ACTIVITY DETAILS (C2)

1. CONTENT

Historical heritage

2. METHODOLOGY

2.1. Research on various sources of information about:

TR: the buildings from Byzantine Period and Ottoman Empire. Research on the exchange of Greek and Türkish people after the war of independence. To recognize and justify the construction of the monument to the Ottoman Empire.

PT (VNF): Nineteenth-century Brazilians and Portuguese emigration.

PT (AZ): The production and marketing of tea over time. Historical evolution of the production and manufacture of flax. Emigration as an economic, social and cultural phenomenon.

2.2. Programming and robotics: use of a Visual Programming Environment to create a digital game in classroom

2.3. Gamification on Education. Use of the **digital game** created to accomplish certain tasks like identifying historical facts or personalities related to the games subject, in classroom. Publish/share the games created by the students.

2.4. Outdoor education: **guided tours and photofraphic material collection for infophotography in the virtual environment using a QRCode.**

2.5.In the end a **digital and photographic ebook** with the information collected is built, in addition to publishing on digital platforms.

- Sharing lesson plans, lessons and resources.

3. EXPECTED RESULTS OF THE ACTIVITY

- Training in digital literacy from all participants

- Training for multiculturalism from all participants.

- Inovation in education.

4. BENEFITS

The student knows and applies the rules of researching his/her culture and heritage, visiting museums and other spaces, planning visits to museums and others, knowing how to be in public spaces, contextualizing music, traditions, etc.

- The student visits a foreign country and knows his/her cultural patrimony in particular, through specific knowledge and interaction activities with the community and also through direct contact with local participants, as well as the participants' realities and experiences from other nationalities.

- The student recognizes in the patrimony a form of dialogue between the peoples and new opportunities of economic development.- The student is able to select thematic information considered relevant for the curricular development of the different disciplines according to their level and teaching.

- The participants improve theirs digital and social skills.

Moreover, the benefits are:

- Training to compare cultural heritage from the partner' countries.

- Increased awareness of the preservation of Europe's cultural heritage.

- Greater identification with European history and culture.

- Training to project culture in the future, combining traditional culture with more contemporary culture.

- Deepening the interpersonal relationship.

- Training to develop a language other than speech and writing, increasing the sociability of the Galatarsay Lisesi students and teachers and the participants of the partner schools.

- Improvement of the quality of heritahe education.

- Greater volume of cooperation between schools and stakeholders throughout Europe with our projet activities, reserches and seminars.

- Development of digital and multilingual education and preparation for life in an intercultural world.

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