

PRESERVATION AND DISSEMINATION



Module II



Course
Cultural
Heritage



Topic

The Need
for Preservation
and
Dissemination of
Cultural
Heritage for the
Identity of Social
Groups and
Development



Lesson 1

Activity

- **Short Description:** Create audiovisual content: (video, animated PPT or podcast) and a playful activity.
- **Methodology:** Project-based learning
- **Duration:** 3 hours.
- **Difficulty (high - medium - low):** Medium.
- **Individual / Team:** Individual
- **Classroom / House:** The activity should be developed during class.
 - **What do we need, to do this activity?**
We will need a computer and any other material chosen.



Description

- **Text description:** First, audiovisual content should be created. It will be based on the importance of preservation and dissemination of Cultural Heritage for the identity of social groups and development. -It should not exceed two minutes-. The second part of the activity consists of a playful activity, ideally to be done outdoors, and aimed at young people between 12 and 18 years old, which allows them to understand the importance of preserving and disseminating Cultural Heritage.

Instructions

1. STEP 1: Create audiovisual content related to the importance of preserving and disseminating Cultural Heritage for the identity of social groups and development.
2. STEP 2: Once you finish, you must make sure it will not exceed 2 minutes.
3. STEP 3: Develop an outdoor (ideally) playful activity in which students can learn the importance of preserving Cultural Heritage.

Expected outcomes

- We expect students to realize the need of preserving and disseminating Cultural Heritage to protect the future of the different communities around the world.

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

- This should be used in any course related to Cultural Heritage.

DIGICOMP (Competences developed): N/A

ENTRECOMP (Competences developed): Creativity, vision and ethical and sustainable thinking.

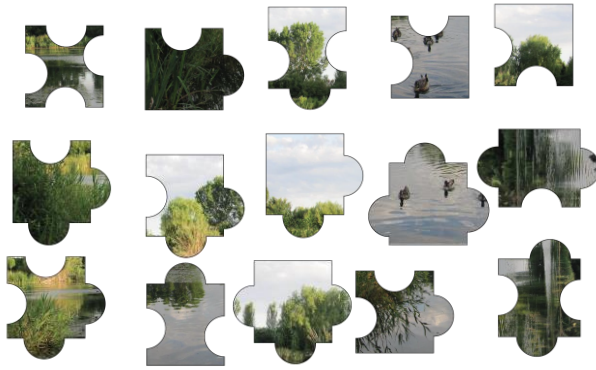
1. IDEAS AND OPPORTUNITIES

- 1.1 Creativity
- 1.2 Vision
- 1.3 Ethical and Sustainable thinking

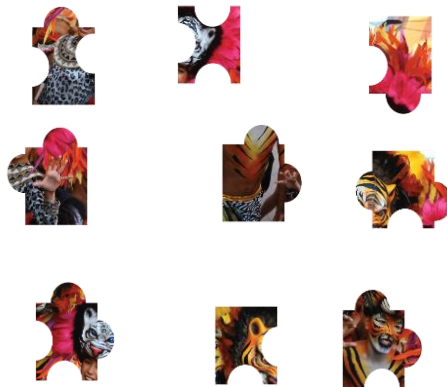


ANNEX:

- GANDÍA MARJAL:



- BARRANQUILLA CARNIVAL



- CARTAGENA DE INDIAS



