



**THE THREE RS IN EDUCATION**  
**'REPLACEMENT, REDUCTION, REFINEMENT OF**  
**ANIMAL USE IN SCIENCE'**  
**THREE RS COMPETITION**  
**-2022 STEM Discovery Campaign-**



This Three Rs project aims to promote alternatives to animal testing and the Three Rs through education and has been initiated by the European Commission's Joint Research Centre (JRC) and supported by the European Parliament under a Preparatory Action entitled "Promoting alternatives to animal testing". The project is coordinated by European Schoolnet (EUN) on behalf of the JRC. The Three Rs project is also supported by Scientix, funded from the European Union's H2020 research and innovation programme – project Scientix 4 (Grant Agreement N. 101000063). The content is the sole responsibility of the organiser and it does not represent the opinion of the European Commission (EC), and the EC is not responsible for any use that might be made of information contained.

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# THREE RS COMPETITION

## I. Description and Purpose of the Competition

For the **2022 STEM Discovery Campaign** the **Three Rs Project**<sup>1</sup> is announcing a competition aiming to **popularise and develop new learning materials**, to promote **sharing best practices** and **motivate teachers to teach students** to think critically about science, become aware of the scientific progress made for a future science without animal use, and build the skills to debate nuanced and complex topics such as animal testing.

The “**Three Rs Competition**” (competition) consists of **three different streams**; therefore, we invite teachers and other education stakeholders to read these Terms and Conditions and to select a relevant stream to participate in.

The competition is coordinated by European Schoolnet (EUN)<sup>2</sup>.

## II. Competition Duration

The competition will run from 01 February 2022 to 30 April at 23:59 (CEST) 2022.

## III. Eligibility and how to participate

**The competition is open to all primary and secondary school teachers** participating in 2022 STEM Discovery Campaign, who comply with the Terms and Conditions for this competition and organized, held, or developed their activities online or in-person between 01 February and 30 April 2022, and submit the activity to the 2022 STEM Discovery Campaign Map before the 30 April 2022.

### How to participate

Depending on the stream in which you participate, the steps to submit are as follows:

#### **Stream 1: Implement Three Rs Learning Scenarios in the classroom (Primary and secondary schools)**

This stream is promoting and popularising the use of Three Rs [Learning Scenarios and Additional Resources](#), developed within the Project. Materials developed can be used in STEM and in some non-STEM subjects in full or partly depending on the subject curriculum and the

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<sup>1</sup> The Three Rs project of the European Commission's Joint Research Centre focuses on introducing the principles of the 3Rs – Replacement, Reduction and Refinement of animal use for scientific purposes in primary and secondary education.

<sup>2</sup> European Schoolnet the network of 33 European Ministries of Education, based in Brussels. As a not-for-profit organisation, EUN aims to bring innovation in teaching and learning to its key stakeholders: Ministries of Education, schools, teachers, researchers, and industry partners.

teacher's ability to combine the resources suggested. **Participation in this stream is open for both primary and secondary school teachers, but with some differences.**

**Teachers from secondary schools**, please have a look at the available materials in the "Learning Scenarios" tab and in the 2022SDC Three Rs Competition tab of the [Three Rs page](#) and select the one(s) to implement, fitting your learning purposes and the needs and interests of the class.

**For Teachers from primary schools**, please, have a look at the "2022 SDC Three Rs Competition" tab of the [Three Rs page](#), where you will find a document with links to draft materials developed. Please note that these are newly developed materials and are not yet implemented in the classroom. That's why we are asking you first to get familiar with the materials and select the one(s) to implement in your classroom depending on your learning purposes and need or interests of the class. Your implementation stories will help us to receive additional pedagogical feedback before we finalize them and publish.

To participate in this stream, you should complete the following steps:

**Step 1: Organize an online or in-person lesson** (one or several) using the Three Rs Learning Scenario or Additional Resources materials. The activity should happen between **01 February and 30 April 2022**.

**Step 2: Pin the activity** you are planning or have conducted in the [2022 STEM Discovery Campaign map](#) before 23:59 CEST on 30 April 2022 and select **Three Rs Competition** when prompted. Fill the [submission form](#).

**Step 3:** Write a blog post in English on the [2022 STEM Discovery Campaign blog](#) to share your story of implementation when your activity is completed.

Your blog entry should consist of the following information:

- a. **Title** of your activity
- b. **Dates** that it took place
- c. Your **name, country, and type of school** (primary/secondary)
- d. Indicate which **Three Rs Learning Scenario or Additional Resource** you used in the lesson
- e. **A brief description** of the activity or event you organized. Please, see below the requirements for the text of the blog entry.

In your blog post, please, describe how your lesson was implemented:

- Remember to describe the structure of your lesson: introduction, objectives, learning – presentation of the new material and activities, questions and practice, conclusions, evaluation, and corrections. This part of the description should be detailed enough for other teachers to understand what you did during the lesson, but not as many details as a Learning Scenario.
- Specify resources and materials you have used in order to implement the activity.
- How you involved your students and what was their feedback.
- Provide recommendations and your own ideas on how to implement the lesson and if you have developed new ideas or tasks, please share them with us.

Think of this blog as a report on the work performed – between 500 and 900 words. Remember, that other teachers will be reading your blog entry, so make it interesting and detailed enough for the readers to understand what you did and to learn from you. Please, add your tips, recommendations and lessons learned for other teachers to know how to replicate your experience. You can also add pictures and other related materials to your blog posts. **In case you use pictures or videos where participants' faces are showing, please don't forget to ask first for their written permissions in accordance with the provisions of the GDPR.** We may ask you to provide us with proof of such permission before publishing any entry.

## **Stream 2: Develop your own Three Rs Learning Scenarios and/ or Additional Resources for primary school teachers**

This stream is encouraging primary school teachers to develop their own Learning Scenarios and Additional Resources targeting primary school students (aged 8-11 years). It is not an easy task to hold discussions and to teach Three Rs topics related to animal testing and science in primary schools. Therefore, we call for experienced primary school teachers, with background knowledge on Three Rs topics to contribute with their knowledge, skills, and expertise in developing relevant and age-adapted educational lessons and materials for primary school students. Additional resources are activities related to the Three Rs that are independent from or complement Learning Scenarios. They should be usable to introduce students to the topic of the Three Rs or in addition to the existing Learning Scenarios (for example quizzes, roleplay activities, free standing exercises to discover the topic of the Three Rs, etc...).

To participate in this stream, you should complete the following steps:

**Step 1: Develop your own Learning Scenario or Additional Resource** using EUN's [Learning Scenario template](#) (for LS) and in the format of your choice for the additional resources (please note that given the wide variety of formats that can be used for additional resources, no template is provided). The material should be written in English and submitted between **01 February and 30 April 2022**.

**Step 2:** If you have a chance to try to implement your Learning Scenario or Additional Resource in the classroom, **pin the activity** you are planning or conducted in the [2022 STEM Discovery Campaign map](#) before 23:59 CEST on 30 April 2022 and select **Three Rs Competition** when prompted.

**Step 3:** Fill in in English the following [Submission form](#) and attach a link to your Learning Scenario or Additional Resource when prompted, (saved in Google drive/ online drive). Please, make sure to give the following address ([schoolnetsquare@gmail.com](mailto:schoolnetsquare@gmail.com)) permission to access the files.

## **Stream 3: Submit creative and innovative methodological ideas on how to implement Three Rs lessons in the classroom (Primary and secondary schools)**

This stream is helping to find the best ideas and innovative methodological approaches on teaching Three Rs topics in primary and secondary schools. After checking educational materials available on the Project page, what are your methodological and creative ideas on how to better teach Three Rs topics in the classroom? Are we missing any topics/approaches

needed for connecting school subjects and Three Rs topics? Which Three Rs topics, activities and tasks should be added to existing materials? What are your other recommendations on how the Three Rs topic should be taught in primary and/or secondary schools? Share your knowledge and expertise and help us find improved ways of introducing Three Rs topics in the classroom! **Your concept shouldn't be longer than one A4 page.**

To participate in this stream, you should complete the following steps:

**Step 1:** Activity – if you were already teaching your students Three Rs topics, make a brainstorm session to explore the students' interest in the subject, the information/resources they lack or would like to discover. In case you think that your students are not ready for such an activity, try to meet with your colleagues in school and discuss with them Three Rs topics and their vision on how to better integrate the topic in their subject. Based on your findings develop your methodological recommendations on how to introduce the Three Rs topic in primary or secondary schools (depending on your specialization). Describe your ideas in a Word/ Google document – 1 page maximum and share with us the link to the document in the submission form in Step 3. Please provide detailed answers and explanations to your approach.

**Step 2: Pin the activity** you are planning or conducted in the [2022 STEM Discovery Campaign map](#) before 23:59 CEST on 30 April 2022 and select **Three Rs Competition** when prompted.

**Step 3:** Fill in a [submission form](#) in English and answer the questions provided. In the last question you will see a place for a link on your Google document developed (no more than 1 page). Please, make sure to give the following address ([schoolnetsquare@gmail.com](mailto:schoolnetsquare@gmail.com)) permission to access the files.

## IV. Timeframe clarifications

The competition starts on 1 February 2022 and finishes on 30 April 2022. However, if your activity falls on April 28-30, you can submit your blogpost to the [STEM Discovery Blog](#) by 10 May 2022, provided you submitted the activity to the [2022 STEM Discovery Campaign map](#) before the 30 April 2022.

Blog entries for activities submitted late on the map will not be reviewed.

## V. Rules and guidelines

### i. Adding your activity to the 2021 STEM Discovery Campaign map and successfully submitting the Activity Submission form

To be eligible activities must be registered on the [2022 STEM Discovery Map](#). When registering your activity, please take into consideration the following instructions:

- a) Fill in the details of the activity and your school in Latin alphabet and avoid special characters.
- b) Submissions must be in English.

- c) While looking for the exact location of your school on Google Maps please make sure to do so in Latin alphabet using no special characters. Then copy and paste the complete link and add it in the respective field of the Activity Submission Form.
- d) The same activity can only be submitted to one competition and only by one person regardless of how many organizers contributed
- e) Data provided in the submission form must be correct and truthful.
- f) You are free to participate in more than one competition if you indicate it in the form.

## ii. Drafting and submitting your blogpost for the STEM Discovery Blog

See description of each stream for instructions and requirements.

## VI. Eligibility

To be eligible, participants must:

- 1. Be Primary and/or Secondary school teachers
- 2. Be citizens of the European Union<sup>3</sup> or associated to the European Union<sup>4</sup>
- 3. Comply with the process and rules of the competition

## VII. Content restrictions

Submitted content must comply with the following criteria:

- a) Content must be original and neither copied, as a whole or partly, nor rephrased from any other source.
- b) Content must be truthful.
- c) Content must not violate the rights of any third party.
- d) Content must not be inappropriate or unfit for publication (e.g., include nudity, obscenity or hate speech).

## VIII. Use of photo and video permission consent forms

### i. Organizing project details and context

**The Three Rs** project of the European Commission's Joint Research Centre focuses on introducing the principles of the 3Rs – Replacement, Reduction and Refinement of animal use for scientific purposes in primary and secondary education.

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<sup>3</sup> Austria, Belgium, Bulgaria, Croatia, Republic of Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Ireland, Italy, Latvia, Lithuania, Luxembourg, Malta, Netherlands, Poland, Portugal, Romania, Slovakia, Slovenia, Spain, Sweden and the UK.

<sup>4</sup> Albania, Bosnia and Herzegovina, Faroe Islands, Georgia, Iceland, Israel, Liechtenstein, Moldova, Montenegro, Northern Macedonia, Norway, Serbia, Switzerland, Turkey and Ukraine

**Scientix**, the Community for Science Education in Europe (<http://www.scientix.eu/home>), promotes and supports a Europe-wide collaboration among STEM teachers, education researchers, policymakers, and other STEM education professionals. Scientix has been running since 2010 organizing teacher-training activities, dissemination conferences and events, and supporting the exchange of knowledge and experiences in STEM Education via its portal, publications, and events<sup>5</sup>.

**EUN Partnership AISBL** (known as European Schoolnet or EUN) is a network of 33 European Ministries of Education, based in Brussels. As a not-for-profit organisation, we aim to bring innovation in teaching and learning to our key stakeholders: Ministries of Education, schools, teachers, researchers, and industry partners.

## ii. Authorisation of individuals on graphic materials

If your submission shows participants' faces, especially students faces, you must be in possession of the **signed authorisation of all persons appearing in the videos and/or pictures** of your submission. For underage students you must, in addition, get their legal guardians' agreement before using their images. If you do not have these authorisations, please modify the entry by adding blur to the faces or removing the pictures of people for whom you do not have authorisation. If the submission is short-listed to be published on the webpage of the competition, please be aware that EUN will request a **confirmation that you have the signed authorisation** for all persons appearing on your video/image submitted to the competition.

## iii. Licence of content

A person who submits an entry in this competition accepts that the submitted content follows a Creative Commons License of Attribution-ShareAlike 4.0 International (CC BY-SA 4.0). Details of this license can be found here: <https://creativecommons.org/licenses/by-sa/4.0/>. Please be aware that to use any copyrighted material – images, music, video – you need to be in possession of the permission of the author in written form. EUN reserves the right to request clarification on the copyrights of the materials submitted to the competition. Please read the full details carefully in Annex 1: Copyrights and Legal Issues.

## iv. Further use of text, photos, and audio-visual materials

The text of your blog entry, any additional materials (e.g., Power Point presentations), audio-visual materials such as recording of your online or offline activity, podcasts, and any photos you provide will be made public. In these audio-visual materials, you will be identifiable by your name, country, organisation, and job title as provided in your blogpost. These materials will be used primarily for the STEM Discovery Campaign blog but **depending on the additional competitions you may participate** into they may be uploaded on YouTube or other websites

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<sup>5</sup> The Scientix project receives funding from the European Union's H2020 research and innovation programme.



managed by EUN, enabling EUN to embed the audio-visual materials into EUN websites and repositories of other projects coordinated by EUN, such as the Scientix, STE(A)M IT (the new Integrated STEM teaching portal<sup>6</sup>) and STEM Alliance. The materials may be further disseminated on EUN's social media channels and those of other projects coordinated by EUN, such as the Scientix, STE(A)M IT and STEM Alliance.

## IX. Disclaimer

**Please note that by participating to the Three Rs Competition you confirm that you understand and agree to the following:**

1. That you will not receive any money for your participation in the Three Rs Competition or the STEM Discovery Campaign.
2. If you are selected as a winner, you will be eligible for a reward. In case of rejection, Three Rs or EUN will not engage in any type of dialogue and the results remain at its sole discretion.
3. That your photos/recordings may be included and used in printed publications, videos, online media, and websites, related to the project and/or other education projects of EUN Partnership. Your information is not intended to be transferred to destinations outside of the EU/EEA (European Economic Area), although it may be accessible to parties outside the EU/EEA via online media and websites.
4. Your photos/recordings will only be used in information/publicity materials produced within three years of the recording. We will ensure that we store the photos/recordings in a secure environment and in line with our obligations under the GDPR.
5. Your full name, country, organisation, and job title may appear on any produced materials.
6. We will only use your photos, recordings, and text on the basis of your consent as expressed in this form. You may contact us at any time to withdraw your consent for the use of the above. In such a case, we will ensure that the photos/recordings are removed from wherever they have been posted as soon as is practical. Please be aware that it may be impossible to remove your likeness where it has been included in a publication which has already been published or is in the process of being published. We will only be able to remove such incidences from future publications. If you send us a deletion request, we may ask you for further information (for example a copy of your ID or passport) in order for us to be able to verify your identity.

## X. Selection and notification of winners

In this competition, Three Rs Project team will select 9 winners – TOP3 per stream. At the end of the blog submission period on 10 May 2021, organizers will evaluate and select winning submissions. After the evaluation and selection period, Three Rs team members will contact potential winners via the contact information provided in the [2022 STEM Discovery Campaign Activity submission form](#).

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<sup>6</sup> The STE(A)M IT project receives funding from the European Union's ERASMUS+ programme.

Any dispute as to identity any of the prize winners will be resolved by Three Rs team in its sole discretion.

### Selection criteria for the competition:

The selection of winners will be performed by stream and its own criteria:

#### Stream 1: Implement Three Rs Learning Scenarios in the classroom (Primary and secondary schools)

| Steps | List of criteria   | Rating value  |
|-------|--|---|
| 1.    | <b>Technical criteria:</b>   | “Pass” or “Fail”  |
|       | The Lesson held within 01 February-30 April 2022   | Based on technical criteria the work can be disqualified if one of criteria are not met or moved for further evaluation by the Three Rs team. |
|       | The activity was pinned in the 2022 STEM Discovery Campaign map  |   |
|       | The blog entry is written in English   |   |
|       | Blog contains title, date, name, country, and type of school as well as description.   |   |
| 2.    | <b>Qualitative evaluation criteria:</b>  | <b>100%</b>   |
|       | Teacher used Three Rs materials in their lesson  | 10%   |
|       | Description of activity is clearly outlined, easy to follow, enough level of details for replication. The lesson and activities developed are relevant to the age group suggested. | 40%   |
|       | Pedagogical value  | 30%   |
|       | Teacher included tips, recommendations and lessons learned   | 20%   |
| 3.    | Works that score the most will be selected as winners for the Stream   |   |

#### Stream 2: Develop your own Three Rs Learning Scenarios and/ or Additional Resources for primary school teachers

| Steps | List of criteria   | Rating value   |
|-------|--|--|
| 1.    | <b>Technical criteria:</b>   | “Pass” or “Fail”   |
|       | The Learning Scenario or Additional Resource was developed and submitted between 01 February-30 April 2022 | Based on technical criteria the work can be disqualified |

|           |  |  |
|-----------|--|--|
|           | The activity was pinned in the 2022 STEM Discovery Campaign map  | if one of criteria are not met or moved for further evaluation by the Three Rs team. |
|           | The submission Form entry and Learning Scenario received and is written in English   |  |
|           | The Lesson corresponds to the Three Rs topic correctly   |  |
| <b>2.</b> | <b>Qualitative evaluation criteria:</b>  | <b>100%</b>  |
|           | The Learning Scenario is developed according to the EUN's form requirements and has value for other teachers                     | 15%  |
|           | The Three Rs topic is approached correctly regarding the age group of students   | 15%  |
|           | The instructions and description of activities is clear enough with sufficient level of detail for another teacher to replicate. | 35%  |
|           | The Learning Scenario has pedagogical value  | 20%  |
|           | Developed Learning Scenario is not duplicating existing Project materials  | 15%  |
| <b>3.</b> | Works that score the most will be selected as winners for the Stream   |  |

**Stream 3: Submit creative and innovative methodological ideas on how to implement Three Rs lessons in the classroom (Primary and secondary schools)**

| Steps     | List of criteria  | Rating value  |
|-----------|---|---|
| <b>1.</b> | <b>Technical criteria:</b>  | "Pass" or "Fail"  |
|           | The brainstorming meeting was held within 01 February-30 April 2022                                     | Based on technical criteria the work can be disqualified if one of criteria are not met or moved for further evaluation by the Three Rs team. |
|           | The activity was pinned in the 2022 STEM Discovery Campaign map   |   |
|           | The submission Form entry is filled in correctly and written in English                                 |   |
| <b>2.</b> | <b>Qualitative evaluation criteria:</b>   | <b>100%</b>   |
|           | The recommendations provided are practical and have pedagogical value                                   | 25%   |
|           | The text is clear and gives full answer to the questions announced in the Stream.                       | 25%   |
|           | Ideas and approaches suggested are creative and easy to follow, enough level of details for replication | 25%   |
|           | Teacher included tips, recommendations and lessons learned from own experience                          | 25%   |

|    |   |
|----|---|
| 3. | Works that score the most will be selected as winners for the Stream. |
|----|---|

The above-mentioned criteria have informational purposes and provide guidance to participants on what to pay attention, when preparing their works. EUN reserves the right to amend the criteria, cancel streams, change prizes, or to add additional evaluation criteria in case of unforeseen situation or inability to evaluate works received due to reasons, not related to organizer's sphere of responsibility.

## **XI. Awards**

Winners of this competition will be invited to participate in very important dissemination activities, educational initiatives and training opportunities organized by the Three Rs Project team or Scientix, gaining this way immense visibility for themselves and their schools.

In addition, TOP1 in various streams will receive an opportunity to join the team of Leading Teachers of the Project and be engages in the activities offered.

Winners will also be invited to join the STE(A)M IT Career Advisers network, ([Welcome to the STE\(A\)M IT Career Advisers Network - STE\(A\)M IT \(eun.org\)](#)) a pan European network of STEM career advisers aimed at developing career guidance skills for teachers, and participate in the network's numerous activities.

## Annex 1: Copyrights and Legal Issues

All participants must comply with European and national laws including but not limited to copyright laws, legislation prohibiting the publication of any defamatory, discriminatory, or other illegal content or any other similar laws.

The “Three Rs Competition” (“the Competition”) is organized by the EUN Partnership AISBL (“Organizer”). By registering and uploading content, contestants declare that the content submitted is their original work and creation. The Organizer does not assume any responsibility for disputes between persons claiming copyrights of content. By registering and uploading content, each contestant declares that the content does not infringe any third-party rights and that they have obtained all necessary rights and licenses from third parties for the use of any materials. Contestants may not use any music that is not in the public domain or for which they have not acquired the necessary rights and licenses. The contestants will be fully responsible to the Organizer for any breach of the conditions contained in this disclaimer and will hold the Organizer harmless from any actions brought by third parties.

The Organizer reserves the right to exclude proposals submitted for the Competition if it comes to their knowledge that there are copyright infringements or the content contains defamatory, discriminatory, or other illegal material or does not comply with national legislation.

By registering and uploading content, the contestants agree that the Organizers shall have the right to make the content freely available for educational purposes on the web, CD-ROM or in any other media format for a period of three years starting from the date of the close of entries for the Competition.

By registering and uploading content the contestants declare that all identifiable individuals in their entry consented to the use of their image/performance, the submission of the content in this competition, and the use of the content by the Organizer for educational and promotional purposes in all media formats, including the web, for a period of three years from the date of the close of entries for the Competition. Contestants declare that the individuals who have provided content for their submission will sign all necessary documents granting the Organizer, if required by it, the rights free of charge to use the content as indicated above.

By sharing photos, you, the students, and their parents or legal guardians give consent to the EUN Partnership AISBL to publish them in their website and social media channels.

For promotional purposes, the winners might be asked by the Organizer to participate in additional promotional and publicity activities, e.g., to take a group photo, record an interview, participate in public/educational event, etc. By submitting their content, contestants declare their agreement that the Organizer may freely use this content in all media formats in its promotional activities of the award. The Organizer shall have complete discretion as to how they want to claim and exercise these rights.

### i. Privacy Policy

The following statement explains our policy regarding the personal information we collect about you for the purposes of the Competition:

- Overview

- Information collection
- Use of collected information
- Length of data storage
- Site security
- Changes within this privacy policy

## Overview

The Competition Platform is dedicated to respecting the privacy of its users. Our intention is to provide a secure and safe environment for all users. The following statement outlines the policies by which the Platform collects, manages, and uses the data provided to us by users, and how users of the portal may exercise their rights. Use of the Platform indicates you have read these policies and agree to abide by them.

The Platform is controlled by EUN Partnership AISBL, the legal name for European Schoolnet, which acts as the Data Controller for any personal data collected via the Platform. Contact information for EUN Partnership AISBL can be found below.

## Information collection

To serve its users in the best way possible, the Platform requires users to submit the following information as a part of the application for the Competition:

Applicant's data (Adults): name, surname, email address, country, class name, school or organization (if applicable). Application must include the number of participants, their age and a submission date.

In addition, information such as user IP address, internet service provider (ISP), web browser, operating system, approximate times of use, referring site, email address and any similar data exchanged between a user's computer and the servers of the Platform will be collected. These will not be linked to specific user accounts except as indicated below.

Finally, aggregate statistics will be collected regularly, including but not limited to the number of users and page statistics during a specific period.

## Use of collected information

Personal information provided by the user or collected during usage of the Platform will only be used to:

- Implement the Competition including judging the entries, publishing the names of the winners in the media, and awarding the prizes.
- Enable and improve the user experience within this project.
- Send print materials and other items by post on request by members using address details provided by them.

Access to this information is strictly limited to EUN Partnership AISBL, as well as individual experts and judges from Three Rs project. The transfer of specific data to other third parties can be permitted under the specific authorisation of EUN Partnership AISBL acting as the Data Controller; such authorisation will only be granted by the Data Controller to third parties with a legitimate interest in the Competition, including the European Commission. Personal data will

only be transferred in accordance with applicable regulations. EUN Partnership AISBL will not divulge your personal data for direct marketing purposes to third parties.

EUN Partnership AISBL will have access to provided account information and can modify and/or delete information as needed to maintain the integrity of the user database or to ensure the proper operation of the Platform.

## Length of data storage

Personal data provided by the users of the site or collected during their usage of the site will not be stored by EUN Partnership AISBL in a form allowing the identification of the users for longer than three years after the date of the close of entries for the Competition. In addition, registered users may contact the EUN Partnership AISBL as indicated below to terminate their accounts, which will result in the deletion of the personal data that they have provided during registration.

## Site security

The Platform has implemented and continues to maintain appropriate technical and management measures to keep your personal information secure and safe from loss, damage, corruption, or deletion.

## Changes within this privacy policy

Any and all changes to this privacy policy will be posted here and will take effect upon their publication. If you have any questions or concerns about this privacy policy, at any time, please contact: [privacy@eun.org](mailto:privacy@eun.org).

### ii. Contacting EUN Partnership AISBL

EUN Partnership AISBL is based in Brussels (Belgium). For any questions related to the Platform, including your rights to access, correct and delete your personal information under applicable data protection law, you can contact us:

By e-mail: [privacy@eun.org](mailto:privacy@eun.org)

By mail: EUN Partnership AISBL

Rue de Trèves 61

B-1040 Brussels

By phone: +32 2 790 75 75

## PLEASE READ CAREFULLY

Please note that we use a third-party processor (Google Drive) to process the submissions to the Competition and any personal data relating to it (name, surname, email, phone, address, organisation, school name, country). Such processing will be carried out in accordance with Google Drive's terms and conditions (see <https://www.google.com/drive/terms-of-service/>).

Any personal data covered by this form will be processed in accordance with the new EU Regulation on Data Protection (GDPR) which came into force on the 25th of May 2018.

### **IMPORTANT NOTE**

By completing the submission and reporting forms and sending in your personal data (name, surname, email, phone, address, organisation, school name, country) you are consenting to the processing of your personal data as detailed above.

### **Contacts**

Please note that you have the right to contact us at any time and ask us to correct any personal data we hold on you or ask for it to be deleted. If you have any questions regarding this competition, please contact Scientix ([scientix@eun.org](mailto:scientix@eun.org)).

If you feel that we have not dealt correctly with any personal data we are holding on you (see section above) or wish to make an official complaint, please contact the Belgian Data Protection Authorities:

Belgian Data Protection Authority  
Rue de la Presse 35  
1000 Brussels

+32 (0)2 274 48 00

+32 (0)2 274 48 35

[contact@apd-gba.be](mailto:contact@apd-gba.be)