



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

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| <i>Exercise Title:</i>  | <b>CIVILIZATIONS IN ANDALUSIA: DO IT WITH MIMIC: MY TREASURE</b>   |
| <i>Recommended group size/type:</i>   | 10 – 15  |
| <i>Recommended time:</i>  | 1,5 HOUR   |
| <i>Preparation time</i>   | 10 MINUTES   |
| <i>AIMS and objectives (general, concrete)</i>  | <ul style="list-style-type: none"> <li>• Develop expressiveness</li> <li>• Developing creativity</li> <li>• Developing ingenuity</li> <li>• Develop body expression</li> <li>• Promote disinhibition and generate a relaxed group atmosphere.</li> </ul> |
| <i>Resources required:</i>  | <b>PICTURES</b>  |
| <p><i>Introduction:</i></p> <ul style="list-style-type: none"> <li>• This dynamic is a legendary game that we've all probably played and had a lot of fun with. In addition to being a traditional proposal and easy to play with the group, always generates good results.</li> <li>• The coordinator requests a volunteer to try to communicate something to the rest of the group without speaking or writing, only acting out each word of the sentence. The group has limited time to discover the phrase. When they achieve the goal, another person in the group will represent the next object. The operation is repeated until the team manages to gather all the objects that appear in the list.</li> <li>• You can play in teams and the theme will be the theme related to the workshop that is taking place.</li> </ul> |  |



*Trainer activity:*

- 1. The trainer presents an introductory power point with the advances, monuments and characteristics of each civilization*
- 2. The trainer divides the group into 2*
- 3. The trainer chooses one person from each group and shows him the object, advance or monument that he must represent with mime to his companions.*
- 4. The trainer writes down the results of the exercise, and notes the resolution capacity of each of the participants.*
- 5. After analysing the results, it gives way to reflection and debate on these results.*

*Preconditions:*

*The participants have visualized the previous power point, and have memorized the advances, monuments and characteristics of each civilization*

*Participants activity:*

- 1. Participants view the introductory power point*
- 2. Participants are divided into 2 large groups*
- 3. Participants should guess what one of their peers is trying to mime.*
- 4. The operation is repeated until each group is able to guess all the cards that the trainer has taught them.*
- 5. They reflect on the results and begin the debate.*