



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



# In-Cult



**Educational Methods**  
**LEARN BY PLAYING**  
**Federuni, Italy**

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



## Structure of the methods description:

**Name of the method:** Learn by playing

**Name/institution of the contributor:** FEDERUNI

**Contact person / contact details:** Fonte Maria Fralonardo - giovannafralonardo@libero.it  
Eugenia Laria – eugenialaria@gmail.com

## Pictures



**Author:** Eugenia Laria, Nuoro



**Author:** Isabella Debellis, teacher of first grade secondary school Alighieri-Tanzi, Mola di Bari

**Short info:**

**Organizer:** FEDERUNI - UTE Mola di Bari – LUTE di Nuoro;

**Target Group:** first grade secondary school pupils and seniors;

**Time required for preparation:** more useful days for the preparation of the illustrative material and for the preparation of the learners;

**Time required for implementation:** about two hours;

**Venue/place (inside, outside):** inside;

**Suitable time:** morning;

**Possibility to implement online:** Possible dissemination of the various interventions online through Facebook.

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

*Playful teaching is a form of schooling education, an alternative and innovative strategy that can be easily implemented, capable of creating the best conditions for learning for any*

*learners, even those a little advanced in years. This method motivates the participants and helps them develop self-confidence, social and problem-solving skills.*

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

*The method was implemented with first grade secondary school pupils and elder people. Preparatory meetings were held in which the treasures were illustrated. In order to deepen this knowledge, a booklet with images and texts of the various treasures has been shared. In the following meetings, the various sections of the game were illustrated and the necessary explanations were provided. In the last meeting everyone tried to play and, organizing themselves in small groups, challenged each other.*

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

**Main objectives:**

*-Transmit knowledge about the intangible cultural heritage of Eastern and Western European countries;*

*-Encourage intergenerational exchange, get to know other cultures, find similarities and differences.*

**Steps:**

*Step 1: viewing images of intangible treasures presented in the online game;*

*Step 2: explanation of the images;*

*Step 3: identification of the common European heritage;*

*Step 4: comparison of the treasures;*

*Step 5: identification of similarities and differences;*

*Step 6: formation of small groups;*

*Step 6: online play in small groups;*

*Step 8: proclamation of the winning team based on the number of correct answers and execution time.*

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

*With this method, children and adults can learn about different cultures, share information, tell personal experiences about treasures.*

*Furthermore, the In-Cult game allows, especially children, but also people of a certain age, to become more skilled in the use of new technologies and to deepen their knowledge of languages.*

**5 Keywords:**

Intangible cultural treasures, international exchange, intergenerational exchange, digital training, memory game.

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

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

**Dissemination possibilities of method:**

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

