Cultural Heritage

**Project Kit description**

The activities in this kit focus on cultural heritage. As described by UNESCO, cultural heritage encompasses three main categories of heritage: **tangible culture**, such as monuments, buildings, archaeological sites, books, works of art and artefacts; **intangible culture**, such as oral traditions, customs, folklore, performing arts, language, lifestyle and values; and **natural heritage**, such as natural sites with cultural aspects such as cultural landscapes and physical, biological or geological formations. Pupils explore their cultural heritage, analyse its meaning and importance and look at different ways of how it is passed on from generation to generation. They present and explain its significance and its values to their partners and by doing so they become aware of their own and European cultural heritage and learn how to enjoy it, appreciate it and care for it.

**Pedagogical Objectives**

1) To help pupils to identify, explore, and become aware of European values.

2) To raise pupils’ awareness of European cultural heritage and its values.

3) To assist pupils to identify European linguistic diversity and become aware of the importance of learning European languages.

4) To develop pupils’ insight into the similarities and differences among nations.

**Difficulty level**

Intermediate

**Key competencies**

Civic, Cultural awareness and expression, Digital, Languages

**Subjects**

Art, Cross Curricular, Foreign Languages, Geography, History, Music

**Level**

12-15
What’s on your mind? The teacher creates an online mind map, writes the expression CULTURAL HERITAGE in the middle of the mind map and asks pupils to come up with ideas that can be associated with the given expression. Pupils write their ideas. The mind map is shared with all the partner schools so that all the pupils can participate in this mind mapping activity.

Example tool: Bubble.us (https://bubbl.us)

Come sing with me. In this activity pupils from one country teach their partners to sing a traditional song in their language. Pupils record a video of them singing the song and share the video as well as the lyrics on the Twinspace. The teachers organise a Live Event in which the pupils teach their peers the correct pronunciation of the lyrics, explain the meaning of the song and answer questions that their partners might have about it. After the live event, they use the Forum for further questions. Pupils from other countries record a video of them singing their partner’s song and publish it on the Twinspace. Alternatively, instead of singing, pupils can teach each other a traditional dance.

More than just a picture. Pupils work in groups to create interactive photos about the cultural heritage of their countries. Each group is assigned one topic, e.g. monuments, archaeological remains, geological formations, etc. The teachers create a page for each topic in the Twinspace. Pupils choose a cultural heritage item from their country for research. They select a photo of the item and make it interactive by adding descriptions, explanations, interesting facts, links to audio-visual materials and their thoughts to the photo. Example tool: Thinglink https://www.thinglink.com/edu. They embed their interactive images on the respective pages in the Twinspace.

Visit amazing places. Pupils add photos of different items of their cultural heritage to a map, write a description and create a virtual travel guide. The travel guide takes visitors on a virtual tour around Europe.

Example tool: Google Tool Builder (https://tourbuilder.withgoogle.com)

Different, yet similar. Pupils work in international groups and design a poster representing a custom or tradition followed and respected in their countries. Each group can choose a theme, such as holidays, weddings, carnivals, greetings, unusual traditions, etc. Besides describing their tradition, they compare and examine their team members' traditions to see what they have in common. Together they write about the similarities between different European cultures. They discuss their and their partners' cultural heritage they didn't know about or were not aware of.

Example tool: Canva (https://www.canva.com)

Build your own 3D exhibition. Pupils are asked to identify cultural heritage that their partners have but they don't. They discuss what they would like to have included in their own cultural heritage. They select photos of the items to create their own 3D exhibition.

Example tool: Artsteps (http://www.artsteps.com)

Evaluation & Assessment

Match the memory - Create a memory game for your pupils to check understanding of the topic. Pupils match pictures and names or descriptions of cultural heritage from all the partner countries that were presented throughout the project.

Example tool: Match the Memory (https://matchthememory.com)

Follow-up

Show and tell - Pupils organise an exhibition of the cultural heritage posters created by all project partners. They invite other teachers and pupils as well as parents to the exhibition and act as curators telling stories about the exhibits to visitors.

Hide and seek - Pupils turn their posters, videos, exhibitions and the Twinspace with interactive images into QR codes.

Example tool: GoQR (http://goqr.me)

They print out the codes and place them on walls of their classroom or school for other pupils to scan and learn.

Example tool for scanning: Scan me (https://www.scan.me)