



**November 2020**

Digital Learning Resources in 6 languages, significant steps ahead to FUA-level circular urban water management strategies, fruitful co-operations with other projects in water business, print is still alive... These were the main happenings in the last period of City Water Circles project. Learn more about our news.

## Digital Learning Resources about water management in 6 languages



Do you speak Croatian, Hungarian, Italian, Polish, Slovenian, or English? We have good news for you!

Our training materials about circular urban water management are now available on the CWC website in 6 languages.

[Visit the CWC website and click on Digital Learning Resources tag!](#)

## Knowledge exchange with Bo-DEREC project

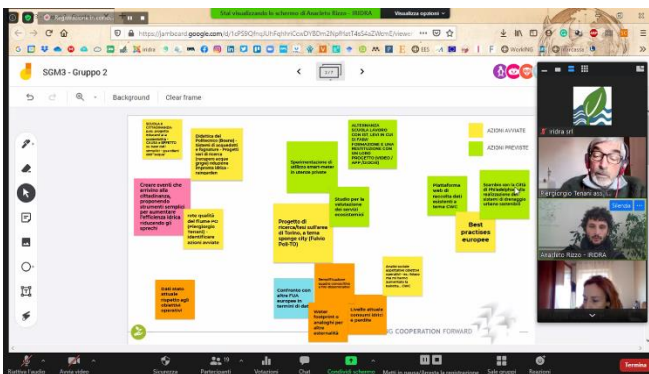


Bo-DEREC-CE aims to increase the quality of drinking water in Central European settlements, so there is no question, cooperation and knowledge exchange are essential between the two projects.

[Check the beginning of a beautiful friendship.](#)



## Next level of cooperation in Turin



The 3rd Stakeholder Group Meeting for Turin FUA took place online on November 9th. It was organized by Poliedra and City of Turin. As a new member of the Italian team IRIDRA joined to the meeting to take part in the co-creation process of strategic development.

[Learn more about the discussion](#)

## Strategy and pilot investment: main topics of meetings in Bydgoszcz

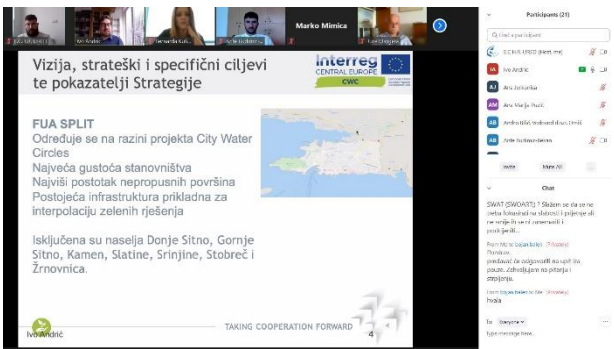


Two meeting occasions, one in the online space and one in person supported the local circular water management strategy and pilot development in Bydgoszcz.

[Click for more.](#)



# One step ahead to circular urban water management in Split



"As a first step of involvement, the stakeholders were invited to share their ideas and opinions about the main challenges in the area, desired future vision, and possible solutions were presented."

[What else happened in Split?](#)

# Paper is still alive! (we like prints)



It seemed that the Covid-19 washes off all the traditional, old school communication elements of the CWC project, like printed posters and board game. Despite of the predominance of online activities, the Zugló team decided not to transform these elements to digital ones.

[We believe, it was a good decision!](#)

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