

HERITAGE CHARACTERIZATION



Module II



Course
Cultural
Heritage



Topic
What is
Cultural and
Natural
Heritage?



Lesson 1

Activity

- **Short Description:** In order for students to familiarize themselves with the concepts of Cultural and Natural Heritage, students must make a list of 10 true or false questions.
- **Methodology:** Collaborative learning.
- **Duration:** 2 hours.
- **Difficulty (high - medium - low):** Low
- **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)
 - **Computer**



Description

- **Text description:** The teacher will assign the reading of the Definition of Cultural Heritage to the students and share with them the product sheet of the exercise "Peer Dialogue" and also the reading on Types of Heritage. With this information, and based on a Power Point template and the instructions available at the following link <https://www.wikihow.com/Create-a-Computer-Game-Using-PowerPoint> Students must create 10 questions, with the answer options True or False.

Instructions

1. STEP 1: Students shall read the material provided by the teacher.
2. STEP 2: Go on the link provided by teacher
3. STEP 3: After Reading the instructions, each student should elaborate 10 true or false questions.

Expected outcomes

- Our aim is to help students familiarize themselves with the definition of Cultural Heritage and the importance of preserving it to secure the existence of the different communities around the world.

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): Creativity, self- awareness and self- efficacy.

ANNEX:

DIGICOMP	ENTRECOMP
1. INFORMATION AND DATA LITERACY 1.1 Browsing, searching and filtering data, information and digital content 1.2 Evaluating data, information and digital content 1.3 Managing data, information and digital content	1. IDEAS AND OPPORTUNITIES 1.1 Spotting opportunities 1.2 Creativity 1.3 Vision 1.4 Valuing ideas 1.5 Ethical and sustainable thinking
2. COMMUNICATION AND COLLABORATION	2. RESOURCES



<p>2.1 Interacting through digital technologies</p> <p>2.2 Sharing through digital technologies</p> <p>2.3 Engaging in citizenship through digital technologies</p> <p>2.4 Collaborating through digital technologies</p> <p>2.5 Netiquette</p> <p>2.6 Managing digital identity</p>	<p>2.1 Self- awareness and self- efficacy</p> <p>2.2 Motivation and perseverance</p> <p>2.3 Mobilizing resources</p> <p>2.4 Financial and economic literacy</p> <p>2.5. Mobilizing others</p>
<p>3. DIGITAL CONTENT CREATION</p> <p>3.1 Developing digital content</p> <p>3.2 Integrating and re-elaborating digital content</p> <p>3.3 Copyright and licences</p> <p>3.4 Programming</p>	<p>3. INTO ACTION</p> <p>3.1 Taking the initiative</p> <p>3.2 Planning and management</p> <p>3.3 Coping with uncertainty, ambiguity and risk</p> <p>3.4 Working with others</p> <p>3.5. Learning through experience</p>
<p>4. SAFETY</p> <p>4.1 Protecting devices</p> <p>4.2 Protecting personal data and privacy</p> <p>4.3 Protecting health and well-being</p> <p>4.4 Protecting the environment</p>	
<p>5. PROBLEM SOLVING</p> <p>5.1 Solving technical problems</p> <p>5.2 Identifying needs and technological responses</p>	



5.3 Creatively using digital technologies

5.4 Identifying digital competence gaps

