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In-Cult



Educational methods
Online Workshop
ILEU e.V., Germany

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Structure of the methods description:

Name of the method: Online Workshop

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: older students, adults

Time required for preparation: 90 minutes

Time required for implementation: round about one hour

Venue/place (inside, outside): online

Suitable time: anytime

Possibility to implement online: Yes

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

Learners gather in an online sessions and learn about a specific topic from a trained lecturer with a academical & pedagogical education. The focus lies on sharing scientifically based knowledge about cultural treasures. An expert or the organizer shows power point presentation, which could include videos and pictures of treasures, and gives general information about the topic. Afterwards the participants work in breakout groups. Each groups discusses & works on another task/question related to the topic of the presentation. After a certain time the results of each group will be presented & discussed in the plenum.

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

In the frame of the In-Cult project our lecturer first held an informative speech about “Intangible Cultural Treasures in Europe” and gave input on the cultural treasures included in the In-Cult game. Following the lecture, the learners gathered in breakout rooms to discuss those treasures and their personal experience with them also with a focus on similarities and differences. They learned to reflect on their own point of view on the cultural treasures and later on discussed the main results of their discussion together in the plenum. With this input, they were prepared to play the game on the website and further foster their knowledge.

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

1. Find an expert who can share his knowledge about cultural treasures
2. Contact them and find a suitable time that fits for everyone, create a meeting e.g. on Zoom
3. Ask if they could prepare a small presentation to visualize what is said for the participants
4. Prepare questions or tasks for each subgroup, what is the goal/findings you want to achieve through this workshop?

5. Inform the participants about the exact time and how they can enter the meeting, offer help / info on how to use Zoom in advance
6. Try if everything is working before the actual meeting starts, send the participants the topic of their sub groups and materials about it to prepare in advance
7. When the meeting has started, make a small round of introduction, where the participants and the expert can present themselves
8. Start with the presentation, experts give about 10-20 minutes of impulse lecture about cultural treasures as base for the breakout rooms, then give tasks or ask questions, that the participants will work on in the breakout rooms
9. After a certain time, depending on the amount of tasks or number of questions, end the breakout session and let the groups present their results in plenum
10. Let them play the in-cult game

This method fosters teamwork, independent learning and sensitizes to the topic of cultural diversity in Europe.

Teaching and Learning (max. 100 words):

This method activates people to participate in online learning by giving them the opportunity to be active and share their opinion in a discussion in the subgroups and maybe as well in plenum. Critical and analytic thinking are fostered by getting to know several opinions through the discussion. By learning something about the culture of European neighbors, stereotypes will be combated. The main motive of this online workshop is to gather basic information on the topic, which they can immediately use in the following task and develop solution strategies that are based on the questions they were confronted with. Furthermore, the online skills of the participants are fostered.

5 Keywords:

workshop, videoconferencing, impulse lecture, mixed groups, game brainstorming

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

Power Point Presentation, academic texts about the topic, Zoom manual

Dissemination possibilities of method:

Widespread invitation for online session(s) by mailing lists and social media, record the sessions to put on website, publish results of the working groups