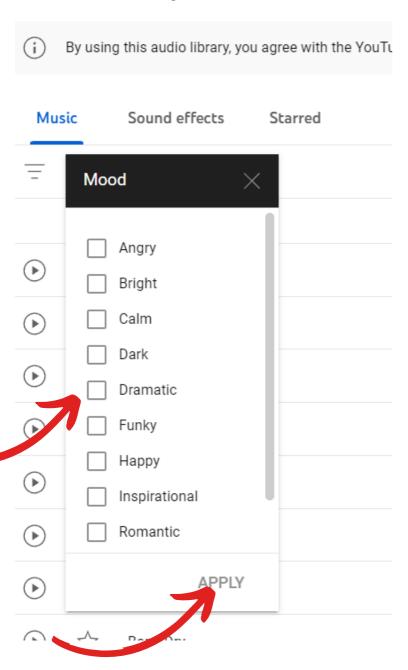


STEP 4. CLICK "MOOD"

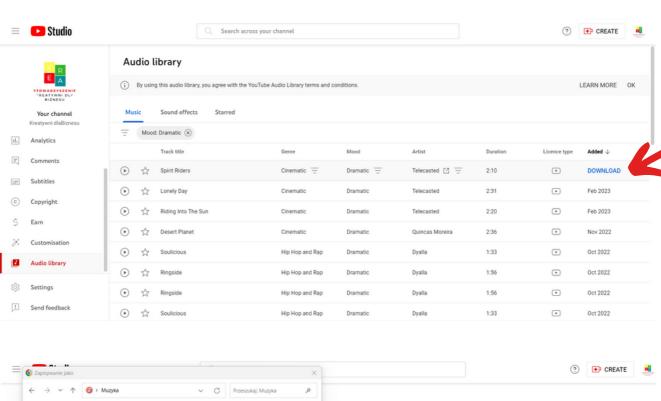


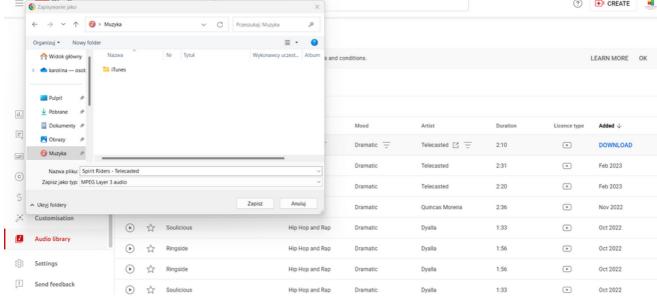
STEP 5. Select the type of music, e.g., dramatic, and click "APPLY."

Audio library



STEP 6. Finally, click "DOWNLOAD" and done.



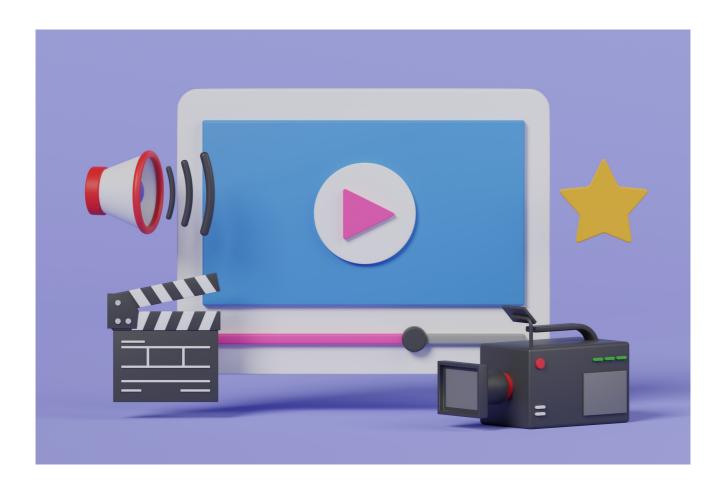


Exercise 9 (30 min)

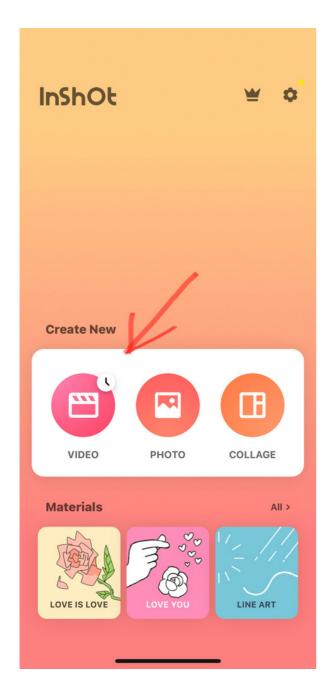
Create your own movie using the music you downloaded in exercise 8. Use an application for this, e.g. Inshot. Write it down and present it to the group.

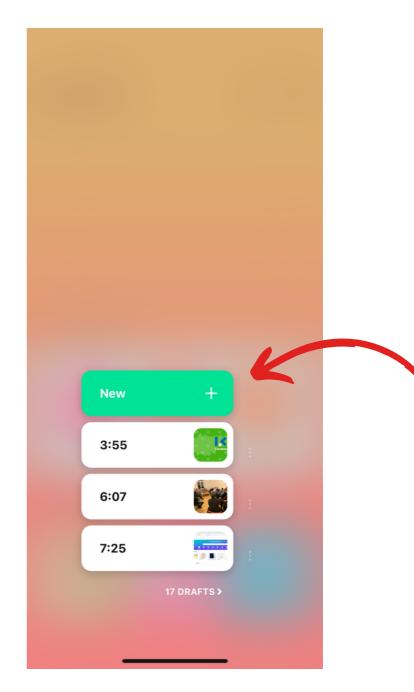
SAMPLE WORDING FOR THE PRESENTER:

Create your own movie using your favorite applications e.g. InShot. Apply the music you downloaded in exercise 8 to the video. At the end, each of you will present the video you created in front of the group. Good luck!

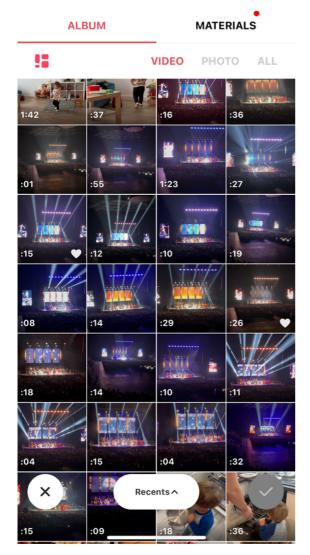


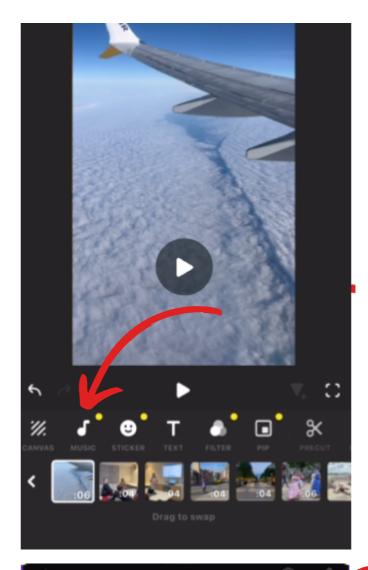
How to add your favorite music to your video?

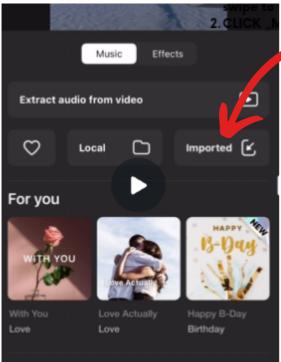


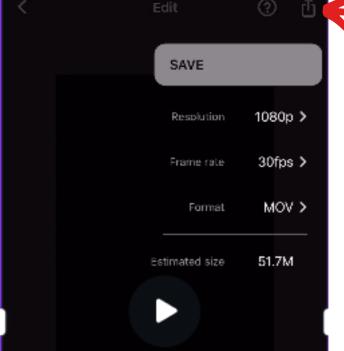


How to add your favorite music to your video?









SCENARIO III | MUSICAL CREATIVITY, OR HOW TO COMPOSE YOUR OWN SONGS AND CREATE MELODIES

IV End of the workshop (20 MIN.)

The facilitator asks the participants to sit in a circle and each answer the question:

- What did you like the most about today's workshops?
- What will you take for yourself?
- What surprised you the most and caught your attention?
- How did the workshops affect you?
- What things are you going to change in your behavior?

After the participants have finished speaking, the facilitator would like to thank you for your participation in workshops and the teacher asks you to fill in evaluation questionnaires.

After taking the questionnaires, the teacher will distribute the diplomas.



V Evaluation Questionnaire



MUSICAL CREATIVITY, OR HOW TO COMPOSE YOUR OWN SONGS AND CREATE MELODIES

DEAR PARTICIPANT/DEAR PARTICIPANT, WE HOPE THAT THE WORKSHOP WAS INTERESTING FOR YOU AND YOU COULD LEARN MANY INTERESTING THINGS. WE WANT TO RECEIVE FEEDBACK FROM YOU, SO WE WILL BE VERY GRATEFUL FOR YOUR TIME AND FOR COMPLETING THE QUESTIONNAIRE BELOW. THE QUESTIONNAIRE IS ANONYMOUS.

1.DID THE V MUSIC GEN		HELP YOU DE	EPEN YOUR KNOWL	EDGE OF MUSIC TYPES AND
☐ DEFINITEL	Y YES	RATHER YES	☐ RATHER NO	☐ DEFINITELY NO
MUSIC EDU	JCATION, I		MPOSING YOUR O	TIPS AND TECHNIQUES FOR WN SONGS AND CREATIVE
DEFINITEL	Y YES	RATHER YES	☐ RATHER NO	☐ DEFINITELY NO
3. DID THE W		PROVIDE YOU WI	TH USEFUL TIPS FOR	CREATING YOUR OWN MUSICAL
DEFINITEL	Y YES	RATHER YES	RATHER NO	☐ DEFINITELY NO
4. WHICH P	ART OF TH	E WORKSHOP D	OID YOU LIKE THE M	OST AND WHY?
5. WOULD Y		TAKE PART IN	OTHER THEMATIC V	WORKSHOPS?
□ Y	ES	□ NO		



6. IF YES, PLEASE LIST THE TOPICS THAT WOULD BE INTERESTING FOR YOU.
7. SHARE YOUR REFLECTION AND COMMENTS
THANK YOU FOR YOUR CONTRIBUTION.



CERTIFICATE

IT IS CONFIRMED THAT

(FULL NAME)

TOOK PART IN THE WORKSHOP "MUSICAL CREATIVITY, OR HOW TO COMPOSE YOUR OWN SONGS AND CREATE MELODIES "

DEVELOP YOUR CREATIVITY
ERASMUS PROJECT NO. 2020-1-PL01-KA227-ADU-095783

WORKSHOP FACILITATOR:
PLACE:
DATE.

