

Method: Drama Game - Lazarovden

Categorie	Duration of the method		Offline		Online		Blended Lear	rning	Technical devices		Target group		Location		Pedagogical Methods / Art of activities		Other	
Keywords	Up to one hour		Roll-up	x	Internet	х	yes	x	Computer	x	Individual		Inside	x	Physical activity			1
					Instant messaging													
	1-2 hours	x	Booklet	x	/ social networks	x	no		Tablet	x	Senior groups	x	Outdoor	x	Exploring by memory			i i
	Longer duration than 2																	í
	hours		Poster	x	Blog				Smartphone	x	Group of pupils	x	Museum	x	Game brainstorming			i i
	Duration depending on																	1
	concept		Photos	x	Videoconferencing	x			Overhead projector		Mixed groups	x	Classroom	x	Research offline	x		<u> </u>
					Online						Thematic groups (e.g.							1
					collaborative						artist group,							i i
			Presentation	×	whiteboard				Recorder	×	traditional group)	×	Clubs	×	Research online	x		i i
			Video	v	E-mail	v			incoorde.	- î	Small groups	v	Schools	,	Impulse lecture			<u> </u>
			Video	<u>^</u>		^						^		<u>^</u>				<u> </u>
					Computer	х					Big groups	x	Language schools	X	Consultation of an expert	x		<u> </u>
															Discussion/ Panel			i i
					Tablet	х		_		_			During conference	x	Discussion	X		⊢
					Smartphone	х							Creative Workshop		Interview			L
													Cultural Open Air					i i
					Website	х							event	х	Time witness report			<u> </u>
													Senior residence	x	Collective storytelling			
													Fair	x	Living library			i i
													Second Hand Store					1
													/ Recycling Shop		Comparison			i i
													/ necycling shop		Public debate			<u> </u>
																		<u> </u>
															Competition			<u> </u>
										_					Presentation			<u> </u>
															Exhibition			⊢
															Debate			<u> </u>
															Walk			i .
															Online games	x		1
															Drama Game	x		
							1						1			1		1
															Cultural Cooperative			i i
							ļ			_		-		-	Learning	X		⊢
															Content Language			i i
															Integrated Learning (CLIL)			
															Flipped Classroom			1
															Workshop (handcraft)			í T
								-					+		Evaluation/feedback	Y		(



Institution / Country:	University of Ruse "Angel Kanchev"/ Bulgaria
	Cultural Cooperative
Method:	Learning

Categorie	Duration of the method		Offline		Online		Blended Lear	ning	Technical devices		Target group	Location		Pedagogical Methods / Art of activities		Other	
Keywords	Up to one hour		Roll-up	x	Internet	х	yes	x	Computer	x	Individual	Inside	x	Physical activity			
	1-2 hours		Booklet	x	Instant messaging / social networks	x	no		Tablet	x	Senior groups	outdoor	x	Exploring by memory			
	Longer duration than 2 hours		Poster	x	Blog	x			Smartphone	x	Group of pupils	Museum	x	Game brainstorming			
	Duration depending on																i i
	concept	х	Photos	x	Videoconferencing	х			Overhead projector	x	Mixed groups	Classroom	x	Research offline	х		-
			Presentation	×	Online collaborative whiteboard	x			Recorder	x	Thematic groups (e.g. artist group, traditional group)	Clubs	x	Research online	x		
			Video	x	E-mail	x					Small groups	s Schools	x	Impulse lecture	x		1
					Computer	x					Big groups	Language schools	x	Consultation of an expert	x		
											Dig groups		<u>^</u>	Discussion/ Panel	^		
				_	Tablet	х						During conference		Discussion	x		-
				_	Smartphone	х						Creative Workshop	x	Interview			-
					Website	x						Cultural Open Air event	x	Time witness report			
												Senior residence	x	Collective storytelling			i
												Fair		Living library			i
												Second Hand Store / Recycling Shop		Comparison			
														Public debate	x		1
														Competition			1
														Presentation			1
														Exhibition			1
														Debate			1
														Walk			1
														Online games			í
														Drama Game			Ē
														Cultural Cooperative Learning	x		
														Content Language Integrated Learning (CLIL)	x		
														Flipped Classroom	x		<u> </u>
														Workshop (handcraft)			-
			1				1		1		1			Evaluation/feedback			i i



	University of Ruse "Angel
Institution / Country:	Kanchev"/ Bulgaria
Method:	Panel Discussion

Categorie	Duration of the method		Offline		Online		Blended Lear	ning	Technical devices		Target group		Location		Pedagogical Methods / Art of activities		Other
Keywords	Up to one hour		Roll-up	x	Internet	х	yes	x	Computer	x	Individual		Inside	x	Physical activity		
	1-2 hours	x	Booklet	x	Instant messaging / social networks		no		Tablet	x	Senior groups	x	Outdoor		Exploring by memory		
	Longer duration than 2 hours		Poster	x	Blog	x			Smartphone	x	Group of pupils		Museum	x	Game brainstorming		
	Duration depending on																
	concept		Photos	x	Videoconferencing	х			Overhead projector	x	Mixed groups	х	Classroom	х	Research offline		
			Presentation	x	Online collaborative whiteboard				Recorder	x	Thematic groups (e.g. artist group, traditional group)		Clubs	x	Research online		
			Video	x	E-mail	x					Small groups	х	Schools	x	Impulse lecture		
					Computer	x					Big groups	x	Language schools	x	Consultation of an expert		
						x							During conference	x	Discussion/ Panel	x	
					Smartphone	x							Creative Workshop		Interview	х	
					Website								Cultural Open Air event		Time witness report		
													Senior residence	x	Collective storytelling		
													Fair		Living library		
													Second Hand Store / Recycling Shop		Comparison		
															Public debate	х	
															Competition		
															Presentation		
															Exhibition		
															Debate		
															Walk		
															Online games		
															Drama Game		
															Cultural Cooperative Learning	x	
															Content Language Integrated Learning (CLIL)	x	
								ļ							4 11	х	
								L							Workshop (handcraft)		
												1			Evaluation/feedback		



Institution / Country:	University of Ruse "Angel Kanchev"/ Bulgaria
	Content Language

Method: Content Language Method: Integrated Learning (CLIL)

Categorie	Duration of the method		Offline		Online		Blended Lear	ning	Technical devices		Target group		Location		Pedagogical Methods / Art of activities		Other
Keywords	Up to one hour		Roll-up		Internet	х	yes	х	Computer	х	Individual		Inside	Х	Physical activity		
	1-2 hours		Booklet		Instant messaging / social networks	x	no		Tablet	x	Senior groups	x	Outdoor		Exploring by memory	x	
	Longer duration than 2 hours	x	Poster		Blog				Smartphone	x	Group of pupils	x	Museum		Game brainstorming	x	
	Duration depending on concept		Photos	x	Videoconferencing	x			Overhead projector	x	Mixed groups	x	Classroom	х	Research offline	x	
			Presentation	x	Online collaborative whiteboard	x			Recorder		Thematic groups (e.g. artist group, traditional group)	x	Clubs		Research online	x	
			Video		E-mail	х					Small groups	Х	Schools	Х	Impulse lecture	х	
		_			Computer	х					Big groups	х	Language schools	Х	Consultation of an expert		
					Tablet	x							During conference	х	Discussion/ Panel Discussion	x	
					Smartphone	х							Creative Workshop Cultural Open Air	х	Interview		
					Website	х							event		Time witness report		
													Senior residence		Collective storytelling	х	
													Fair		Living library		
													Second Hand Store / Recycling Shop		Comparison	x	
															Public debate		
															Competition	х	
															Presentation	х	
															Exhibition		
															Debate	x	
		-				-									Walk	x	
		+		-						-					Online games Drama Game	x	
															Cultural Cooperative Learning	x	
															Content Language Integrated Learning (CLIL)		
															Flipped Classroom		
															Workshop (handcraft) Evaluation/feedback	x	



	University of Ruse "Angel
Institution / Country:	Kanchev"/ Bulgaria
Method:	Flipped Classroom

Categorie	Duration of the method	Offline	Online	Blended Learr	ning	Technical devices		Target group		Location		Pedagogical Methods / Art of activities		Other
Keywords	Up to one hour	Roll-up	Internet	yes	х	Computer	x	Individual		Inside	x	Physical activity		
	1-2 hours	Booklet	Instant messaging / social networks X	no		Tablet	x	Senior groups	x	Outdoor		Exploring by memory	x	
	Longer duration than 2 hours X	Poster	Blog			Smartphone	x	Group of pupils	x	Museum		Game brainstorming	x	
	Duration depending on concept	Photos	X Videoconferencing X			Overhead projector	x	Mixed groups	x	Classroom	x	Research offline	x	
		Presentation	Online collaborative X whiteboard X			Recorder		Thematic groups (e.g. artist group, traditional group)		Clubs		Research online	x	
		Video	E-mail X					Small groups	х	Schools	х	Impulse lecture	х	
			Computer X					Big groups	х	Language schools	х	Consultation of an expert		
			Tablet X							During conference	x	Discussion/ Panel Discussion	x	
			Smartphone X							Creative Workshop	х	Interview		
			Website X							Cultural Open Air event		Time witness report		
										Senior residence		Collective storytelling	х	
										Fair		Living library		
										Second Hand Store / Recycling Shop		Comparison	x	
												Public debate		
							_					Competition	х	
												Presentation	Х	
							_					Exhibition		
								-				Debate	Х	
							_					Walk		
							_					Online games	х	
								_				Drama Game	х	
												Cultural Cooperative Learning	x	
												Content Language Integrated Learning (CLIL)		
												Flipped Classroom	х	
												Workshop (handcraft)		
												Evaluation/feedback	Х	