



In-Cult - Innovative activating methods

Institution / Country: SPAIN
Method: History, Herstory, Theirstory

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



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Method: Sensibility European Heritage Tour

X

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



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Method: Action Research

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



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Method: Web-Quest

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



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Method: Peripatetics' Walk: Reflecting, Walking and Discussing

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