

EVENT DESCRIPTION SHEET

(To be filled in and uploaded as deliverable in the Portal Grant Management System, at the due date foreseen in the system.)

 Please provide one sheet per event (one event = one workpackage = one lump sum.)

PROJECT	
Participant:	3 - KUNSILL LOKALI IS-SIGGIEWI (Siggiewi)
PIC number:	896120339
Project name and acronym:	An Environmental Pulse through Citizens' Unity — GreenPulse

EVENT DESCRIPTION			
Event number:	WP1		
Event name:	Event in Siggiewi		
Type:	Other		
In situ/online:	☐ insitu ☒ online		
Location:	Malta, Siggiewi		
Date(s):	December 2 nd , 3 rd and 8 th 2024		
Website(s) (if any):	https://siggiewilc.gov.mt/en/		
Participants			
Female:	20		
Male:	30		
Non-binary:			
From country 1 [Malta]:	25		
From country 2 [Spain]:	25		
...			
Total number of participants:	50	From total number of countries:	2
Description			
Provide a short description of the event and its activities.			
The activities led by the beneficiary of Malta were held during a span of three days: December 2nd, 3rd, and 8th. The events were attended by 50 participants, out of which 25 were foreigners and 25 were local participants. Attending the event were intergenerational and gender diverse citizens of both municipalities. The agenda of each event was as follows: Day 1: Presentation and First day activity During this event, there was conducted an informative talk aimed at addressing the impact of human			

activities and climate change on the region. This was a very wide-spread talk that encompassed important topics such as sea-level rise, wildfires, species extinction, habitat encroachment, waste management, and historical data analysis.

Day 2: Second day activity

During the second day, a more engaging activity was organized. In this instance the attendees were able to participate in an environmental role-playing game. This game was designed to provide firsthand experience of the consequences that human decisions have on the environment. Moreover, this type of involvement contributed to clearly illustrate the impact of municipal decisions on environmental factors, including natural resource management, biodiversity conservation, and food and business interactions. Finally, the game incorporated a good representation of the transnational effects on other cities in order to foster empathy and a deeper understanding of interconnected environmental challenges.

Day3: Third day activity.

During the third day, a conference was held where we presented measures, plans, strategies, and projects related to environmental initiatives adopted by the cities, all within the framework of EU guidelines. This conference provided a platform for participants to review and discuss strategies and projects from the previous meeting, facilitating the comparison of approaches and the exploration of potential collaboration.

Additionally, guided routes to highly dense and nearby natural areas were organized so that people could connect with nature and appreciate its richness first hand. Subsequently we took them to an area affected negatively by humans, or exploited for resources. This way, the participants could see and understand the importance of conservation. Also we proposed to the participants the establishment of certain criteria that needs to be followed in order to create natural hiking trails (or bring natural trails closer to the cities).

HISTORY OF CHANGES		
VERSION	PUBLICATION DATE	CHANGE
1.0	01.04.2022	Initial version (new MFF).