

# WINNING WITH THE HERITAGE PART 2



Module II



Course  
Cultural  
Heritage



Topic  
Types of  
Cultural  
Heritage



Lesson 1

## Activity

- **Short Description:** This is second part of our activity “Winning with the Heritage”. Students will work with the previous assignment in order to create a game.
- **Methodology:** Project-based learning.
- **Duration:** 2 hours.
- **Difficulty (high - medium - low):** Medium
- **Individual / Team:** Individual
- **Classroom / House:** Classroom.
- **What do we need to do this activity?** (Indicate what resources we need to be able to carry out the proposed activity)
  - Any material the student chooses to use.



## Description

- **Text description:** Students will create a game with the questions made in the prior class, according to the link instructions: <https://www.wikihow.com/Create-a-Computer-Game-Using-PowerPoint>  
Once they finish the game, they will present it to the rest of the class (by playing) so the teacher can assess their understanding of the topic.

## Instructions

1. STEP 1: Bring the 10 questions done in the previous class.
2. STEP 2: Create a game based on the link provided by the teacher.
3. STEP 3: Play the game with their classmates.

## Expected outcomes

- Help the students understand the different characteristics of Cultural and Natural Heritage according to the UNESCO guidelines.

## This activity can be used in other (module, course, topic, lesson):

- In all the lessons of this module.

**DIGICOMP (Competences developed): N/A**

**ENTRECOMP (Competences developed):**

1. **IDEAS AND OPPORTUNITIES**
  - 1.1 Creativity
  - 1.2 Vision
2. **INTO ACTION**
  - 2.1 Learning through experience

