



Co-funded by the  
Erasmus+ Programme  
of the European Union



# In-Cult



**Educational Methods**

***Drama Game - Lazarovden***

**University of Ruse "A. Kanchev"**

**Ruse, Bulgaria**

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein



## Structure of the methods description:

**Name of the method:** Drama Game - Lazarovden

**Name/institution of the contributor:** Assoc. Prof. Emiliya Velikova, Ph.D./ University of Ruse "Angel Kanchev"

**Contact person / contact details:** Assoc. Prof. Emiliya Velikova, Ph.D.,

E-mails: [evelikova@uni-ruse.bg](mailto:evelikova@uni-ruse.bg), [evelikova17@gmail.com](mailto:evelikova17@gmail.com) ; phone: +359/ 885 635 874

## Pictures:





*Live implementation in the village of Babovo, Slivo Pole Municipality, Bulgaria*



*Online implementation*

**Author:** Lyuboslav Yordanov, Slivo Pole Municipality, Bulgaria

**Short info:**

**Organizer:** unions/ clubs of pensioners, universities, schools, theatre groups, dance groups, singing groups, senior groups, cultural houses, adult education centers, civil society organizations, volunteering organizations, municipalities, libraries, NGO's, other local communities

**Target Group:** all age groups; specific groups such as senior groups, theatre groups, dance groups, singing groups, volunteering groups

**Time required for preparation:** 2-3 months

**Time required for implementation:** 2 hours

**Venue/place (inside, outside):** outdoors/ indoors depending on the goals

**Suitable time:** any time

**Possibility to implement online:** yes

**Short description of the method:**

**Drama Game** is a performance, a basic learning activity. This is how seniors and students are stimulated to think and experience their individual or joint social problems. Older learners could learn to explore and experiment with problems, events and relationships. Drawn by the drama, they extend their knowledge, skills, and experience of the real world.

Lazarovden is a traditional celebration. It is also called Lazaritsa. The performance features young girls who "go around the village, entering every house", dancing and singing a song for every member of the family.

**Implementation of the method in the project:**

The performance of the Drama Game – Lazarovden highly motivated the actors and the audience to learn new knowledge about this holiday, because they experienced every part of this living cultural treasure. The method was implemented in the municipality Slivo Pole, village of Babovo, by the Union of Pensioners and the network of the Cultural Community Centers. There were also regular presentations of the method online via Zoom, social networks, international meetings and projects. The results of the project for the protection of the ethnic peace of the Municipality based on the living cultural treasures were discussed.

**Step by step description of the method:**

1. Preparatory activities of the Drama Game: developing the scenario main goals, place, online/ offline, experts, trainers, actors-roles, scene decoration, costumes, music, etc.).
2. Training the actors.

3. Preparation of materials for distribution.
4. Preparation techniques.
5. Inviting VIPs, new learners, and appropriate audience.
6. Conducting the drama game.
7. Taking pictures, conducting interviews, making a movie, writing a story.
8. Publishing information about the game.
9. Regular presentations of the movie on a big screen and online.
10. Main results:
  - ✓ To develop sustainable knowledge about traditions of the region through Drama Game Lazarovden, online In-Cult game, and online presentations.
  - ✓ To motivate all age groups to develop new drama games.

### **Teaching and Learning:**

This method develops European awareness. It activates the competences for society development within the European community. It creates conditions for cooperation between generations through the exchange of ideas, the restoration of old customs, the presentation of traditional food, clothing, etc. aimed at learning, preserving and popularizing the cultural-historical heritage of the Danube region as a journey from the past to the future.

The main motives for participating in such kinds of event are: personal development, sharing of knowledge/skills/experience.

The key emotional outcomes of participation are: satisfaction, a sense of social usefulness.

The benefits for the community are: social integration, intergenerational solidarity, and transmission of traditions to the new generation.

### **5 Keywords:**

Intangible cultural treasures, drama game, Lazarovden/ Lazaritsa, In-Cult project, educational theatre

### **Possible training tools, material, resources to use (e.g. flyer, roll-up etc.):**

Scenario, In-Cult game, In-Cult website, movies, pictures, media publications, presentations

### **Dissemination possibilities of method:**

Live performances, online performances, e-media, university newsletters, training of adults, school and university students, articles, TV interviews, radio interviews, social media, flyers, brochures, conference proceedings, civil society, project meetings, groups and private communications, exhibitions, albums with pictures, posters.