



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>	<i>FRANCOISM, CIVIL WAR AND TRANSITION: WHO I AM?</i>
<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"> • To begin to know the historical characters of the topic in question • Foster greater knowledge of the historical characters that appear in the exercise. • Promote the integration of subjects in the group • Let each member begin to incorporate these characters from another perspective. • Promote the knowledge and recognition of each character • Make them known, and allow others to know you • Promote group integration
<i>Resources required:</i>	<i>PICTURES, CARDS</i>
<p><i>Introduction:</i></p> <ul style="list-style-type: none"> • Who I am is an activity to know what opinions and knowledge have about the historical characters each of the participants. • It is important to take into account the aspects given by the participants in order to analyze their influence during the group process; to understand how they operate and the changes that occur. • It is convenient to analyze if the members tend to find defects quickly and it is difficult to identify virtues, or it is the inverse of the characters that appear on the cards. According to this and to the group objective to be achieved, future actions should be planned. 	



Trainer activity:

- 1. The trainer presents an introductory video with the historical characters that appear on the cards*
- 2. The trainer chooses a participant, and gives him a card to be placed on the forehead.*
- 3. The trainer will begin by answering the participant's first question. The questions should be formulated in such a way that the answer is YES or NO.*
- 4. Once the character has been guessed by the participant, the trainer chooses a new participant and so on until completing all the characters that they want to study or meet.*
- 5. The trainer guides a process for the group to analyze how what they have learned can be applied in their lives.*
- 6. Reflection and debate*

Preconditions:

The participants have visualized the previous video, and have memorized the historical characters that appear on the cards

Participants activity:

- 1. Participants view the introductory video*
- 2. The participants are placed in a circle each one with the historical character that has touched him, stuck on his forehead.*
- 3. The main participant, who must guess the historical character, begins his carousel of questions to the whole group. Questions can only be answered with YES or NO.*
- 4. Once enough data has been gathered, the participant will be able to give an answer to his character. There are only 3 attempts to guess who it is.*
- 5. Whoever takes the least time to guess their character will win.*
- 6 The participants analyze the results, and then there is a reflection and a debate about them.*