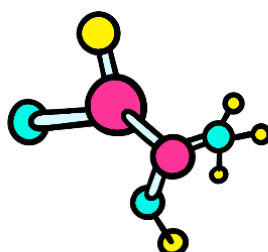
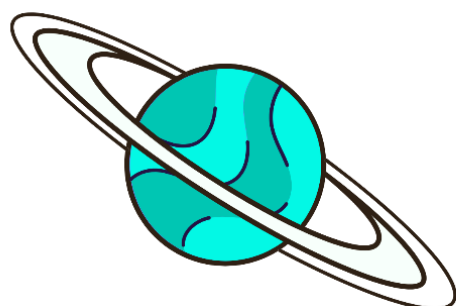
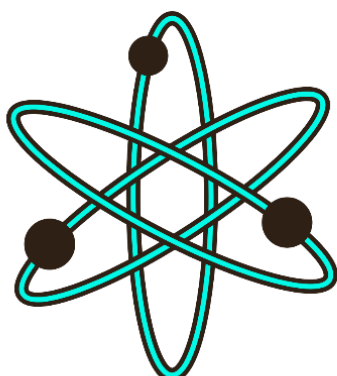
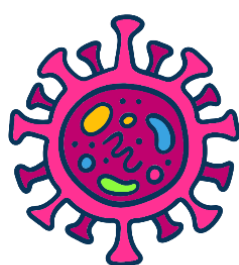




## Topic: We Did It in Poland!

**Lesson duration:** 45 minutes

**Target group:** students of grades 7 - 8 of primary school



## General objective

Students learn about examples of contemporary achievements of Polish women and men — from technological startups and scientific discoveries to social innovations and civic initiatives.

## Specific objectives

### Knowledge / Understanding

#### The Students:

1. Explains the concepts of *invention* and *innovation* and identifies the differences between them using examples from the presentation or activity stations.
2. Recognizes and names selected Polish innovations/technologies and their creators or institutions, e.g., *InPost Parcel Lockers*, *the Bionic Pancreas*, *AGH Kalman Rover*, *Eye Payment System*, *ElevenLabs*, or *BLIK*.
3. Understands that Poland is a modern and creative ecosystem combining science, business, and public administration.
4. Knows the basic meaning and applications of technologies such as *3D printing*, *AI/generative audio*, *robotics*, *data compression (AMS)*, *recycling (Molten)*, and *fintech (BLIK, biometric payments)*.
5. Describes the social and environmental benefits of innovation.
6. Understands key terms such as *prototype*, *implementation*, *scaling*, *risk/safety*, and *ethics of technology* (at an age-appropriate level).

### Skills

#### The Students:

1. Analyzes short sources and selects information relevant to the task.
2. Creates short summaries answering “What is it?”, “What is it for?”, and “Who is it for?” for a chosen innovation.
3. Works in pairs or groups - divides roles, presents results, gives and receives feedback.
4. Compares different solutions (e.g., payment methods) and justifies the choice of the “most useful” or “most interesting” innovation.
5. Uses basic terminology in speech and writing, such as *3D printing*, *biometrics*, *data compression*.
6. Designs a mini idea (a thought prototype) for an innovation that could make life easier.

### Attitudes

#### The Students:

1. Builds a sense of agency (“I can create solutions too”).
2. Appreciates teamwork, the diversity of skills, and the role of mistakes in the learning process.
3. Expresses pride in Polish achievements.
4. Develops curiosity, ethics, and responsibility in using technology.

5. Respects the work of scientists, engineers, entrepreneurs, and public institutions implementing innovations for the common good.

### Forms of work:

- Individual: choosing “Innovation No. 1,” creating a mini project of one’s own innovation.
- Pair work: defining *invention* vs. *innovation*, completing task cards.
- Group work: rotating between stations.
- Frontal work: joint verification – “Is it a Polish innovation?”
- Kinesthetic/rotational: moving between activity stations.
- Reflective: “sentence round” (“What am I taking away from this lesson?”).

### Methods:

- Talk and guided discussion (introduction, concept clarification).
- Station-based learning method (information discovery, working with task cards).
- Case study / source analysis.
- Brainstorming (mind map: “Innovations from Poland that change the world”).
- Mini-project (creating one’s own innovation).
- Evaluation and self-evaluation.

### Teaching aids:

- Presentation/PDF with examples of innovations.
- Information cards for station activities.
- Multimedia equipment: computer and/or projector.
- Stationery materials: worksheets, markers, sticky notes.
- Optional: timer for rotating between stations.

## LESSON PROCEDURE

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### INTRODUCTORY PHASE

Time. 5 min.

Referring to the sense of pride discussed in the previous lesson, the teacher asks students, working in pairs or small groups of 3–4, to think about what they are proud of today. Perhaps something happened recently that made them feel really satisfied with themselves. Students’ answers may vary widely, but since this task draws on their general knowledge and experiences, it is worth giving the group about 2–3 minutes to reflect.

Sample teacher narration and guiding questions: In the previous lesson, we talked about pride. We mentioned our own achievements and the achievements of *Poles we are proud of*. *Some time has passed - talk in pairs about what you are proud of today. How do you feel about this emotion? The teacher asks willing students to share their thoughts with the group..*

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### IMPLEMENTATION PHASE

Time 30 min.

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## 1. Introduction to the topic (approx. 5 minutes)

The teacher asks students to think in pairs about what an invention is and what an innovation is.

Information for the teacher: An invention is an idea for something completely new that did not exist before, e.g., a new type of toy that solves a particular problem.

*An innovation, on the other hand, is an idea that is new but has already been applied in practice to improve something or make it better. For example, if someone invents a new, faster way of moving around, and later this method is improved to be even faster and more efficient for everyone, that's an innovation.*

**Simple definition: Invention** – something that didn't exist before. For example, the invention of the wheel was an invention because no one had ever come up with that idea before. It's a new idea created to solve a problem, like inventing a toothbrush to make cleaning teeth easier.

**Innovation:** *an idea for improving something that already exists. For example, the car was invented, and later faster, better, and safer cars were created - that's an innovation. It's the practical use of your new idea in a way that helps many people.*

**Example:** *When someone invented the telephone, they created something that didn't exist before. Later, when someone introduced an innovation by creating the smartphone - improving the telephone by adding new functions and possibilities - that was an innovation.*

The teacher leads a short class discussion about what innovations are and why they are needed.

## 2. Presentation of Polish innovations (approx. 10 minutes)

The teacher presents students with pictures of innovations (**Appendix no. 1**). Based on the name and illustration, students guess what the shown innovations are about.

Each student or pair receives a handout with 8 innovations (**Appendix no. 2**). The task for the students is to decide which of these innovations and inventions are Polish.

The teacher checks the answers together with the students – all of these innovations and inventions are Polish.

**BOOKSY** – an app that allows you to book appointments with hairdressers, beauticians, and physiotherapists 24/7. It operates in countries such as the USA, the United Kingdom, France, and Spain.

**BIONIC PANCREAS** – a fully functional, 3D-printed bionic organ. The pancreas is an organ in our body that helps digest food and control blood sugar levels. Sometimes the pancreas stops

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working properly (as in people with diabetes), and then help is needed. The bionic pancreas is a special device “printed” from living cells using a 3D printer.

**KALMAN MARS ROVER** – a special vehicle-robot that looks like a small off-road car but has no driver. It can move on its own and explore terrain – for example, on a desert or Mars. The Kalman rover can collect soil samples and study whether there are traces of life.

**EYE-PAYMENT** – biometric payments based on iris and facial recognition. Biometric payments are a new way to pay for purchases. Instead of using cash, a card, or a phone, you just look at a special screen. The device recognizes your face and allows you to pay. You don’t need to carry a wallet or phone because you pay simply by looking at the device.

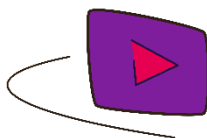
**ELEVENLABS** – a global leader in artificial intelligence. ElevenLabs is a special computer program that can imitate the human voice. Thanks to it, everything written can be spoken aloud.

**BLIK** – a modern payment technology. It’s a way to pay without using cash or a card. Instead of taking out your wallet, you can pay with your phone or withdraw money from an ATM. For each transaction, you enter a special 6-digit code. This code changes every time, so no one else can use it again.

**VIDRE+** – innovative packaging that helps keep products fresh. It’s a special technology that keeps fruits, vegetables, and flowers fresh for longer. It works thanks to special stickers placed inside product packages. These stickers release substances that slow down ripening and aging processes. As a result, food and flowers stay fresh and tasty for longer.

**ASYMMETRIC NUMERAL SYSTEM (ANS)** – a data encoding system that changed the world of electronics. It’s used in computers, and although you don’t see it every day, computers use ANS to compress data, allowing them to store more information in less space. Thanks to this, the internet runs faster! It’s like a magic trick with numbers – ANS helps computers transmit information more efficiently.

The teacher then shows a short video presenting examples of Polish innovations:



### 3. Working with the station method (approx. 20 minutes)

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The teacher's task is to prepare **eight workstations** - stations with **information cards** (**Appendix no 3**), from which students will be able to obtain the necessary information.

The teacher distributes the task cards to the students, and then they complete the tasks from each station (**Appendix no. 3**).

Students divide into pairs or groups of 3–4 and begin working independently on the selected Polish innovations.

Tip: The division of work is determined by the teacher. It depends on the size of the class. It is worth noting that there will be seven workstations, so the ideal solution is to ensure that each station is occupied, so that no one is bored or waiting for their turn. The simplest way is to divide the total number of students by eight.

*Additional information: Each station contains an information card about a specific innovation — students will find the necessary information and helpful illustrations on the card. The teacher should also allow students to watch a YouTube video about the **bionic pancreas** ([link here](#)).*

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## SUMMARY PHASE

Time: . 5 min.

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The teacher gathers the students in one place and asks volunteers to share their reflections on Polish innovations.

**Sample follow-up questions:** Which innovation do they find the most interesting? Which one would they like to learn more about? Which one would be most useful in their current life? What could make life easier for people on Earth — or perhaps make their own life easier? What kind of innovation do they think is still missing?

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## NOTES FOR THE TEACHER

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The lesson plan aligns with the core curriculum in the areas of Polish language education and civics (knowledge about society)

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## **Appendix No. 1 – Photos of Innovation**





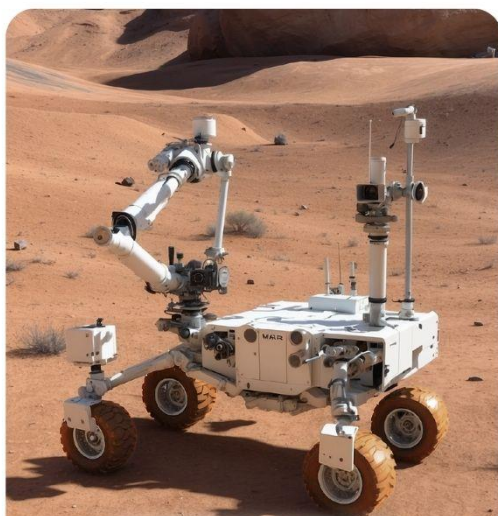
## InPost

A revolution in convenient parcel delivery and pickup through Paczkomat® InPost.



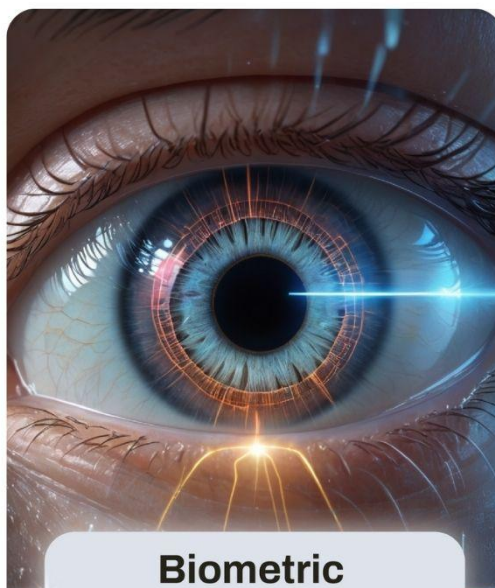
## Bionic Pancreas

Fully functional, 3D printed bionic organ.



## Kalman by AGH Space Systems

Polish students have built an innovative Mars rover.



## Biometric Checkout Program


We have performed world's first payment with a glance.






**ElevenLabs**

Our technology can generate natural-sounding voices and sounds in 32 languages.




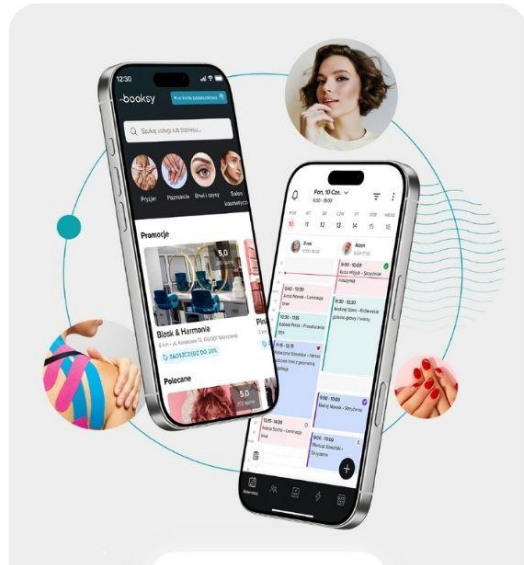
**BLIK**

Team of financial experts came up with modern virtual payment technology.



**VIDRE+**

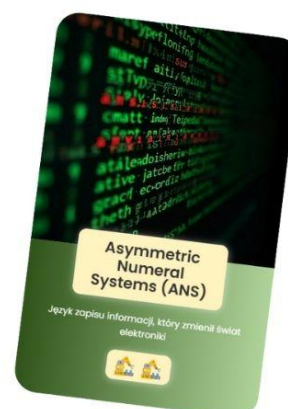
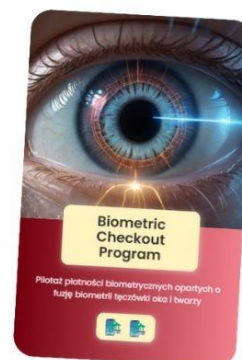
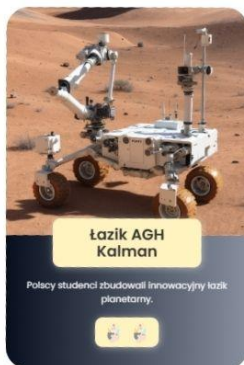
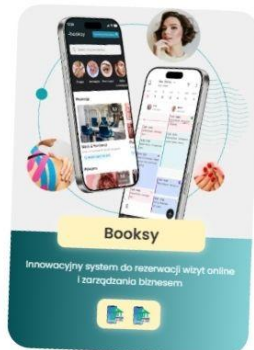
Innovative product packaging to help preserve freshness

**Booksy**

An innovative online appointment booking and business management system.

## Appendix No. 2 – Quiz “Is It a Polish Innovation?”





# InPost parcel locker

## Convenient and contactless parcel collection

InPost is a leading logistics solutions provider for the e-commerce sector in Europe, which revolutionized the parcel delivery market by introducing the Paczkomat® parcel lockers. The first machines appeared in 2009 and quickly became the most popular method of parcel delivery and collection.

By the end of 2024, the InPost Group operated nearly 47,000 state-of-the-art Paczkomat® machines across 9 countries (the United Kingdom, France, Poland, Italy, Spain, Portugal, Belgium, Luxembourg, and the Netherlands). In 2024 alone, the company handled over one billion parcels.



**EKOzwrot – instead of throwing away items that are still in good condition, you can return them for reuse.**

### How to do it?

1. the items you want to give away.
2. Generate a shipping code. If you're sending an EKOzwrot in the app, select "New parcel," then "Return," and click the green button "Donate to Foundation."
3. Place the code on the package and send it for free from the nearest Paczkomat® parcel locker.

### Why is it worth sending EKOzwroty?

- ✓ It's free
- ✓ Paczkomat machines are everywhere – on average, just a 6-minute walk from you!
- ✓ Over 72% of donated items can be reused!
- ✓ When you pass things on, you don't waste — you also help reduce the amount of waste.

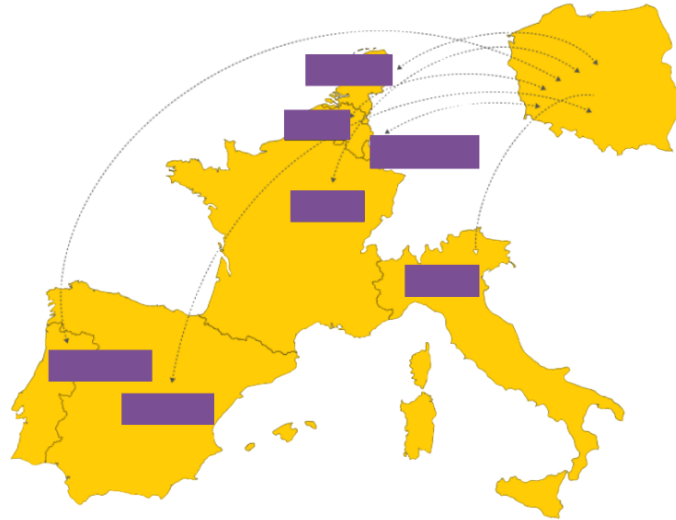
### What can you donate?

- Clothes and shoes
- Books
- Toys and children's items
- Phones, tablets, laptops
- Small household appliances and power tools



# InPost parcel locker

In which 7 countries outside of Poland can we also find Paczkomat® parcel lockers?



**Create a slogan promoting the idea of EKOzwroty, as well as a short description of a campaign you would organize to encourage others to get rid of unnecessary items in an eco-friendly way.**

Advertising slogan:

short campaign description (3–4 sentences):

- *What actions will you take?*
- *Who is your advertisement aimed at?*
- *What do you want the audience to feel or do after reading your message?*

Each group can present their advertisement and briefly talk about its message.



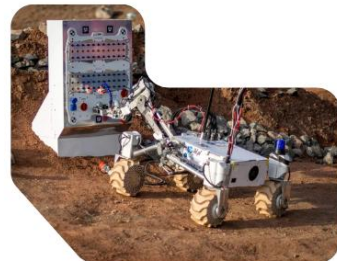
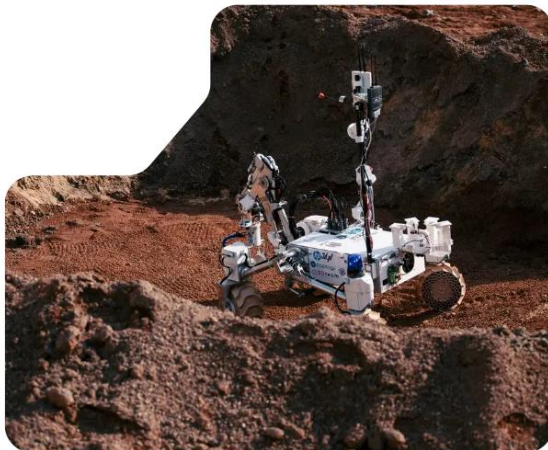
# Kalman Rover

## Polish students have built an innovative planetary rover.

KaKalman is a technologically advanced, mobile, and autonomous exploration robot. The rover features a lightweight frame, a precise manipulator, and a gripper equipped with a camera system and interchangeable jaws. It stands out for its modular design, which facilitates maintenance and upgrades. The robot is capable of performing research, maintenance, and support tasks.

The latest achievements of the robot and its team include: first place at the University Rover Challenge 2024, second place at the European Rover Challenge 2024, first place at the Canadian International Rover Challenge 2023, and first place at the European Rover Challenge 2023.

The goal of the project is to create a fully functional robot capable of traversing the challenging terrain of Mars and the Moon, testing new technologies essential for exploration, analyzing soil samples in search of signs of life, and assisting astronauts with minimal operator intervention.



# River Kalman

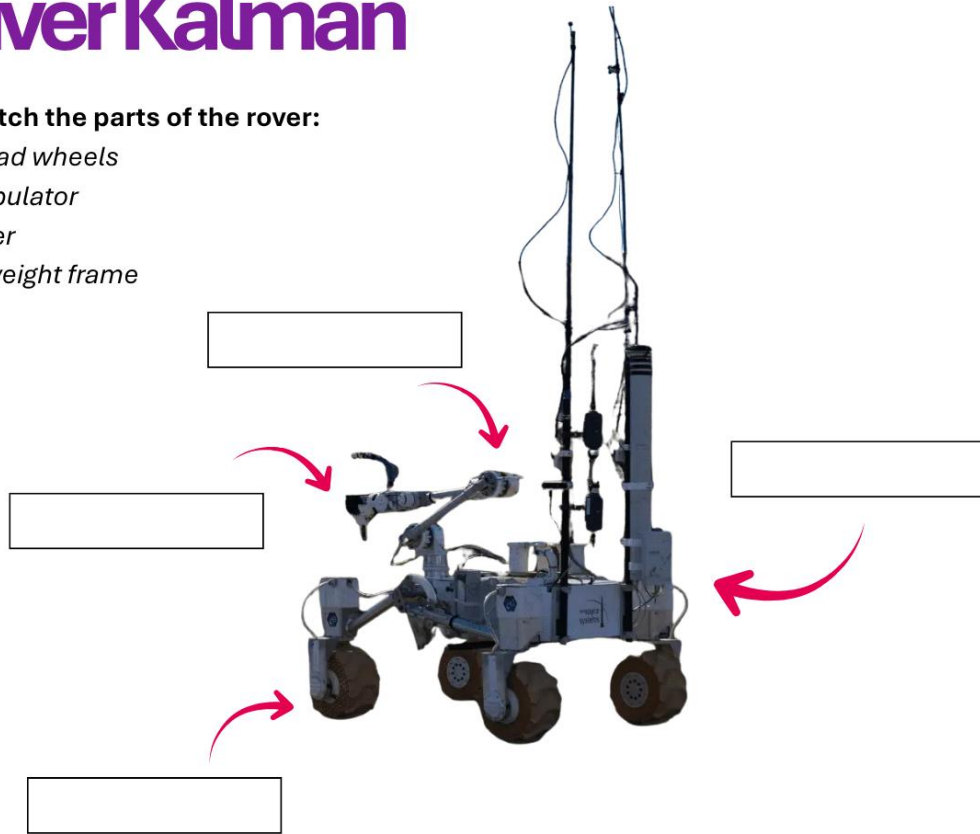
## 1. Match the parts of the rover:

*off-road wheels*

*manipulator*

*gripper*

*lightweight frame*



## 2. Fill in the missing words.

goal of the project is to create a fully functional ....., which will be able to traverse difficult terrain ..... and ....., to test new technologies essential for exploration, to study..... in search of signs of life and to assist astronauts.

## 3. Mark Mars





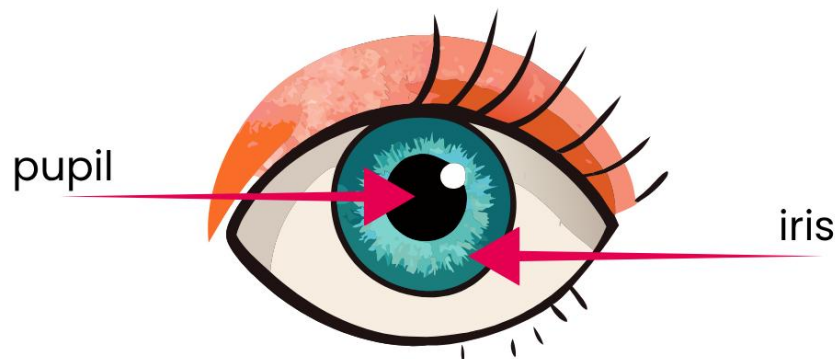
# Eye-tracking payment

**The first biometric payment based on the fusion of iris and facial recognition was made in Poland!**

pilot program of modern biometric payments took place in Poland, allowing people to pay for their purchases... with just one glance! The system combines facial and iris recognition, making payments fast, convenient, and secure.

Thanks to biometrics, there is no need to use a payment card or phone — all it takes is a quick look at the camera. Research shows that 90% of users who tried this method are satisfied with it, and over 60% consider it more convenient than other payment methods.

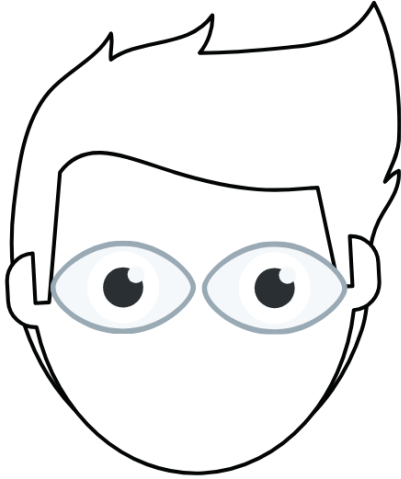
This is the first solution of its kind in Poland and one of the first in Europe — a breakthrough that could completely change how we shop in brick-and-mortar stores.





# Eye-tracking payment

## 1. Color the iris



## 2. Choose the correct answer.

What is biometrics?

- a) the science of the structure and operation of computers
- b) a method of identifying people based on their physical or voice characteristics
- c) a payment system based on cards and phones
- d) a method of encrypting data on the Internet

## 2. Finish sentences

Biometric payment is a fusion of biometrics. .... the eye and  
....., that allows you to pay for purchases with a single...  
.....!

## 3. Imagine you are a creator of modern technologies.

**Invent an innovative way of paying in the future that doesn't exist yet.**

Give it a name:

Describe how it works:

Explain why it would be convenient and safe for people:



# Eleven Labs

## A global leader in the generative audio AI sector originating from Poland

ElevenLabs is a research company developing audio AI. The company creates artificial intelligence that listens, understands, and responds like a human. It offers tools that make voice a natural way to interact with technology. Its mission is to ensure that everyone can access digital content in their own language and with any voice they choose. Eleven Labs provides the ability to generate natural-sounding voices and audio in 32 languages.

January 2024, the company achieved unicorn status, with a valuation exceeding 1 billion USD — and just a year later, its value tripled to 3.3 billion USD.

ElevenLabs' technology is used for recording audiobooks and articles, animating game characters, supporting film pre-production, localizing multimedia in the entertainment industry, creating dynamic audio content for advertising and social media, and training medical personnel. It also restores voices to those who have lost them and supports people with disabilities in their everyday lives.



## Model Eleven Labs

translates  
**over 1 mln**  
hours of audio



read aloud  
**over 1 mln**  
hours of text from e-  
books, PDF files, and  
press articles



created  
**over 10 mln**  
sounds effects

generated  
**over 1000 year**  
of sounds

# Eleven Labs

## 1. Choose correct answers.

ElevenLabs is used for recording:

- a) audiobooks
- b) articles
- c) animating game characters
- d) supporting film pre-production
- e) localizing multimedia in entertainment
- f) creating dynamic audio content for advertising and social media
- g) training medical personnel

## 2. In how many languages can audio be generated using ElevenLabs technology?

## 3. Complete the sentence.



A unicorn in business is a company valued at over 1 billion ..... \$ or €.

## 4. How many zeros are there in a billion?

## 5. Give an example of a country where you can pay with the following currency.

- a) dollars \$: .....
- b) euro €: .....



# Vidre+™

## Innovative packaging for products that helps preserve freshness

Vidre+™ is an innovative technology that revolutionizes freshness management for products. It can be applied at every stage of the distribution chain — from producers to retail — and works on fruits, vegetables, flowers, and potted plants.

Thanks to its patented active substance, applied in the form of a sticker or packaging, Vidre+™ extends freshness, preserves the texture, firmness, flavor, and appearance of products, while minimizing waste and maximizing value for the food and floral industries.



Vidre+™ is a solution that effectively prevents food waste by ensuring longer product freshness. As a result, it reduces food losses, lowers costs for producers and retailers, and decreases the carbon footprint. Its simple application — in the form of a sticker or packaging — makes the technology accessible even to smaller producers.

## Avocado

It is a great example of the application of Vidre+™.

### The effect?



- 100% green fruit even after 46 days
- Extended shelf life
- Slowed ripening process
- Delayed softening
- Prevention of pulp damage



Vidre+™

1. Name two of your favorite products that Vidre+™ will help stay fresh for longer:

FRUITS:

.....  
.....

FLOWERS:

.....  
.....

VEGETABLE:

.....  
.....

POTTED PLANTS

.....  
.....

2. DużyThe success of Vidre+™ lies in enabling the transport of avocados from South America to Asia. On the world map, mark both continents: South America and Asia.





# BLIK

## Modern virtual payment technology



**BLIK** has been operating in Poland since 2015 and has truly revolutionized the way people pay. It made payments fast, convenient, and secure. Today, it is the most popular mobile payment system in Poland, with 20 million users. You can pay with BLIK in all banking apps, without the need for a card.



BLIK is a fast and secure way to pay with a phone. Before anyone can use it, the bank must verify that it is really that person. This process is called verification — the bank confirms the user's identity, for example through an SMS message, the banking app, or by contacting the helpline. Thanks to this, no stranger can “link” their phone to our account.

When you already have a banking app with BLIK, several security measures protect you:

- **PIN, fingerprint, or password – without these, no one can access your app.**
- **BLIK code** – a six-digit number that works only for 2 minutes! After that, it expires and cannot be used again.
- **Transaction confirmation** – before you pay, the app shows you who you're sending money to and how much. You can check it and either approve or reject the transaction.

When we pay more than 50 PLN, the bank will ask us to enter a PIN. We don't need to provide a card number or hold the phone near the terminal — just the code is enough. However, every user must also stay cautious. Never share your BLIK code with anyone — even if they pretend to be your friend!



# BLIK

## Modern virtual payment

### 1. How old is BLIK?

### 2. What do you need to pay with BLIK?

- a) ID card
- b) banking app
- c) payment card
- d) internet access
- e) phone

### 3. these situations safe (✅) or dangerous (⚠️)?

	✅	⚠️
Someone you know asks you on Messenger to lend them 50 PLN via BLIK because they “lost their wallet.”	<input type="checkbox"/>	<input type="checkbox"/>
Someone calls us saying they are a “bank consultant” and claims that someone is trying to withdraw money from our account. They ask for the BLIK code.	<input type="checkbox"/>	<input type="checkbox"/>
A friend sends you a link to a contest with prizes and asks you to “log in quickly” and provide your ID number.	<input type="checkbox"/>	<input type="checkbox"/>
Your mom asks you to pay with BLIK in an online store using her phone.	<input type="checkbox"/>	<input type="checkbox"/>
In your banking app, a request appears to confirm a 5 PLN transaction to an online store where you actually made a purchase.	<input type="checkbox"/>	<input type="checkbox"/>
On Instagram, you receive a message from a popular clothing brand: “You’ve won a 500 PLN voucher! Click to confirm your account.”	<input type="checkbox"/>	<input type="checkbox"/>





# Booksy

## Innovative online appointment booking system



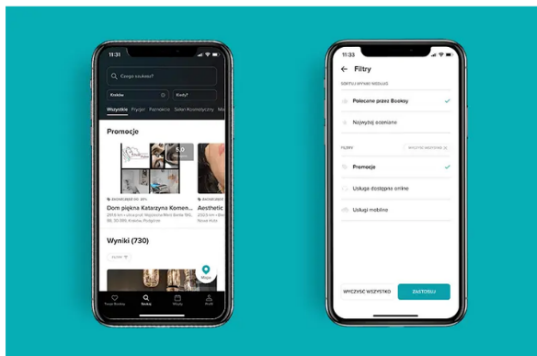
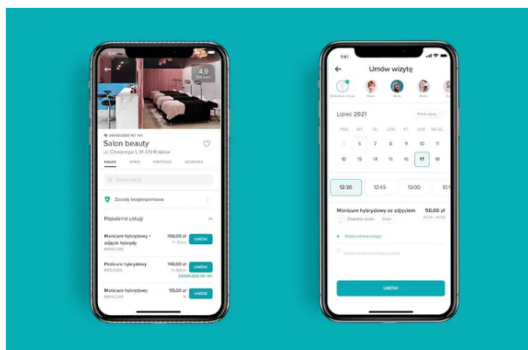
**Booksy** is a platform that connects businesses with clients, enabling convenient 24/7 online booking and comprehensive business management. Founded in 2015, the company quickly became a market leader in Poland and began global expansion.

It now operates in countries such as the USA, the United Kingdom, France, and Spain, serving over 380,000 service providers worldwide. The app supports industries such as beauty, automotive, finance, and pet services.

In January 2025, in collaboration with Znajdź Gabinet, the company launched Booksy Med — a unique product designed specifically for physiotherapy clinics.

The app allows users to book an appointment online from anywhere, at any time, eliminating the need for phone contact during business hours. It also sends reminders about upcoming appointments and enables quick rescheduling or cancellation.

**Nearly 50 million users around the world use the app.**





# Booksy

## Innovative online appointment booking system

### 1. Select the correct answers.

1. Booksy is an app used for:

- a) booking appointments online
- b) ordering food
- c) buying tickets
- d) learning languages

2. Booksy was founded in:

- a) 2020
- b) 2015
- c) 2012
- d) 2018

3. What services can you book through Booksy?

- a) hairdresser
- b) physiotherapist
- c) beauty, automotive, finance, pet services
- d) fitness

4. Approximately how many people use the Booksy app worldwide?

- a) 1 million people
- b) 10 million people
- c) 50 million people
- d) 100 thousand people

### 2. Imagine you are a Booksy developer. Your task is to design a new feature in the app that will make users' lives easier.

How does the new feature work?

Who will benefit the most?

What could it look like in the app? You can draw a simple screen and/or icon.





# Bionic Pancreas

**A fully functional, 3D-printed bionic organ was created in Poland.**

bionic pancreas is an alternative method for treating type I diabetes and patients with chronic pancreatitis. It is a fully functional, 3D-printed bionic organ with a vascular system, developed using advanced biomaterials and living cells.

This is the world's first bionic organ printed with 3D printing technology, ready to enter the clinical trial phase. The bionic pancreas produces insulin and glucagon, while the bioprinted vascular system ensures full organ perfusion and integration with the patient's circulatory system. This gives hope to patients, offering a chance to regain a normal life.

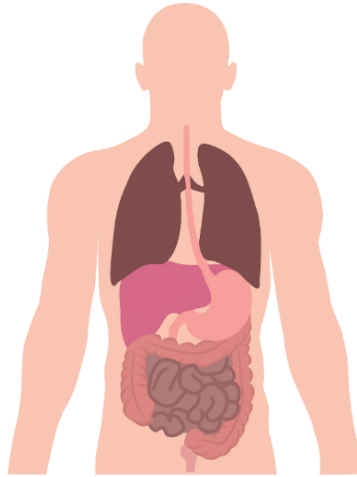


## How is a bionic pancreas created?



# Bionic Pancreas

**1. Look at the human internal organs. Find the pancreas and label it.**



**2. Choose the correct answer:**

bionic pancreas is the world's first:

- a) bionic organ printed using 3D printing technology,
- b) drug that replaces insulin,
- c) artificial prosthesis supporting the work of the heart.

The bionic pancreas is used for:

- a) a) treating diabetes and pancreatic diseases
- b) improving eyesight.
- c) faster wound healing.
- d) heart tests.

**3. Watch the video showing how a bionic pancreas is made and number the steps.**

- .... - Storage and evaluation of safety and functionality
- .... - From stem cells into pancreatic islets producing insulin and glucagon
- .... - Stem cell proliferation
- .... - Patient biopsy
- .... - Bioprinting of the bionic pancreas

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