

HERITAGE ALIVE!

Pilot Actions Concept Paper Administrative District of Gorlice

Learning Quests

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Learning Quest: Administrative District of Gorlice Concept Paper

Learning Quest Approach

Wooden churches in Binarowa and Sękowa, located in Administrative District of Gorlice, were inscribed on the UNESCO's World Heritage List relatively not long ago, in 2003. As a result, we have to grant that awareness of inhabitants – how precious are those churches and how prestigious is the registration – is very low. Generally speaking, people at large don't appreciate our unique objects and their role in the Gorlice region and the whole country.

During implementation "Learning Quest" our fundamental aim is to involve children and youngsters who – firstly – will be the authors of materials concerning the role World Heritage Sites in the Gorlice region, and – secondly – will obtain next degrees of knowledge through educational game on the existing information basis.

In this way we would like to make aware young people of importance our heritage and make them natural and spontaneous "ambassadors" and "promoters" their home region and country.

Content Focus

All materials made by children and youngsters will be placed in the Internet on the special website.

In those materials we are going to show how much history of the churches is connected with a history of the whole region in every aspect: economical, social, ethnic, in case of morals and customs and in the lifetime single human being as well as.

Means, measures, materials and techniques used by pupils during implementation of the "Learning Quest" exclusively depend on pupil's inventiveness and creativity.

All materials – written, films, photos – which are properties of Administrative District of Gorlice will be available to students. Similarly, access to the museums and objects will be secured for students too. Supporting of local television and radio station will be possible if needed. All materials will be translated into English as they will come and available in the Internet.

Storyboard

In order to implement the "Learning Quest" we are going to involve two schools, one from Binarowa and second from Sękowa. Obviously, in the implementation will take part history, geography and English teachers.

In case of participation of the students the implementation is divided into two stages. During first stage special group of pupils will be selected. Their task will be to work out respective elements of the story. If they fulfill their task correctly they will go on to the next level of knowledge.

As we tentatively mentioned in Urbino during workshop, the „Learning Quest” will have a form of educational game based in a sense on the game "Civilisation".

The main point is that the pupil should overcome five levels of knowledge which are reflection in general five periods in district's history:

- Level 1 Settlers – ca. XV – XVI century
- Level 2 Inhabitants – ca. XVI – XVII century
- Level 3 Architects/builders – ca. XVI – XVII century
- Level 4 Industrialists – ca. XVIII/XIX – XX century
- Level 5 Guardians of the Churches – ca. XX century

That is concerning both pupils preparing materials and pupils checking out their knowledge. The pupils preparing the materials will be evaluated instantly by teachers whereas the others will check out themselves by filling out the tests on the website. Obtaining of some amount of points will allow to students to get a title appropriate to the level. After every level, the pupils will be entitled to get a diploma confirming their knowledge and skills. The best – those who will reach to the fifth level – will receive the diplomas and gifts from the authorities of the school and the district.

Stakeholders

As mentioned above, we are going to involve two schools, in Binarowa and Sękowa, but it is not determined yet if the first stage of the "Learning Quest" will be implemented by the whole classes or work teams consisted of the most active and creative pupils.

Generally speaking, project will concern the 13 to 15 age group but taking into account its second stage participation of older students (16 - 19 years old) is expected and desirable.

Implementation Team

The team for implementation of the "Learning Quest" will consist of people listed below, however in respect of holiday it is hard to specify a lineup of the team precisely. The team can be somewhat different of course because – what is very important – we would like to take into consideration suggestions and proposals of the teachers and students.

Daniel Markowicz – coordinator
Andrzej Wojciechowski – expert
Aldona Pająk – assistant

Teachers from respective schools – historians, geographers, English lecturers (3-4 people)

Web designers – 1-2 people

Technical Requirement

On every stage of the project only basic computer skills are required (MS Office). Basic historic knowledge is welcome and preferred.

Very advanced issue – technical or organizational - will be solved by professional staff.