DISCOVER BRAND IDENTITY, PERSONALITY OF CULTURAL HERITAGE











Activity

- Short Description: In an individual activity, each student needs identify personality of cultural heritage.
- Methodology: Research-based learning
- Duration: 30 minutes
- Difficulty (high medium low): Low
- Individual / Team: Individual
- Classroom / House: House
- What do we need to do this activity?
 - Hardware (Computer or Mobile phone)
 - Software (Web browser)
 - Other resources (None)

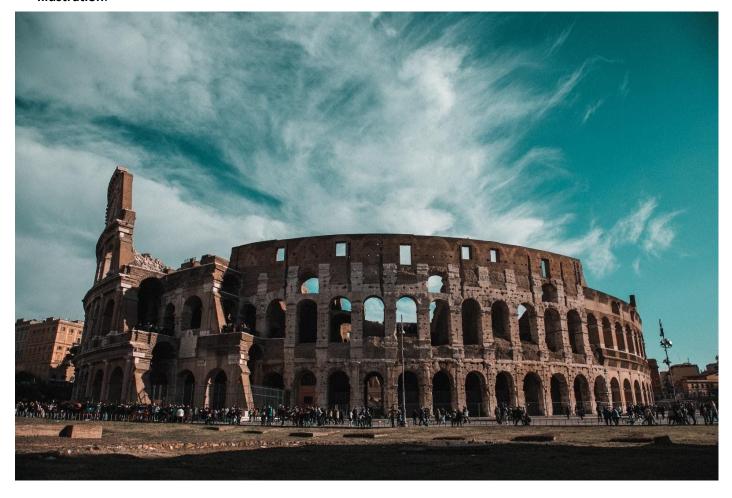
Description







- **Text description**: Once when the lesson is presented by the teacher, the student should identify personality of cultural heritage they choose in last exercise.
- Illustration:



Instructions

Chose a web browser to find needed information.

- 1. STEP 1: Find cultural heritage.
- 2. STEP 2: Identify personality of culturalh eritage.

Expected outcomes

• That the student learns to identify personality of cultural heritage.

DIGICOMP (Competences developed): Interacting through digital technologies, Browsing, searching and filtering data, information and digital content, Evaluating data, information and digitalcontent







ENTRECOMP (Competences developed): Spotting opportunities, Creativity, Motivation and perseverance

ANNEX:

DIGCOMP	ENTRECOMP
1. INFORMATION AND DATA LITERACY	1. IDEAS AND OPPORTUNITIES
1.1 Browsing, searching and filtering data, information and digital content	1.1 Spotting opportunities
1.2 Evaluating data, information and digital	1.2 Creativity
content	1.3 Vision
1.3 Managing data, information and digital content	1.4 Valuing ideas
	1.5 Ethical and sustainable thinking
2. COMMUNICATION AND COLLABORATION	2. RESOURCES
2.1 Interacting through digital technologies	2.1 Self- awareness and self- efficacy
2.2 Sharing through digital technologies	2.2 Motivation and perseverance







2.3 Engaging in citizenship through digital	2.3 Mobilizing resources
technologies	
2.4 Collaborating through digital	2.4 Financial and economic literacy
technologies	
	2.5. Mobilizing others
2.5 Netiquette	
2.6 Managing digital identity	
2.6 Managing digital identity	2 INTO ACTION
3. DIGITAL CONTENT CREATION	3. INTO ACTION
3.1 Developing digital content	3.1 Taking the initiative
3.2 Integrating and re-elaborating digital content	3.2 Planning and management
	3.3 Coping with uncertainty, ambiguity and
3.3 Copyright and licences	risk
3.4 Programming	3.4 Working with others
	3.5. Learning through experience
4. SAFETY	
4.1 Protecting devices	
4.2 Protecting personal data and privacy	
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4.3 Protecting health and well-being	
4.4 Protecting the environment	
4.4 Frotesting the chynolinent	
5. PROBLEM SOLVING	
5.1 Solving technical problems	
5.2 Identifying needs and technological responses	
5.3 Creatively using digital technologies	
J.J Circutively using digital technologies	
5.4 Identifying digital competence gaps	
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