

**Cross-Border Youth Education Campaign
“CREATIVE, INNOVATIVE, ACTIVE!”
within EC Day 2022 and the European Year of Youth**

Evaluation grid of the Application Form

Task 1	Score
1.1. To what extent is the invention/innovative solution related to the Programme area?	/3
1.2. Does the comic book understandably convey the story of the invention/innovation?	/3
1.3. Is the work attractive and of a good artistic standard?	/3
1.4. What is the work promotion potential for the Programme?	/3
Subtotal:	/12
Task 2	Score
2.1. To what extent is the invention/solution original, unique, innovative?	/3
2.2. To what extent can it contribute to protect the nature, prevent global warming or its adverse effects, especially in the Programme area?	/3
2.3. Is the accompanying textual description comprehensible and does it convey the essence of the invention?	/3
2.4. ADDITIONAL: If, in addition, a diagram or a drawing is attached, to what extent does it convey the essence of the invention, facilitate understanding of its operation?	/3
Subtotal:	/12
Task 3	Score
3.1. Does the lyrics contain words that are the title of the competition?	/3
3.2. To what extent is the message of the lyrics consistent with the message of the competition?	/3
3.3. What are the artistic values of the lyrics (language, rhythm)?	/3
3.4. What is the promotional potential of the lyrics for the Programme?	/3
Subtotal:	/12
Additional point for schools taking part in the campaign for the first time	/1
TOTAL SCORE:	/37