

“Thessaloniki, the city of masterpieces of art”

Integrating collaborative activities on the topic of cultural heritage in
eTwinning projects.

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Erasmus+



Hellenic Ministry of
Education, Research & Religious Affairs

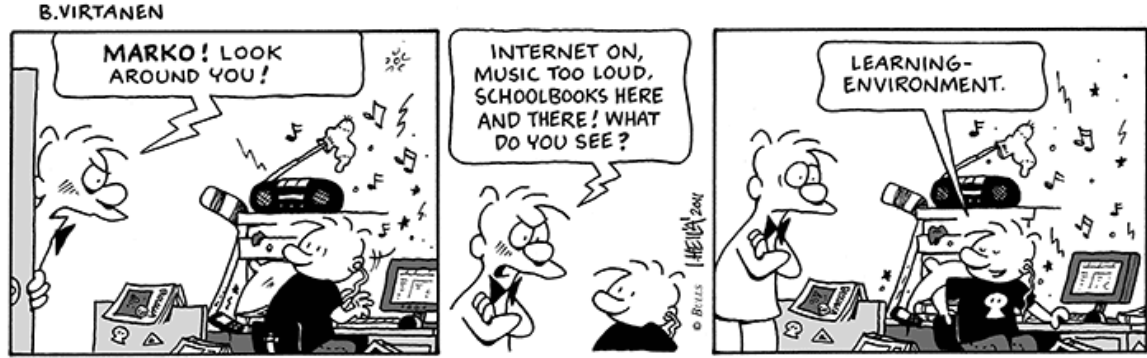
Target group: Teachers of secondary education (age group 12-18)

Hashtags: #eTwforCulture, #eTwinning





Etwinner for 10 years



Love working in collaborative projects, enhanced by technology

English language teacher working with teens

ESL Group moderator

Ambassador for 5 years/Teacher Trainer



Who is Dora

Loves travelling and meeting new people

The Sanskrit meaning of mandala is **circle**. The circle is a symbol of perfection, eternity, unity and completeness. Given these meanings, it's no wonder mandalas are such **important symbols in all cultures**. Mandalas offer balancing visual elements, symbolizing **unity and harmony**.



1. MANDALA & LOGO ACTIVITY

1. Introduce yourselves
2. Discuss the topic providing information and showing samples (of painting, dances etc) to each other using their smartphones/tablets.
3. List some characteristic features of each topic on the squares (3 per country)
4. Decide on 3 aspects that this topic has in common in all cultures and write them on the circle in the middle.
5. Draw your team's logo, in relation to their topic and their countries of origin
6. Take a photo of your mandalas and logos and post them on this [padlet wall](#)
7. Share them on [twitter #eTwforCulture](#)

bit.ly/PDW2018

Topics

1. RED: Tell us about traditional dances
2. GREEN: Tell us about music
3. BLUE: Tell us about folk tales
4. ORANGE: Tell us about painting
5. YELLOW: Tell us about sculpture
6. PURPLE: Tell us about architecture

Our rich and varied
cultural heritage has a
profound power to help
build our nation
Nelson Mandela



2. BRAINSTORM

Why is it important for the EU to educate its future citizens in appreciating their cultural heritage?

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An asset for all, a responsibility for all

http://ec.europa.eu/assets/eac/culture/library/publications/2014-heritage-communication_en.pdf

Through new and innovative forms of interaction, cultural heritage becomes

a source for reinterpreting and recreating our culture, identity and relations with other groups or nations

3. JIGSAW ACTIVITY



1. Within your colour group count off 1 through 6. Find all the other ones/twos/threes... and form your **EXPERT TEAM**.
2. Discuss your question topic and become an expert on this question.
3. Go back to your **COLOUR GROUP**
4. Share your expertise with the other team members.
5. Summarize what you have learned as a team in 140 characters and tweet it! Don't forget to add **#eTwforCulture** to your tweet!

QUESTIONS TO BE DISCUSSED IN EXPERT TEAMS 1,2,3..

1. Goals of CH eTw projects
2. Types of CH eTw activities (Junior High School) (emphasis on collaboration)
3. Types of CH eTw activities (Upper High School) (emphasis on collaboration)
4. Stimuli/External events that can be linked or act as a springboard
5. Resources that can be used
6. Creative final outcomes that could be produced

Goals of our eTwinning activities

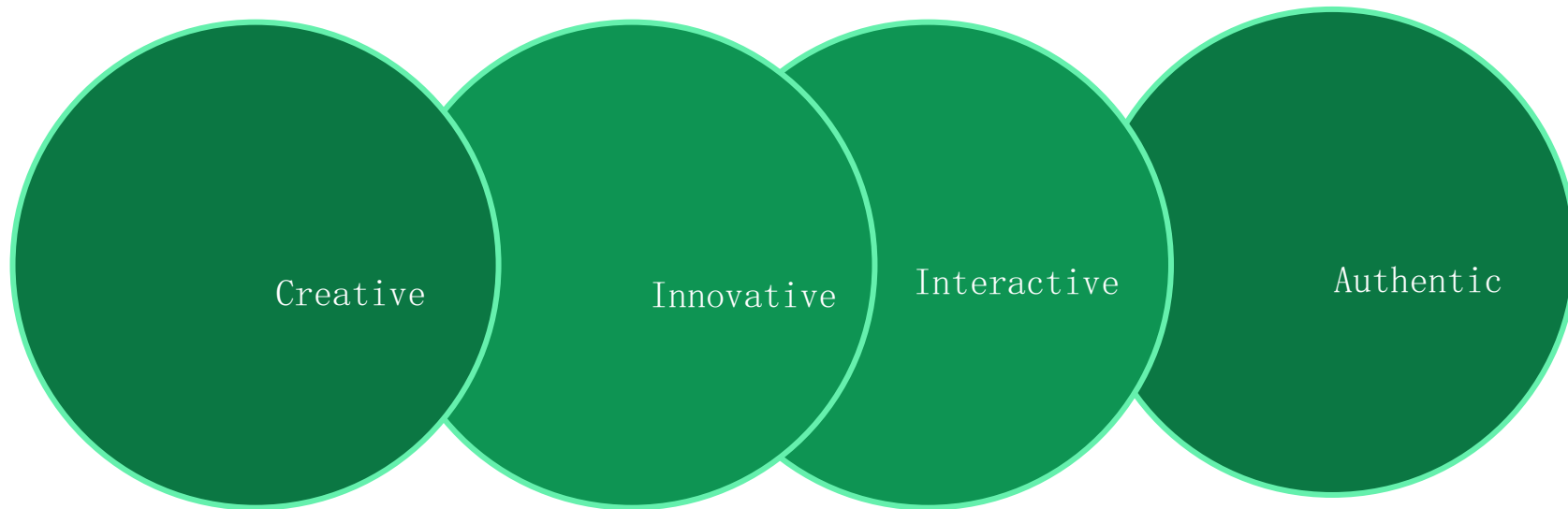
http://ec.europa.eu/assets/eac/culture/library/publications/2014-heritage-communication_en.pdf

- To reinterpret and recreate our culture, our identity, our relations WITH other nations
- To inspire the participants so as to become aware of the fact that our CH defines Europe's place in the world and its attractiveness as a place to live, work, and visit
- To realise that our CH is a shared resource, and a common good. Looking after our heritage is, therefore, our common responsibility.
- To protect it from over-exploitation and under-funding, which can result in neglect, decay and, in some cases, oblivion
- To ensure that Europe's cultural heritage is safeguarded and enhanced
- To promote flowering of the cultures of the Member States, while respecting their national and regional diversity and at the same time bringing 'common cultural heritage to the fore'
- to recognise the value of cultural heritage.

Goals of our eTwinning activities

- Heritage reveals what it has meant to be a European throughout time. It is a powerful instrument that provides a sense of belonging amongst and between European citizens
- To realise that Heritage is made up of local stories that together make the history of Europe
- To contribute in making Europe a laboratory for heritage-based innovation
- To focus on cultural, physical, digital, environmental, human and social aspects
- To promote social cohesion and integration
- To promote dialogue between different cultures and generations
- To realise that CH a source of social innovation for smart, sustainable and inclusive growth
- To become aware about how to ensure the sustainability of Europe's cultural heritage
- To make CH fully part of the local community. Sites are given a second life and meaning that speak to contemporary needs and concerns
- To address CH as a catalyst for creativity
- To contribute towards digitisation of heritage (copyright; Creative Commons; OER)

Characteristics of our eTwinning activities



Types of eTwinning activities (junior high school) indoor-outdoor learning combined

- Creation of digitised cultural material (documentaries, virtual museums, virtual guided tours, archives, tourism applications and games)
- Travelling exhibition
- Volunteering
- Running/participating in a campaign
- Interviewing elderly people
- Models of how to re-use of historic buildings, and promote greener transport and cultural tourism

Types of eTwinning activities (junior high school) indoor-outdoor learning combined

- Create a timeline/Atlas/map of objects/buildings/3D printings etc
- Celebrate common culture through..(dance, carnival etc)
- Research: trace the common roots of a popular celebration
- Digital storytelling (stories, films-smartphones, literature, artefacts becoming alive and telling their story)
- Crafts (eg fabrics, designs, maybe focus on declining forms of art/craftmanship that need to be preserved)
- Non-verbal forms/interpretations of art (eg through dance, music, performances)
- Stage play/role playing
- Poetry (epic, haikus etc)
- Create your own museum

Types of eTwinning activities (upper high school)

- Debates (Global warming and climate change, Trafficking of cultural artefacts, Urbanization, globalisation and technological change)
- EU Parliament committees - Simulation
- Narratives that weave the personal stories of community members into the interpretation of larger historical events
- Research-case studies eg how to integrate culture to create successful rural landscapes
- Set up and run a social enterprise
- Study how to reuse historic assets facing functional redundancy (eg an old factory)
- Create a crowdfunding platform for cultural heritage
- Organise a student conference/ a round table discussion/a discussion forum
- A blueprint/plan: How to regenerate our towns using heritage

Fields

- How to ensure sustainability/address the risks/regeneration of cities & landscapes/recycling/improved quality of life
ENVIRONMENT
- Economic growth/social entrepreneurship to valorise and preserve ECONOMY
- Create/Link to our common European identity/citizenship/wellbeing/history/belonging/inclusiveness
SOCIETY

Stimuli

- European Heritage Days
https://ec.europa.eu/programmes/creative-europe/actions/heritage-days_en
- European Union Prize for Cultural Heritage/Europa Nostra Awards
- European Capitals of Culture
- European Heritage Label
- Fora and organisations, eg Council of Europe and UNESCO

Collaborate with NGOs, associations, foundations, non-profit organisations, local authorities, municipalities

European Year of Cultural Heritage label
https://europa.eu/cultural-heritage/how-label-your-event-eych-2018_en

#Ode2Joy Challenge

<http://www.europanostra.org/ode-joy-challenge/>

Resources

- Museums
- Ancient monuments (eg castles, temples)
- Historic buildings (eg. UNESCO world heritage sites)
- Parks
- Gardens
- Cultural landscapes
- Literature
- Music
- Audio-visual works
- Knowledge (ancestors' tales, local history)
- Traditions (myths and legends, dances, games, folk songs, food, costumes)

4. SCAVENGER HUNT IN GROUPS

FIND A MONUMENT

HOW?

1. SOLVE THE CLUES
2. TELL A STORY
3. SHARE THE VIDEO HERE

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Find your monument here (low case letters)

bit.ly/etwcultred **RED GROUP**

bit.ly/etwcultyellow **YELLOW GROUP**

bit.ly/etwcultblue **BLUE GROUP**

bit.ly/etwcultorange **ORANGE GROUP**

bit.ly/etwcultgreen **GREEN GROUP**

bit.ly/etwcultpurple **PURPLE GROUP**

Thank you!

**My email:
d.gkeniou@gmail.com**



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