



Erasmus+ KA2 Strategic Partnership 2017-2019

Connecting Memories. The Power of the Past and the Future of Europe

Project number: 2017-1-DE02-KA204-004260

<i>Exercise Title:</i>	CIVILIZATIONS IN ANDALUSIA: MEMORY FOR ADULTS
<i>Recommended group size/type:</i>	10 – 15
<i>Recommended time:</i>	1,5 HOUR
<i>Preparation time</i>	15 MINUTES
<i>AIMS and objectives (general, concrete)</i>	<ul style="list-style-type: none"> • Playing memory favors basic cognitive processes: perception, attention and memory. • Help and encourage people to focus on an activity, that is, concentrate on what they are doing. • Encourages the development of oral language, since it allows us to use new vocabulary in relation to the set of images we are using in the memory. • As any board game contributes to learning the rules and norms that must be followed to play correctly. • Help to work accepting frustration when you do not win.
<i>Resources required:</i>	PICTURES, CARDS
<i>Introduction:</i>	
<ul style="list-style-type: none"> • It is the typical game of finding pairs between a series of cards arranged on the table face down. • It is a game that allows you to play in groups, from 2 to 6 people. In each turn one of the players raises two cards to form a pair of equal images. If they are different, leave them again as they were and continue the next player. 	



Trainer activity:

- 1. The trainer presents an introductory video with the different colonizations that came to andalusia*
- 2. The trainer prepares about 30/40 images representing each colonization*
- 3. The trainer divides the participants into groups of 3/4 people and distributes the same images to each group.*
- 4. The trainer places on the table a map representing the different colonizations*
- 5. Participants should place each image (advances they introduced) in the colony they believe brought it to andalusia*
- 6. The game ends when all the images are placed and the winner is the one who gets the most successes*
- 7. Reflection and debate on the colonisations in andalusia*

Preconditions:

The participants have visualized the previous video, and have memorized the advances introduced by each civilization.

Participants activity:

- 1. Participants view the introductory video*
- 2. The participants are divided into groups and each one exposes or defends because they believe that an advance belongs to one or another civilization.*
- 3. Participants have a limited time to place images on each of the maps.*
- 4. Once the exercise is finished, a dialogue / debate is opened.*
- 5. Reflection and questions*