



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



In-Cult



Educational Methods
Online Memory Game
Liga Scriitorilor
Filiala Timisoara Banat, Romania

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Structure of the methods description:

Name of the method: Online Memory Game

Name/institution of the contributor: Asociatia "Liga Scriitorilor" Filiala Timisoara Banat (LSFTB)

Contact person / contact details: Ana Zlibut, anzlibut@yahoo.com

Picture





©Simona Perian

Short info:

Organizer: civil society organization, cultural organization

Target Group: School classes

Time required for preparation: 30 min

Time required for implementation: 50 min (a school hour)

Venue/place (inside, outside): inside or outside, but having access at internet

Suitable time: school time hours

Possibility to implement online: it is an online memory game

Short description of the method (max. 100 words):

The Memory Game trains memory in a playful way. Memory is a skill that we can test. This game allows us to train the brain and have fun at the same time with a method suited to

every age. Since it is a personalized memory game with the photos of the cultural treasures from all project partner countries –Germany, Italy, Spain, Serbia, Romania and Bulgaria– the player will be able to see some of the European cultural treasures, additionally being given motivation to learn more about them. This method creates a nice experience and players of all ages will surely want to play again.

Implementation of the method in the project (max. 100 words):

The 15-year-old pupils of the 9th grade of the Economic College "Francesco Saverio Nitti" in Timisoara played the In-Cult online memory game together with their teacher, Simona Perian, a member of the In-Cult pupils' group in Timisoara. The In-Cult online memory game aroused the pupils' interest in learning about European cultural treasures.

Step by step description of the method (max. 200 words):

1. Preparation for the game:

Verifying the internet connection for a good development of the game.

Teacher will play the game in advance to see all the photos and then to get informed about the meaning of each photo; will do that with the help of the description of each cultural treasure present on the In-Cult site. It is important to be able to respond to pupils' questions.

2. Development of the game

Teacher will present the game at the board and then ask pupils to start to play the online In-Cult memory game. Then will start a competition between pupils: who has the smallest number of clicks, who has the best time.

The most important question of the competition will be: who recognized what represent the photos from the online game. This will open a discussion about the cultural treasures from different European countries followed by an invitation to read the description of the treasures in the links on the project website.

3. Presenting the results in school meetings

Teaching and Learning (max. 100 words):

Being a personalized memory game that contains in total 18 photos of German, Italian, Spanish, Serbian, Romanian and Bulgarian cultural treasures (3 photos from each country), the player will see some of the European cultural treasures, from the East and West part of Europa and can be motivated to learn more about them. This method is suitable for players of all ages.

5 Keywords:

Memory game, cultural treasures, memory, attention, school classes

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

Smartphone, computer, internet

Dissemination possibilities of method:

Press, seminary, social media.