



In-Cult - Innovative activating methods

Institution / Country: LSFTB/Romania

Method: Brainstorming

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	x	Physical activity				
	1-2 hours	x	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	x	
	Duration depending on concept		Photos	Videoconferencing				Overhead projector		Mixed groups	x	Classroom	x	Research offline	
			Presentation	Online collaborative whiteboard	x			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		Language schools		Consultation of an expert	
				Tablet	x							During conference		Discussion	
				Smartphone	x							Creative Workshop		Interview	
				Website	x							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: Interview

Categorie	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	x		Physical activity		
	1-2 hours	x	Booklet		Instant messaging / social networks	no	x	Tablet		Senior groups	x	Outdoor			Exploring by memory		
	Longer duration than 2 hours		Poster		Blog			Smartphone		Group of pupils	x	Museum			Game brainstorming		
	Duration depending on concept		Photos		Videoconferencing			Overhead projector		Mixed groups	x	Classroom			Research offline		
			Presentation		Online collaborative whiteboard			Recorder	x	Thematic groups (e.g. artist group, traditional group)	x	Clubs			Research online		
			Video		E-mail					Small groups	x	Schools			Impulse lecture		
					Computer					Big groups	x	Language schools			Consultation of an expert		
					Tablet								During conference		Discussion		
					Smartphone								Creative Workshop		Interview	x	
					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			



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Method: Lecturette

Categorie	Duration of the method	Offline		Online		Blended Learning		Technical devices		Target group		Location		Pedagogical Methods / Art of activities		Other	
						yes											
Keywords	Up to one hour	x	Roll-up		Internet	yes		Computer	x	Individual		Inside	x	Physical activity			
	1-2 hours		Booklet		Instant messaging / social networks	no	x	Tablet		Senior groups	x	Outdoor		Exploring by memory			
	Longer duration than 2 hours		Poster	x	Blog			Smartphone		Group of pupils	x	Museum		Game brainstorming			
	Duration depending on concept		Photos	x	Videoconferencing			Overhead projector	x	Mixed groups	x	Classroom		Research offline			
			Presentation	x	Online collaborative whiteboard			Recorder		Thematic groups (e.g. artist group, traditional group)		Clubs		Research online			
			Video	x	E-mail					Small groups	x	Schools		Impulse lecture	x		
					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	x		
													Exhibition				
													Debate				
													Walk				
													Online games				
													Workshop (handcraft)				
													Evaluation/feedback				



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Online focus group

Method: discussion

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



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Method: Online memory game

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	x Inside	Physical activity	
	1-2 hours	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	
	Duration depending on concept	Photos	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	x		Big groups	x Language schools	Consultation of an expert	
			Tablet	x			During conference	Discussion	
			Smartphone	x			Creative Workshop	Interview	
			Website	x			Cultural Open Air event	Time witness report	
							Senior residence	Collective storytelling	
							Fair	Living library	
							Second Hand Store / Recycling Shop	Comparison	
								Public debate	
								Competition	x
							Presentation		
							Exhibition		
							Debate		
							Walk		
							Online games	x	
							Workshop (handcraft)		
							Evaluation/feedback		