



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



**In-Cult - Innovative activating methods**

**Institution / Country:** Zaprokul, Serbia

**Method:** Public debate

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



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



**In-Cult - Innovative activating methods**

**Institution / Country:** Zaprokul, Serbia  
**Method:** Exchange of experience to knowledge

Category	Duration of the method	Offline	Online	Blended Learning	Technical devices	Target group	Location	Pedagogical Methods / Art of activities	Other				
Keywords	Up to one hour	Roll-up	Internet	X	yes	Computer	X	Individual	Inside	X	Physical activity		
	1-2 hours	Booklet	X	Instant messaging / social networks	no	X	Tablet	Senior groups	X	Outdoor	Exploring by memory		
	Longer duration than 2 hours	X	Poster	Blog			Smartphone	Group of pupils		Museum	Game brainstorming		
	Duration depending on concept		Photos	Videoconferencing			Overhead projector	Mixed groups		Classroom	Research offline		
			Presentation	X	Online collaborative whiteboard			Recorder	Thematic groups (e.g. artist group, traditional group)		Clubs	Research online	
			Video	X	E-mail				Small groups		Schools	Impulse lecture	
					Computer	X			Big groups		Language schools	Consultation of an expert	
					Tablet						During conference	Discussion	X
					Smartphone						Creative Workshop	Interview	
											Cultural Open Air 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		
											Workshop (handcraft)		
											Evaluation/feedback		



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



**In-Cult - Innovative activating methods**

**Institution / Country:** Zaprokul, Serbia  
**Method:** Online teamwork

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



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



**In-Cult - Innovative activating methods**

**Institution / Country:** Zaprokul, Serbia

**Method:** Pub quiz

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



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



**In-Cult - Innovative activating methods**

**Institution / Country:** Zaprokul, Serbia  
**Method:** Workshops in museums

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