Getting to know, sharing and enjoying   our cultural heritage (KSHECH)

During the last decades we have witnessed such tremendous progress in technology and science that it has influenced all aspects of our lives, both professional and personal. With the ubiquitous Internet available at almost all places in the world at the touch of our fingers of our phones, computers or tablets we have access to all information we can possible require at any time. We have created Cyberspace where we have moved many, if not the majority, aspects of our lives: work, education, entertainment, banking or business, to name but a few. Technology has redefined our ideas of what art, literarure or film are. Also, it has dramatically changed the way we live and study. However, we cannot dismiss our cultural heritage ,as it plays an important role in our lives and constitutes what we are as individuals and nations. We therefore should explore the opportunities technology/science provides to improve the quality of our lives, how it enhances our education/business and how it helps to preserve our cultural heritage.

Cultural Heritage is an expression of the ways of living developed by a community and passed on from generation to generation, including customs, practices, places, objects, artistic expressions and values. Cultural Heritage is often expressed as either Intangible or Tangible Cultural Heritage (ICOMOS, 2002).

Digital technologies are embedded in leasure, work and people's life but they are not being fully exploited in education and training systems across Europe. The potential benefits of the digital revolution in education are multiple, schools should create a framework to introduce innovative learning and teaching practices and this will be done through improving teachers' competences to implement innovative teaching approaches.

We plan to buld up a partnership among schools in which through the collaboration will promote among teachers professional values and attitides like reflective practice, autonomous learning, collaboration with colleagues and parents, engagement in research and innovation as a way to acquire new skills , and an involvement in the development of the whole school.

Target groups : headteachers, teachers, students and parents

Objectives:

1. Exchange of experiences among European schools

2. Equip teachers with all competences and skills needed to deliver Education of high quality

3.Improve in students European citizenship by implementing learning materials based on cultural heritage and ICT innovative and creative use.

4. Supporting innovative activities that foster the implementation and assessment of key competences and transversal skills (Entrepreneurship, digital skills, critical thinking…) and the use of e-portfolio.

To reach those objectives we plan to create a community of practice and define the competencies that a teacher must achieve and how to acquire them.

Support innovative teaching and learning environments, including Intangible and Tangible Cultural Heritage and at the same time learners will acquire digital skills. Teachers will create learning/teaching practices/e-learning materials on heritage. The project materials will be published in the project website.

Students will create apps, they´ll will be based in a platform using google maps in which each place (museum, monument etc ..) will include a sheet with embedded pictures and videos and a text all created by students. Visitors may navigate through the map or menu filtering the type of resource they seek.

A paltfom for communication among teachers and students will be stablished

Two collaborative projects will be implemented during the project life-cycle

a) A virtual trip through participant countries

b) Routes: Will be done using AR, students will create these routes on different places (town, parks...), they can be visisited by any interesting student, teacher...

The project will Integrate the schools in a wider community (european schools) that can provide learning opportunities for young people within that community...(sharing experiences, learning practices, methods...)