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In-Cult - Innovative activating methods

Institution / Country: ILEU e.V., Germany
Experiencing culture
through everyday objects

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 x	Computer	Individual	Inside x	Physical activity	
	1-2 hours x	Booklet	Instant messaging / social networks	no	Tablet x	Senior groups x	Outdoor	Exploring by memory	
	Longer duration than 2 hours	Poster	Blog		Smartphone x	Group of pupils x	Museum	Game brainstorming	
	Duration depending on concept	Photos x	Videoconferencing		Overhead projector	Mixed groups x	Classroom	Research offline	
		Presentation	Online collaborative whiteboard		Recorder	Thematic groups (e.g. artist group, traditional group) x	Clubs	Research online	
		Video	E-mail			Small groups x	Schools	Impulse lecture	
			Computer			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 x	Comparison x	
								Public debate x	
								Competition	
								Presentation x	
							Exhibition		
							Debate		
							Walk		
							Online games		
							Workshop (handcraft)		
							Evaluation/feedback x		



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Method: Living Library

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



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In-Cult - Innovative activating methods

Institution / Country: ILEU e.V., Germany
Method: Contemporary online witness work

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



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In-Cult - Innovative activating methods

Institution / Country: ILEU e.V., Germany

Method: Online Workshop

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	Physical activity			
	1-2 hours	x	Booklet	Instant messaging / social networks		no	Tablet	x	Senior groups	x	Outdoor	Exploring by memory	x
	Longer duration than 2 hours		Poster	Blog			Smartphone	x	Group of pupils	x	Museum	Game brainstorming	x
	Duration depending on concept		Photos	Videoconferencing	x		Overhead projector		Mixed groups	x	Classroom	Research offline	
			Presentation	Online collaborative whiteboard	x		Recorder		Thematic groups (e.g. artist group, traditional group)	x	Clubs	Research online	x
			Video	E-mail	x				Small groups	x	Schools	Impulse lecture	x
				Computer	x				Big groups	x	Language schools	Consultation of an expert	x
				Tablet	x						During conference	Discussion	x
				Smartphone	x						Creative Workshop	Interview	
											Cultural Open Air event	Time witness report	
											Senior residence	Collective storytelling	
											Fair	Living library	
											Second Hand Store / Recycling Shop	Comparison	x
												Public debate	x
												Competition	
												Presentation	x
											Exhibition		
											Debate	x	
											Walk		
											Online games	x	
											Workshop (handcraft)		
											Evaluation/feedback		



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In-Cult - Innovative activating methods

Institution / Country: ILEU e.V., Germany
Cultural Treasure Game –
exploring by memory
Method: game

Categories	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	Booklet	Instant messaging / social networks	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	Classroom	Research offline	
		Presentation	Online collaborative whiteboard		Recorder	Thematic groups (e.g. artist group, traditional group)	Clubs	Research online	
		Video	E-mail			Small groups	Schools	Impulse lecture	
			Computer			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	
								Competition	
							Presentation		
							Exhibition		
							Debate		
							Walk		
							Online games		
							Workshop (handcraft)		
							Evaluation/feedback		