





Institution / Country: SPAIN

Method: History, Herstory, Theirstory

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







Institution / Country: SPAIN

Method: Sensibility European Heritage Tour

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







Institution / Country: SPAIN
Method: Action Research

Catalania	Duration of the method		Offline		Online		Blended Learn		Technical devices		Target group		Location		Pedagogical Methods / Art of activities		Oub	Τ
Categorie		1						ing						1			Other	—
Keywords	Up to one hour		Roll-up	Х	Internet	Х	yes	Х	Computer	Х	Individual		Inside	Х	Physical activity	<u> </u>		┷
Action-research	1-2 hours		Booklet	х	Instant messaging / social networks	Х	no		Tablet	х	Senior groups	Х	Outdoor	х	Exploring by memory			\perp
	Longer duration than 2																	
Social action	hours		Poster	Х	Blog	Х			Smartphone	Х	Group of pupils		Museum	Χ	Game brainstorming			
	Duration depending on																	
Social contribution	concept	Χ	Photos	х	Videoconferencing	Х			Overhead projector	Х	Mixed groups		Classroom	Χ	Research offline	Х		
					Online collaborative						Thematic groups (e.g. artist group, traditional							
Significant learning			Presentation	Х	whiteboard	Х			Recorder	Х	group)		Clubs	Χ	Research online	Х		
Empowerment			Video	Х	E-mail	Х					Small groups		Schools		Impulse lecture			
					Computer	Х					Big groups		Language schools		Consultation of an expert	Х		
					Tablet	х							During conference		Discussion			
					Smartphone	Х							Creative Workshop		Interview	Х		1
					Website	х							Cultural Open Air event	х	Time witness report	х		
													Senior residence		Collective storytelling			1
													Fair		Living library			
													Second Hand Store / Recycling Shop		Comparison			
															Public debate			
															Competition			
															Presentation	Х		
															Exhibition			
															Debate	Х		L
															Walk			
															Online games			
															Workshop (handcraft)			
															Evaluation/feedback			







Institution / Country: SPAIN

Method: Web-Quest

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







Institution / Country: SPAIN

Method: Peripatetics' Walk: Reflecting, Walking and Discussing

Categorie	Duration of the method		Offline		Online		Blended Learn	ing	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		Physical activity	Х		1
Physical activity	1-2 hours		Booklet		Instant messaging / social networks	х	no		Tablet	х	Senior groups	x	Outdoor	x	Exploring by memory			
rilysical activity	Longer duration than 2		BOOKIEL	+	SOCIAL HELWOLKS	^	110		Tablet	^	Sellior groups	^	Outdoor	^	Exploring by memory			+-
Cognitive activity	hours	x	Poster		Blog				Smartphone	х	Group of pupils		Museum	х	Game brainstorming			
	Duration depending on																	
Discussion	concept		Photos	Х	Videoconferencing				Overhead projector		Mixed groups		Classroom		Research offline			<u> </u>
					Online collaborative						Thematic groups (e.g. artist group, traditional							
Blended learning			Presentation	Х	whiteboard				Recorder		group)		Clubs		Research online	Х		
Active ageing			Video	Х	E-mail	Х					Small groups		Schools		Impulse lecture			
					Computer	Х					Big groups		Language schools		Consultation of an expert			
l					Tablet	Х							During conference		Discussion	Х		
					Smartphone	Х							Creative Workshop		Interview			
					Website	х							Cultural Open Air event	х	Time witness report			
					Website	^				_			Senior residence	^	Collective storytelling			+-
				+				1					Fair	x	Living library			+
													Second Hand Store /	^	Living library			+
													Recycling Shop		Comparison			
															Public debate			
															Competition			
															Presentation			
															Exhibition			
															Debate	Х		
															Walk	Х		
															Online games			
															Workshop (handcraft)			
															Evaluation/feedback			