

Institution / Country:	LSFTB/Romania
Method:	Brainstorming

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



Institution / Country: LSFTB/Romania Method: Interview

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



Institution / Country:	LSFTB/Romania
Method:	Lecturette

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



Institution / Country:	LSFTB/Romania
	Online focus group

Method

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



Institution / Country:	LSFTB/Romania
Method:	Online memory game

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 x	Roll-up	Internet	х	yes		Computer	х	Individual	х	Inside	х	Physical activity			1
			Instant messaging /													
	1-2 hours	Booklet	social networks		no		Tablet	x	Senior groups	х	Outdoor		Exploring by memory	x		
	Longer duration than 2															
	hours	Poster	Blog				Smartphone	х	Group of pupils	х	Museum		Game brainstorming			
	Duration depending on															
	concept	Photos	Videoconferencing				Overhead projector		Mixed groups	х	Classroom		Research offline			-
									Thematic groups (e.g.							
			Online collaborative						artist group, traditional							
		Presentation	whiteboard				Recorder		group)	х	Clubs		Research online			
		Video	E-mail						Small groups	х	Schools		Impulse lecture			
			Computer	х					Big groups	х	Language schools		Consultation of an expert			
			Tablet	x							During conference		Discussion			
			Smartphone	х							Creative Workshop		Interview			
											Cultural Open Air					
			Website	x							event		Time witness report			
											Senior residence		Collective storytelling			
											Fair		Living library			
											Second Hand Store /					
											Recycling Shop		Comparison			
													Public debate			
													Competition	х		
													Presentation			
													Exhibition			
													Debate			
													Walk			Γ
													Online games	х		1
													Workshop (handcraft)			1
				1	1	1	1		1	1		1	Evaluation/feedback			1