WINNING WITH THE HERITAGE PART 2

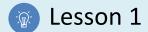




Module II

Course
Cultural
Heritage

TopicTypes ofCulturalHeritage



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





