

## BRANIMIR

Primary school “Prečko”, Zagreb, Croatia  
Language: Croatian (here translated in english)  
Mentors: Maja Galić i Danijela Krpan  
Kids age: 7 to 10 years old  
Croatian partners: Organisation Kozlići





Branimir was a boy (a boy) who always stood alone in the dark.  
People (les gens) passed by him – known and unknown (connu-inconnu) – but no  
one paid any attention.  
Branimir was alone. And lonely (solitaire).



Branimir had a family (Familie) – a mother, a father and a sister. He even had grandparents.

He went to school (to school), he had teachers.

But none of them knew Branimir.

Sometimes it seemed that Branimir was invisible (unsichtbar) .

No one ever stopped.

They would just wave their hands and say:

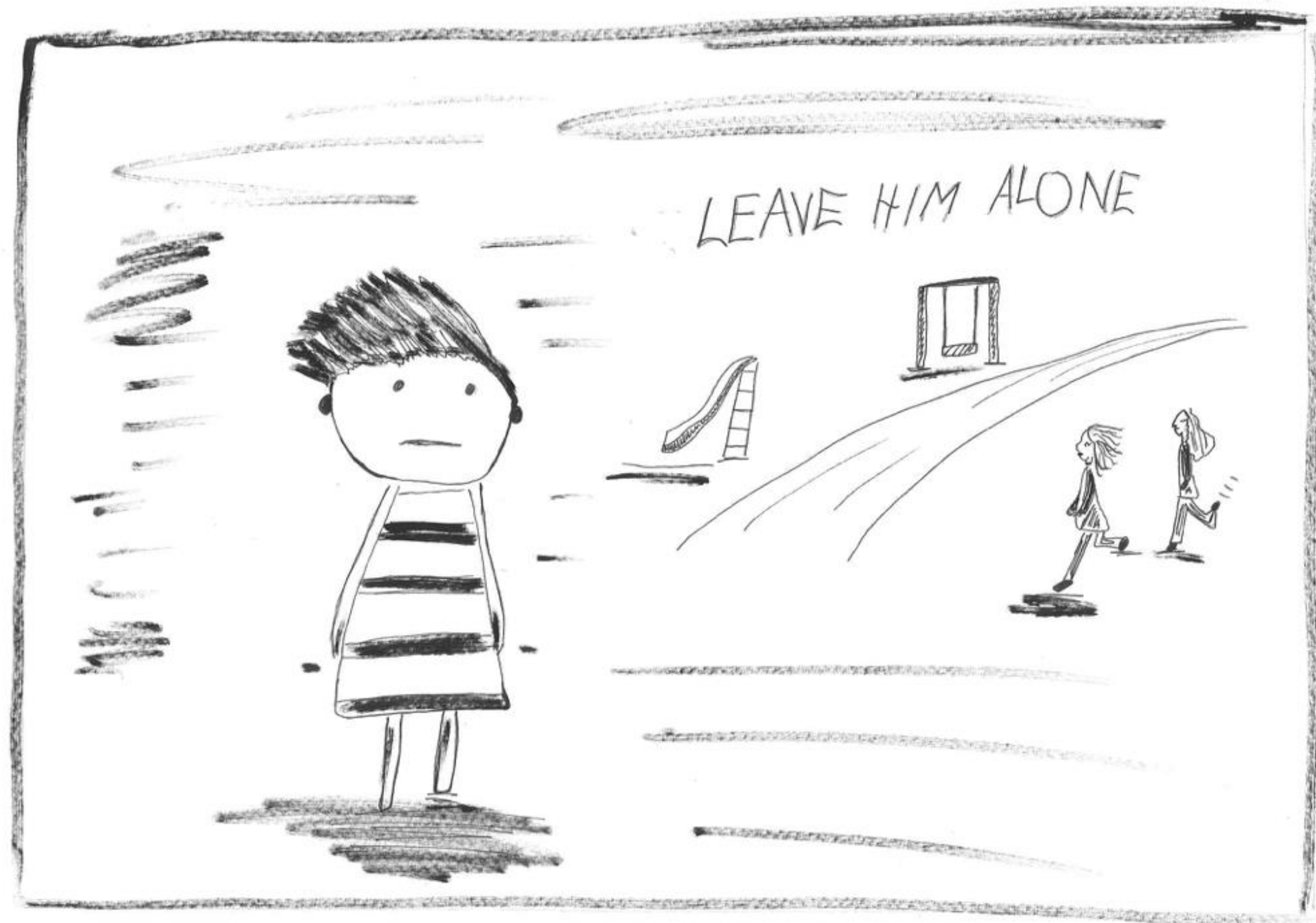
– Leave him alone! (Laisse - le tranquille!)

Perhaps Branimir was satisfied with that answer.

But he was desperately longing for a hug (a hug).

The sentence *Leave him alone* (Leave him alone) didn't help him at all.





He sat on a slide.

He stood in the schoolyard.

On a bridge.

In his home.

Yet, Branimir was invisible.

Even when Branimir laughed, no one noticed.

Branimir never even cried (geweint).

– Leave him alone! (Lass him and Ruhe) They were talking, - it's Branimir.





When Branimir closed his eyes, the world suddenly came alive with colors.  
Green (green) trees. Red (red) slides. Yellow (yellow) swings.  
He would see friends (Freunde) playing, the love (amour) of his parents, and warm smiles  
of the teachers.

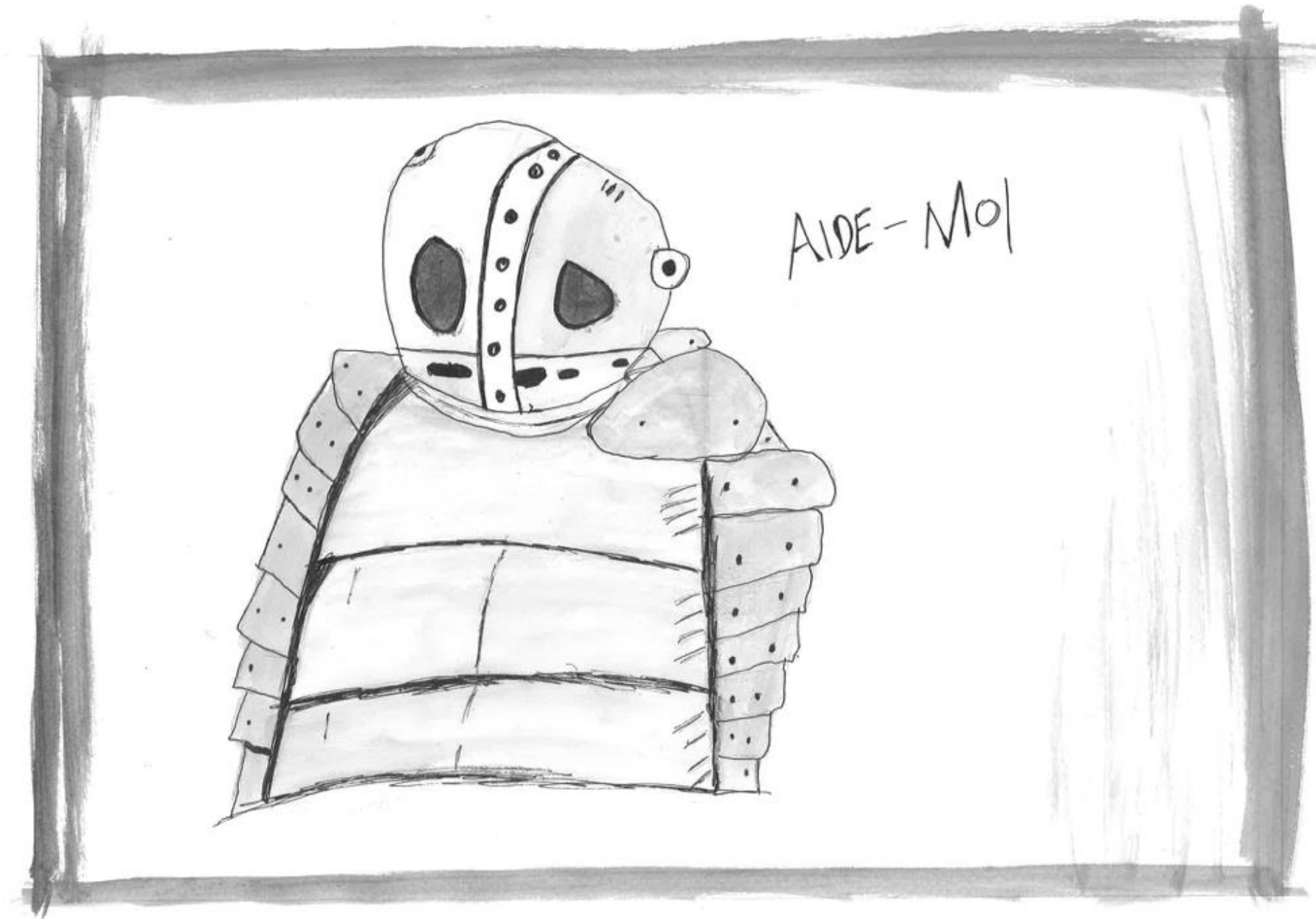
But when he opened his eyes, his world was black and white (noir et blanc).  
In that world, Branimir shouted:  
*Help me.* (Help me, Aidez-moi, Hilf mir.)  
But it was as if no one heard him.  
Branimir was alone.

When someone bumped into him, he would just shout:  
– Leave him alone! (Leave him alone)!

Branimir was becoming sadder (trauriger).  
But no one noticed this.

People were passing by. Quickly, as if he was not there.  
And Branimir stood.  
His thoughts were shouting:  
*Help me.* (Aidez-moi)





He didn't know how to deal with his invisibility.

He decided to put on armor (armor , armour , Rustung)

Armor that would protect him from the black and white world, from lowered looks and harsh words.

Armor made of hard iron.

Sometimes he shouted so loudly that the words broke against the armor and scattered into a thousand pieces.

No one heard those words.



Sometimes he was rude. (Sometimes he was rude). But even then they didn't hear him.

He had to sit on a bench in the schoolyard.

Around him were other children, a messy playground.

But around Branimir – everything was gray (gris).





And everyone would say:

- Branimir, how many times have we told you!
- Branimir, don't you know how to behave?
- Branimir, Branimir...

And those words just bounced off his armor.

And Branimir shouted:

- I told you! (Je vous and dit!) Why don't you see? Why don't you hear me?

Branimir's face took on the form of invisibility.

And so Branimir stood and stood (stand and stand).

People were passing by, and time was passing by.

Everyone was saying:

- Leave him alone. (Leave him alone)





One day, while standing on the school playground, Branimir whispered softly:  
Help me. (Help mi, Aide- moi , Hilf mir)

Suddenly, someone took his hand (hand) .

A little girl (Madchen).

She was as colorful as Branimir's fantasy world.  
Her hair was tangled, just like his thoughts. But beneath that hair, a  
warm smile (warm smile) shone.

She offered him her hand. (Elle lui a tendu la.)





When he took her hand, colors began to pass through him.  
Yellow (yellow) passed through his legs. After it, green (green). Red (red). Orange (orange).

Branimir became colorful (bunt).  
The armor broke (broke) and fell into a thousand pieces.





Branimir laughed (made laugh).

The warmth of colors surrounded him. And his new friend (nouvelle amie).

He was no longer invisible (unsichtbar).

There was that one hand that wouldn't leave him alone.

Only one hand (Only one hand). Only one smile (Un Seoul smile).

Enough to knock down the entire armor.



