WALKING THROUGH THE MEMORY WITH IMMERSIVE TECHNOLOGIES

Project nummber -   2019-1-ES01-k229- 065937

Collection of Good Practice

Gamifying our heritage	
Content/ Subject areas (*taged with modules*)	Social science, galician language
Target group: age range and size of the group	3rd and 5th grade. Primary education
Learning objectives / competences	- To value the literary resources of oral tradition, as a source of knowledge of our culture and as a resource for personal enjoyment. - Recollect vestiges of the past, present in our surroundings, as linguistic and historical sources, which identifies us, enriches us and helps us to know our cultural, historical and literary heritage.
Description of overall activity	This project, which will be based on gamification, will begin with the presentation of a story to the students. An adventure that they will be part of and in which they will actively participate and modify with their knowledge.
Description of the process and teaching/ learning strategies used (*what, how, in which order*)	In order to carry out this challenge, they will have to acquire knowledge of the history and geography of the territory they are going to explore, which will provide them with the tools to solve the challenges they are set. 1st activity: visualisation of history 2nd activity: cooperative work in the classroom searching for information and sharing it with their classmates.THEME: ARTEIXO

	● 1st challenge: to solve a game in which they will have to demonstrate what they have learnt and which will provide them with the key to their next step in the adventure. The coordinates (A, B) of a treasure. ● 3rd activity: Treasure hunt. The coordinates, key points of a physical route through the legends of our town, will give them the key to unlock the next challenge. https://view.genial.ly/5e5c1d3634f73c0fdb4ee921/game-breakout-breakout-patrimonio-5o
Evaluation/ types of assessment *(summative, formative, peer-, self- etc.)*	In order for students to know at all times what work they have to do, how they have to do it and when they have to submit it and how they will be assessed, they will be given rubrics before each task. The way in which they will see their progress will be by means of a board in which they will unlock stages and challenges as they solve the activities that are proposed to them.
Materials and tools	Genially, keynote, bookcreator, My maps
Timing and learning environment	The activities were carried out throughout December, January and February.
Conclusion *(Innovation what makes it good practice, further application)*	Gamification increases their interest in learning. They are the protagonists of the story, they see that they advance in their tasks and challenges thanks to the work they do, that leads to greater motivation, to want to move forward to take the next steps and reach the goal.
Contacts	

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Links	STORY: https://drive.google.com/file/d/1nwGFZ2j6hy2Atx0l3O1gdUzlWrXfSmUE/view?usp=sharing ROADMAP (Genially): https://view.genial.ly/5e5c1d3634f73c0fdb4ee921/game-breakout-breakout-patrimonio-5o CARDS: https://drive.google.com/file/d/1pnBvq00CnnAAnAQXo6vhIcmk5mDrOroQ/view CHALLENGES: https://drive.google.com/file/d/1U1169Q2Sx032tFnTamV9Ym50PJwulSw6/view?usp=sharing OFFICIAL DIPLOMA: https://drive.google.com/file/d/1REeTk6RVbfH1HchgBNeX-T0xphDqB_nx/view?usp=sharing