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# In-Cult



**Educational methods**

**Cultural Treasure Game – exploring  
by memory game**

**ILEU e.V., Germany**



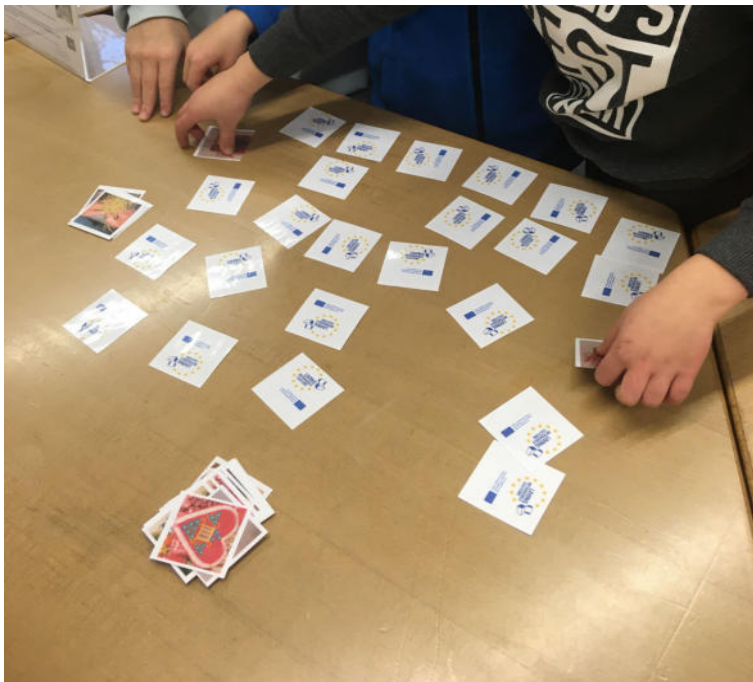
## Structure of the methods description:

**Name of the method:** Cultural Treasure Game – exploring by memory game

**Name/institution of the contributor:** Institut für virtuelles und reales Lernen in der Erwachsenenbildung an der Universität Ulm (ILEU) e.V.

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### Picture





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**Short info:**

**Organizer:** civil society institution

**Target Group:** school classes especially younger pupils

**Time required for preparation:** several hours

**Time required for implementation:** 90 min.

**Venue/place (inside, outside):** depending on weather, also possible outside

**Suitable time:** morning or afternoon

**Possibility to implement online:** blended learning

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

The memory, part of the In-Cult game, will be played as a game in real life creating printed memory cards and using a map of Europe as background. The memory cards will be distributed on the map, single card pairs will be created. Pupils have to reflect what kind of intangible cultural treasure could be on the card (topic, event, traditions) and which country

it belongs to. Then they place the pictures of the treasures on the right spot, younger people can make pictures or play the game online. Older pupils can be given the task as a tandem to do research on the internet about the selected intangible cultural treasure they found on the images, preparing a short presentation to share in the plenum.

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

The method was implemented with a group of young people in the premises of the “Verschwörhaus” of the city of Ulm. It stimulated the pupils to discover intangible heritages from six different countries and learn basics about the cultural heritages and where they are located. Since the premises are technically well equipped and have enough space the young people had a good opportunity to find all necessary information through the In-cult game online and could enrich this information by internet research, or vice-versa, making research in the internet and then study the knowledge part of the game and play the In-cult quiz.

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

1. Prepare materials: print memory pictures, get magnetic fishing rods, big map of Europe.
2. In which premises will it be, is there enough room?
3. Prepare tasks/questions for the pupils.
4. Depending on the number of pupils, divide the participants in subgroups.
5. In the first step, every group/subgroup fishes a pair of pictures from the memory game with a magnetic fishing rod.
6. In the second step, the group reflects on what kind of cultural heritage could be presented in the picture and where it could be practiced. Solutions will be given with the help of the teacher.
7. A map of Europe will be placed on the floor and the fished pictures will be attached to the locations according to the real geographic location.
8. The memory game is played online.
9. Variation of the game after fishing the pairs by tandems: older pupils can be asked to do online research to explore what is presented on the fished pictures. The questions can be: Where was the photo taken? Which intangible cultural treasure does it present, and from which country? Which tradition does it show? Do you know similar customs? Questions and advice from the teacher help to find the solutions.
10. Next, e tandems or subgroups prepare a short oral presentation of their image motif which they present to the audience.
11. Then they start to play the quiz in the In-Cult game.
12. Gather what everybody learned through this exercise.

**Teaching and Learning (max. 100 words):**

This hands-on method helps the participants to learn about cultural treasures through visualizing the cultural heritage of different countries and placing them to learn the geographical location of the involved countries. Through a game, the motivation of the participants will be higher and the learning effect more lasting through the visualizing of the treasures on the map. Online learning by researching fosters the digital competencies of the pupils.

**5 Keywords:**

school classes, exploring by memory, online games, online research, blended learning

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

Europe and country maps, in-cult-game.eu, Computer with internet access

**Dissemination possibilities of method:**

The method can be applied in school context and can be widespread by teachers.

It is also made for senior groups to foster cultural heritage knowledge and internet use.

Press, radio, social media, brochure can make the in-cult website known.