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In-Cult



Educational methods

Impulse lecture

Federuni, Italy

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Structure of the methods description:

Name of the method: Impulse lecture

Name/institution of the contributor: FEDERUNI

Contact person / contact details: Fonte Maria Fralonardo - giovannafralonardo@libero.it

Pictures





Author: Giovanna Fralonardo

Short info:

Organizer: FEDERUNI-UTE Mola di Bari;

Target Group: all age groups;

Time required for preparation: more days to prepare power point presentations and illustrative materials;

Time required for implementation: 1 meeting of about 2 hours;

Venue/place (inside, outside): inside

Suitable time: both in the morning and in the afternoon;

Possibility to implement online: possible online diffusion of the speeches.

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

The method aims to involve people of all ages, especially older people who are willing to tell experiences related to the way in which they have experienced the Carnival in the course of their lives and to strongly motivate the public to acquire new knowledge about these

celebrations, thus giving the opportunity to talk about the In-Cult project and the intangible assets presented by Italy and the other five countries.

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

The method was implemented with a group of senior people and people of all ages who gathered in an unconventional place: a church. After the interventions of the participants on their life experiences, the moderator illustrated, through a presentation, the intangible assets presented by Italy and by the other countries that participate in the In-Cult project, particular some images of the Carnival of Satriano di Lucania, presented by Italy, and of the Rottweil Carnival, presented by Germany. In order to broaden their knowledge, historical information on the origin of the two treasures was given and their two related interviews present in the knowledge section of the In-Cult game were read. Then the participants were asked to spot and comment on the similarities and differences of the treasures. The theme strongly motivated the audience to acquire new knowledge about these celebrations, knowledge that was further expanded by viewing images and videos.

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

Main objectives:

- Enable older and younger citizens to learn about other cultures;*
- Strengthen the awareness of the importance of European cultural heritage;*
- Spread the knowledge of this heritage through online games.*

Steps:

Step 1: Preparation of artwork: Posters, Power point, Images, YouTube videos;

Step 2: Identification of the target group;

Step 3: Presentation of the theme of the meeting by the moderator;

Step 4: Speeches by the participants on the Carnival theme;

Step 5: Illustration of the In-Cult project;

Step 6: Online game Knowledge section: reading treasure texts and interviews;

Step 7: Viewing images and illustrative films of the Carnival of Satriano;

Step 8: Opening of the debate;

Step 9: Feedback and evaluation with participants and experts.

Outputs:

- Presentations also published on social networks;*

- Brochure with the intangible treasures of the six countries participating in the project.

Results:

The method is suitable for older citizens, but also for young people who show curiosity and interest.

All responded positively to the aim of the project.

Teaching and Learning (max. 100 words):

This method, besides encouraging a positive approach of children and adults to new technologies, develops also the European awareness, makes us reflect on traditions and creates the conditions for cooperation between generations through the exchange of ideas, the restoration of ancient customs.

The main reasons for teaching and learning with this method are: interest in the topics; personal growth; sharing of knowledge/skills/experiences.

The main emotional outcomes of participating in these types of education are: satisfaction; sense of belonging.

The benefits for the community are: transmission of traditions, rites, customs to the new generations.

5 Keywords:

Cultural treasures, personal experience, personal exchange, intergenerational exchange, critical thinking.

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

IN-CULT game, treasure poster, brochure, picture or roll-up.

Dissemination possibilities of method:

Press, radio, social media, brochure, conference, civil society, exhibition/exhibition.

