

Virtual Visit to the Archaeological Parks of Castilla la Mancha

INTRODUCTION

Knowledge of the historical, cultural and artistic heritage of our region, both tangible and intangible, is essential for our students to develop their own cultural identity. Knowing our culture and heritage from its origin will help them to understand the set of values, traditions, symbols and beliefs that were part of it then, and that were evolving and transforming into others, with which they live today. Likewise, this knowledge will help to promote values such as tolerance, solidarity and respect for the different existing cultural and artistic expressions in our students.

On the other hand, Information and Communication Technologies have become a fundamental piece for the improvement of educational quality, since they represent a new methodological path. Therefore, they are a very powerful tool that can help us bring and facilitate access to culture for students, in a fun and entertaining way.

For this reason, we developed a series of work units consisting of 360-degree virtual visits to the different Archaeological Parks of Castilla-La Mancha.

LEVELS AT WHICH IT IS ADDRESSED:

From 4th of Primary Education to 4th of Compulsory Secondary Education.

CURRICULAR AREAS:

Art Education/Social Sciences

OBJECTIVES

- Increase knowledge about the cultural, historical and artistic heritage of Castilla-La Mancha.
- To value the cultural, historical and artistic heritage of our region.
- Develop the sense of protection and conservation of heritage, contemplated by the Law of Historical Heritage of Castilla La Mancha.

PROFICIENCIES

This work unit is designed with integrated activities that allow students to advance in the development of all educational competencies established by the current curriculum.

TIMING AND METHODOLOGICAL SUGGESTIONS

This work unit is scheduled to take place in three 45-minute sessions, both in the ordinary classroom and through virtual distance learning.

The educational material is designed and tested to be explored by students in a practically autonomous way, although we propose some methodological suggestions:

- a) There is the possibility of starting the didactic work through a Brainstorming on the cultural heritage of our region. In this previous activity, we will be able to ask our students about heritage: what important places in the region have they visited, what do they know about our ancestors, what do they know about archaeological sites, etc.
- b) Next, we would proceed to visualize or explain the first part of the presentation, where the archaeological park is presented and some general information about it is given.
- c) Later we can advance with the Virtual Visit itself. It is designed for students to progress through the different spaces of the archaeological park, finding informative texts and labels that expand on the most important aspects of it.
- d) Finally, gamification dynamics are offered through which the students will check the knowledge acquired during the visit through the realization of different games that will allow us, in turn, to review the contents worked on.

MATERIALS

- Computer, Tablet or Smartphone
- Connection to Internet
- Projector or interactive screen (Optional)
- Virtual reality glasses (Optional)

SOME TECHNICAL TIPS FOR USE

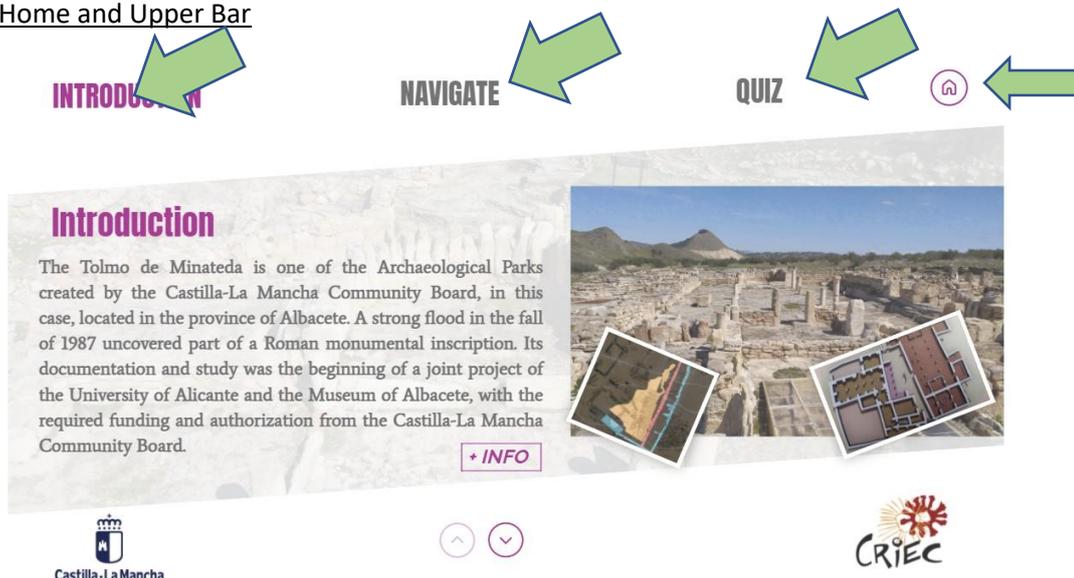
Below we offer extended information on buttons, labels or digital dynamics that will allow students to have a better experience using these didactic resources:

1. Interactivity



During the entire presentation, you can click on the indicated icon, which will show you all the elements to interact with on the screen.

2. Home and Upper Bar



The "Home" button will take you to the beginning of the presentation, while the rest of the elements on the top bar will serve as direct access to other parts of it.

3. Virtual tour navigation



During the virtual visit you will find Arrows that will make you advance throughout the Archaeological Park. You will also find icons such as magnifying glasses, information signs, videos, etc. that will help you expand your knowledge.

In addition, in the lower right corner we have the following buttons, in order:



Related: It shows you other similar images.



VR: Adapt the Smartphone screen to use with Virtual Reality glasses.



Fullscreen: Show the virtual tour in full screen.

From the Ministry of Education, Culture and Sports we hope that both you and your students will find in this educational resource an attractive and new way of approaching the magnificent Archaeological Parks that we have in our Autonomous Community.



NUESTRA SALUD
ESTÁ EN TUS MANOS