

Information to the „DIGARTISTIC WORKSHOP“

FOCUS ON ICT, creative and social skills.

Content:

- „Ice breaker“ discussion (encouraged by visual objects the students found themselves) at the beginning to illumine terms and phrases linked to tolerance.
- Students develop a power point presentation with a focus on these aforementioned visual objects the students brought to Graz.
- They create card games (so called „Pairs“).
(Either online or in a creative way of drawing.)
- Planning and creating an online cartoon. In these online cartoons students develop and present short situations connected to their ideas of tolerance.

Aims:

- Main goal: Receiving or extending a tolerant attitude.
- Students should learn through fun and games about new media and ICT.
- Additionally they can also show their constructiveness and gain social skills from working in different language groups with different tasks.
- They get the possibility to exchange experiences and pre-existing skills.

Following questions are addressed in order to accomplish the aims:

How can we define the term „tolerance“?

What perceptions are accompanied by tolerance?

What does it mean „to be tolerant“?

Are there any images, symbols, phrases... I personally connect to tolerance?

What are my strengths/weaknesses in relation to our aims?

Am I able to work in a team?