

GUIDE TO IMPLEMENT CULTURAL EDUCATION

CULTURE IS YOU



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INTRODUCTION

This guide provides information to educators who work with young adults (18-35 years old) on a daily basis and who are affected by various restrictions, such as low qualification levels, migrant background, long-term unemployment, etc., on how to integrate the project results developed within the Erasmus+ project "Culture is You" into their daily educational work.

With the help of the "Culture is You" project, educators can use the developed materials and generate new ideas for incorporating cultural aspects into their teaching-learning settings, thus making cultural education more accessible to adult learners.

For this reason, many materials have been developed to show how they can be used in workshops. For the target group of young adults, the focus is on participation and self-development aimed at acquiring new knowledge and opening up to the unknown.

The project itself aims to provide new forms of cultural education for young adults aged 18-35 who are affected by various restrictions such as low qualification levels, migration background and long-term unemployment. In addition, the project provides didactic support for teachers from different educational institutions, trainers from non-governmental organisations, employees of cultural institutions, including local authorities and municipal cultural institutions, and employees of the education sector who use materials and information related to culture in the broadest sense and the European Union in their daily work.



WHY IS CULTURAL EDUCATION SO IMPORTANT?

Cultural education is a process that raises awareness of the diversity of cultures, arts and traditions. It includes learning about cultural heritage and developing critical thinking skills by analysing artistic and literary works.

Cultural education also supports community development by promoting tolerance, respect and cooperation between different social groups. It focuses on the discovery and development of the individual's creative talents and stimulates creativity and imagination. It introduces learners to the world of different forms of culture, such as music, theatre, visual arts and literature. Arts education plays an important role in shaping the identity of the community and contributes to the formation of citizens who are aware of cultural and social values. .

In the field of cultural education, there are currently no publicly accessible and digitally available materials for adults. This is where the Erasmus+ project "Culture is You" comes in.

The project has the following objectives:

- To bring people with restrictions closer to European culture and enable them to actively experience and shape culture.
- To provide adult educators with teaching concepts and materials for cultural education that they can use directly in their training programmes.
- Raise awareness of the importance of culture.
- To promote acceptance and understanding of the cultures of different European countries.
- Preventing marginalisation by including young adults with various restrictions in cultural Europe

THE PROJECT RESULTS

The CisU project provides trainers with a holistic concept that allows them to use all materials without losing time for additional research, but with the possibility of customisation.

The materials are designed to be very user-friendly and easy to understand (workshop concept, videos, learning materials and the game). The materials offered are tailored to the target group of young adults with restrictions and to educators who teach learners in the field of cultural education.



In the project CisU, the following project results have been realised:



PR1: DESIGN CULTURAL KNOWLEDGE BUILDING

A didactic concept and a curriculum were developed as part of this project result. Both documents formed the basis for the development of further materials - the learning materials and videos (PR2) as well as the board game (PR3) and the workshop concept.

The didactic concept and the curriculum were developed on the basis of interviews with employees of cultural and social organisations and young adults with restrictions.

PR2: LERN ABOUT CULTURE

The development of learning materials (modules) and learning videos fo familiarise our target group with European culture was the aim of this project result.

Learning materials and videos were developed that contain information about culture in general, various cultural areas and participation in cultural events. The project consortium developed interactive content that enables the target group to learn new things by actively engaging and trying things out

The aim is to show young adults that culture can be fun and to awaken their interest in participating in other cultural programmes.

The videos and animations in the content units illustrate the content covered and thus support the implementation of cultural education courses. The audiovisual materials present culture in the European Union and in Europe. The videos are uploaded on the project's YouTube channel: <https://www.youtube.com/channel/UCNKeOth4kmjqhcF2MkpU3sQ>. Further the videos can also be found on the project's website: <https://www.cultureisyou.com/>.

The video materials developed can be used in both face-to-face and digital lessons and present the content of the individual modules in a simple, entertaining and clear way. The films were produced in English and are available with subtitles in English, Czech, German, Spanish and Polish.

PR3: PLAY TO EXPERIENCE CULTURE

PR3 focussed on the development of a haptic board game.

The game is designed to introduce culture in an entertaining way and give players the opportunity to experience and enjoy culture. To ensure that the game runs smoothly, we have also created a set of instructions that are easy to understand.

There are many benefits to using board games in the classroom, especially in the context of cultural education. Firstly, it is a great way to engage participants in educational activities, regardless of their age. Board games are interactive and engaging, which leads to greater involvement of participants in the learning process. Active participation helps to consolidate knowledge and understanding of European cultural issues.

The board game is designed in such a way that it requires knowledge of European culture, art, history and geography. This consolidates knowledge and makes learning more effective. If the participants do not know the correct answers, the trainer or other peers can help.

Answering the developed questions is also an opportunity to test already acquired skills and knowledge and to apply the acquired knowledge in practice. This helps to better understand the context and meaning of certain aspects of the culture. From a pedagogical point of view, board games offer new solutions to traditional teaching methods and are an attractive and engaging educational tool. This can capture learners' attention and make the learning process more enjoyable.

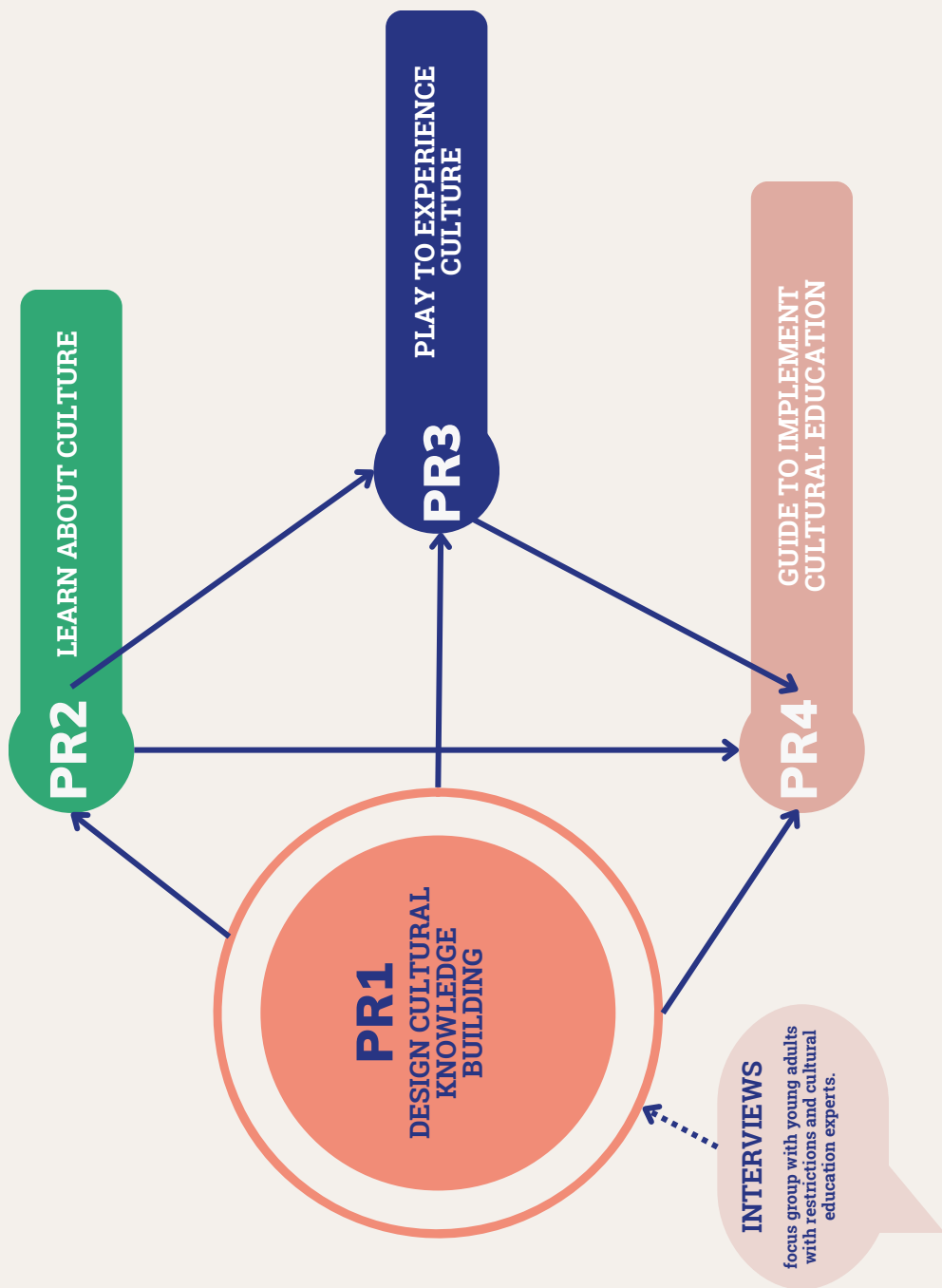
Finally, the board game which deals with the cultural richness of the European Union, can raise awareness of cultural diversity in Europe and promote tolerance and understanding.

PR4: GUIDE TO IMPLEMENT CULTURAL EDUCATION

The development of a workshop concept for both an online and a face-to-face workshop was the focus of project deliverable 4, which also includes a guide.

To give teachers an idea of how they can integrate the materials developed in the project into their teaching, we have developed two workshop concepts. In addition, a guide has been produced to illustrate how the developed project outcomes relate to each other and how the workshop concept, the teaching and learning materials and the board game can be used together to realise their full potential.

The workshops are closely linked to the other project outcomes - such as the didactic concept and curriculum, learning materials, videos and the board game.



HOW TO USE THE MATERIALS

The workshop can be delivered as a 5-day face-to-face course (40 hours) or as a 5-day online course (40 hours). Of course, it is up to the trainers to decide how they want to run the workshop. It is also possible to divide the workshop into several weeks or to carry out individual activities with the learners. The workshop concept is designed in such a way that individual activities can be integrated into the teaching-learning setting at any time.

The workshop concept helps adult educators to use the materials directly. Trainers can adapt or add to the concepts, but of course they can also be used directly as they were developed. The workshop concept contains a detailed description of each workshop day and its schedule, including the suggested exercises, presentations, audiovisual materials and exercise scenarios. The workshops can be delivered in community centres, education centres, training centres, community centres, clubs, libraries and other cultural institutions. Each description of a workshop day includes icebreaker games, examples of exercises, ready-made explanations for trainers, teaching objectives and necessary materials.

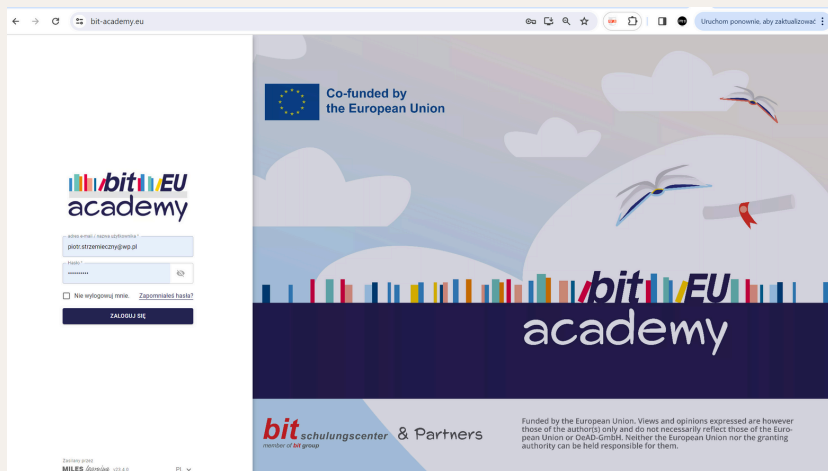
ACCESS TO THE MATERIALS

All developed materials were collected in two places: The modules including the videos were published on the online learning platform of the bit EU Academy: <https://www.bit-academy.eu/group/3280/?wt=a438ba20-0bb6-42da-9000-d9240c4d5453>.

All other developed content (the didactic concept, the curriculum, the board game, workshop concepts including teaching/learning materials, guidelines) can be found on the project website. The learning materials incl. videos can also be found on the website.

<https://www.cultureisyou.com/>

The videos are also uploaded on YouTube: <https://www.youtube.com/channel/UCNKeOth4kmjqhcF2MkpU3sQ>



The screenshot shows a web browser window with the URL [bit-academy.eu](https://www.bit-academy.eu). The page features a login form on the left with the bit EU academy logo, a search bar, and a 'ZALOGUJ SIĘ' button. The main banner includes the European Union flag, the text 'Co-funded by the European Union', and an illustration of a graduation cap and diploma. The bit EU academy logo is prominently displayed at the bottom of the banner. Below the banner, there is a section for 'bit schulungszentrum & Partners' and a small disclaimer about funding by the European Union.

BIT EU ACADEMY IN A NUTSHELL

The online course can be accessed via the 'bit EU academy' platform. The easiest way to get there is via the following link:

<https://www.bit-academy.eu/group/3280/?wt=a438ba20-0bb6-42da-9000-d9240c4d5453>.

Step 1: Reistration and login

To make learning easier for you, you can change the language of the platform by clicking on the language menu at the bottom of the page. The course is available in English, Spanish, Czech, German and Polish.

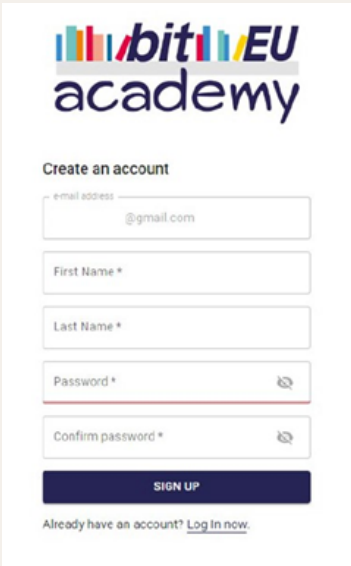


Once you have selected your preferred language, enter your e-mail address and confirm that you are not a robot.

Step 2: check mailbox and login

Then check your inbox for the e-mail address you used to verify your account: Just click on the link in the e-mail.

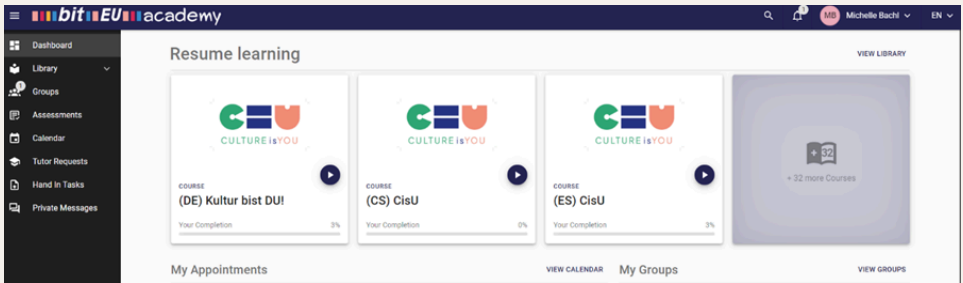
You will then be asked to enter your first and last name (or a pseudonym if you prefer) and to choose a password that you will use to access your account in the future. You can then register and log in.



The screenshot shows the 'Create an account' form for bit EU academy. The form includes the following fields and elements:

- bit EU academy** logo at the top.
- Create an account** heading.
- e-mail address** input field with a placeholder '@gmail.com'.
- First Name *** input field.
- Last Name *** input field.
- Password *** input field with a visibility toggle icon.
- Confirm password *** input field with a visibility toggle icon.
- SIGN UP** button.
- Link: **Already have an account? [Log In now.](#)**

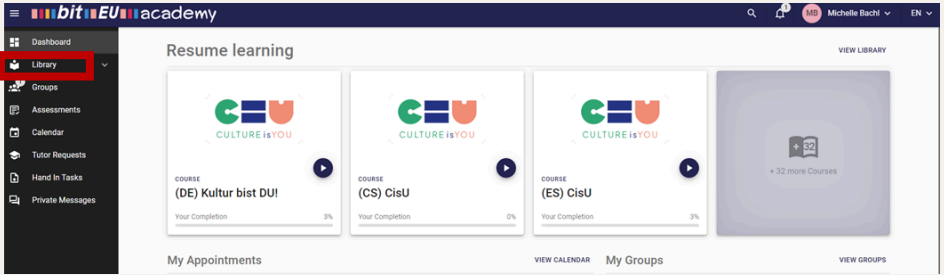
When you log in for the first time, you will find the homepage and the course dashboard:



If you want to change your user details, including your username, click on the initials icon on the right-hand side of the top menu bar. You can also change the language of the interface by clicking on the down arrow on the far right.

(Please note that 'Calendar' and 'Teacher requests' tabs are not active for this course).

The course is available in all project languages. If you cannot see the course in your language, click on Library in the menu bar on the left to see all the courses available:



Click on the course you would like to study, and you will see the outline of the course:

The menu on the right shows the different learning units available for study.

(EN) CisU

Completion 0 of 33 0%

Success 0 of 0 0%

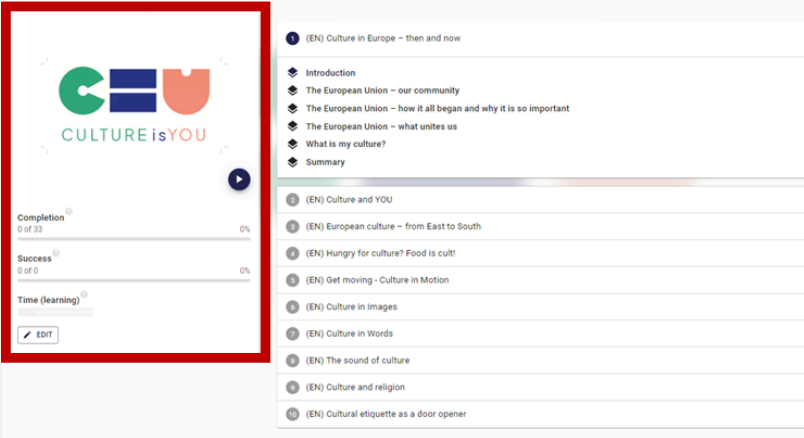
Time (learning)

[EDIT](#)

- 1 (EN) Culture in Europe – then and now
 - Introduction
 - The European Union – our community
 - The European Union – how it all began and why it is so important
 - The European Union – what unites us
 - What is my culture?
 - Summary
- 2 (EN) Culture and YOU
- 3 (EN) European culture – from East to South
- 4 (EN) Hungry for culture? Food is cult!
- 5 (EN) Get moving - Culture in Motion
- 6 (EN) Culture in Images
- 7 (EN) Culture in Words
- 8 (EN) The sound of culture
- 9 (EN) Culture and religion
- 10 (EN) Cultural etiquette as a door opener

The menu on the left shows your progress of learning on the course:

(EN) CisU



Completion 0 of 33 0%

Success 0 of 0 0%

Time (learning)

EDIT

- (EN) Culture in Europe – then and now
 - Introduction
 - The European Union – our community
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- (EN) Get moving - Culture in Motion
- (EN) Culture in Images
- (EN) Culture in Words
- (EN) The sound of culture
- (EN) Culture and religion
- (EN) Cultural etiquette as a door opener

Completion (0 of 33): The entire course contains a total of 33 Learning Units; this includes the sub-sections of the 10 main Learning Units. The completion menu shows the number of units you have completed so far.

Time (learning) shows how much time you have spent on the course so far.

When you click on a particular learning unit, you will see a brief overview of the contents.

1 (EN) Culture in Europe – then and now

- ◆ Introduction
- ◆ The European Union – our community
- ◆ The European Union – how it all began and why it is so important
- ◆ The European Union – what unites us
- ◆ What is my culture?
- ◆ Summary

The Introduction contains a preview of the learning unit and a short introductory video.

Introduction



Imagine that you and a group of people have landed on a deserted island where no one has ever been before. The first thing you will probably do is explore the island and then discuss what you need to do to survive - for example, gather fruit, catch fish, find sources of drinking water, and build tools and huts. But how do you catch fish? Who will fetch the water? How do you spend your free time? What do you do if there is a fight? In time, you will make rules to help you live together peacefully. You will develop a **culture of living together**.

Culture is important in many aspects of life, for each individual and for the community, because self-development, identity formation and self-definition are strongly influenced by culture. The development of morals and values shapes the personality of each individual. Cultural influences can act at any time, consciously or unconsciously. Through the consumption of culture, you begin to identify with things and groups. You express yourself through culture. In this module, you will learn the common understanding of culture. Basically, culture includes everything that has been created or

The learning units contain short texts in colored boxes covering important notes, definitions, hints or practical examples of the unit and may also include links to external websites and/or learning videos for further information.

neauquaters are in rats.

Important
ⓘ

UNESCO's mission is to contribute to the building of a culture of peace, the eradication of poverty, sustainable development and intercultural dialogue through education, the sciences, culture, communication, and information. (UNESCO)

One of UNESCO's aims is **to promote education worldwide** but also to ensure that countries share information with each other so that we can learn more about and understand other cultures. Another of UNESCO's tasks is **to award the title of World Heritage Site**. The aim is **to protect outstanding buildings, natural landscapes and customs**. The aim is to make it clear that world heritage belongs to all of humanity. UNESCO also works to preserve cultural heritage. ⓘ

Hint
ⓘ

On the UNESCO website, you can find a list of all the World Heritage Sites.
<https://whc.unesco.org/en/list/> ⓘ

You will see a number of coloured boxes highlighting important information. The following table gives an overview of the meaning of each box.

| Colour | Heading | Content |
|--------|------------------------|---|
| Grey | Practical Relevance | Practical ideas about how to use this information |
| Green | Hint | Brief comments on information in the text |
| Red | Important | Important information |
| Orange | Example | Example of explanation in the text |

Work at your own pace and time

You can spend as much time as you like on each unit and review the same sections as often as you like. Watch videos, follow links and try things out for yourself! The more time you spend on the modules, the more you will get an expert for European culture!

If you want to take a break and return to a unit later, just log back in when you're ready and pick up where you left off.

You can decide what content units you want to learn on. There is also no order of the modules, which means that you can start with the module and sub-chapter you would like to, and you are most interested in.

DICTIONARY

Culture - Culture is a set of values, norms, customs, art, language and other elements that create the specific characteristics of a society or group of people. It is a comprehensive system that includes all manifestations of human activity and is expressed in symbolic forms, such as art, language, religion, customs and social institutions.

Culture reflects a society's way of life, its values, beliefs and methods of communication, contributing to the formation of identity and human community. It includes both material artifacts as well as intangible aspects such as ideas and traditions, creating an integral context for the functioning of society.

Cultural Education - Cultural education is the process of acquiring and developing knowledge, skills and awareness related to the field of culture, including both material and non-material aspects. The aim of cultural education is not only to provide information about art, history and traditions, but also to shape attitudes, values and abilities that enable full participation in the cultural life of society.

Cultural education promotes understanding of cultural diversity, developing critical thinking, and building interpretive and creative skills. Cultural education may refer to the study of art, cultural history, literature, music, theater, as well as the promotion of humanistic values. A key element is also developing the ability to independently discover and enjoy cultural experiences, which contributes to the fuller development of an individual's personality and building a society open to diversity and intercultural dialogue.

European Union - The European Union (EU) is an international political and economic union that brings together sovereign European states to pursue political, economic and social goals together. Established on the basis of international treaties, the EU aims to promote cooperation, peace, stability and prosperity on the European continent..

Key features of the European Union include a single economic market, a common trade policy, a common currency (the euro, used by some of its member states), and cooperation in areas such as security, the environment, science and education. The EU operates on the principle of democratic decision-making, in which EU institutions such as the European Parliament and the Council of the European Union play a key role.

Storytelling - is the social and cultural activity of sharing stories, sometimes through improvisation.

Icebreaker - is an activity, game, or event that is used to welcome and warm up the conversation among participants in a meeting.

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 **MAD** for Europe
Cultural Services & International Mobility

