**Lesson plan**

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| Topic: Active citizenship and cultural heritage  Lesson title: Cultural Heritage Heroes: Building, Preserving, and Protecting the Past. |
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| Lesson brief description  This lesson plan engages students in exploring the cultural heritage and active citizenship through interactive and playful activities. Using tools like Minecraft, Goosechase, and Gamebooks students will collaboratively build virtual monuments, complete heritage-themed missions, and reflect on the importance of preserving cultural identity. The plan aims to enhance creativity, teamwork, critical thinking, and a sense of responsibility toward cultural heritage, empowering students to become active participants in their communities. |
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| Time (Lesson duration): 2 hours |
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| Methodology:  Collaborative Learning  Game-Based Learning  Project-Based Learning  Inquiry-Based Learning |
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| Materials needed:  Computers or tablets with access to Minecraft, GooseChase, and Gamebooks  Smartphones or cameras (for Goosechase missions)  Stable internet connection for collaborative online activities.  Notebooks and pens for note-taking during reflections or planning.  Photos or resources about local cultural heritage for inspiration. |
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| Students’ age: 15- 18 |
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| Aims/Goals or SWBATs (Students will be able to......)   * Τo understand the significance of cultural heritage. * To explore how students can protect and promote their cultural heritage through active citizenship. * To develop skills in critical thinking, and creativity. * To enhance digital literacy through the use of interactive tools and games. * To encourage teamwork and leadership through collaborative activities. * To develop research and presentation skills in exploring local and global examples of cultural heritage. * To raise awareness about the role of youth in preserving and promoting cultural identity. |
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| Lead-in *What’s going to happen here to introduce your students to the topic?* Time  time: 10 minutes  Students will be introduced to the concept of cultural heritage and active citizenship through a brief interactive discussion. Using photos or short videos of local and global cultural heritage sites, the teacher will spark curiosity and encourage students to share examples of the heritage they value.  Key questions to guide the introduction:  What does cultural heritage mean to you?  Why is it important to preserve cultural heritage?  How can young people contribute to protecting and promoting cultural heritage? |
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| *What key-concepts could teachers focus on? What needs to be pre-taught?*  Time ( 10 minutes)  Key Concepts to Focus On:  Cultural Heritage: Definition and types (monuments, artifacts, traditions).  Examples from local and global contexts.  Active Citizenship: Definition: Being an engaged and responsible member of the community.  How active citizenship connects to preserving cultural heritage.  What Needs to Be Pre-Taught:  Basic navigation skills for Minecraft, Goosechase, and Gamebooks (if students are unfamiliar).  A brief explanation of teamwork roles for the activities (e.g., builders researchers, presenters). |
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| *List of activities with brief description of each one and time for each one:*   * Introduction and Discussion (15 minutes): The teacher introduces cultural heritage and active citizenship using visual aids (photos or videos). Students share examples of heritage they value and discuss why preservation is important. * Minecraft Building Activity (30 minutes): Students work in teams to design and build a virtual monument, city, or heritage-inspired structure in Minecraft. * Goosechase /Scavenger Hunt (30 minutes): Teams complete missions such as finding a cultural monument by using GBS, taking photos ( selfies) or videos of the monument, or texting preservation strategies. * Gamebooks (30 minutes): Students make stories related to cultural heritage and active citizenship on the platform. The stories could be connected to real-world scenarios. * Reflection and Presentations (15 minutes): Each team presents their creations. A discussion follows, emphasizing how students can apply what they’ve learned to promote heritage in their community. |
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| What are other follow up (or homework) activities that can be included?  Students research a local or global cultural monument. They create a report or a multimedia presentation (video, ppt, or blog) on the history, significance, and preservation efforts related to that monument.  Students design a proposal for preserving a local heritage site or tradition.  The proposal should include practical steps, community involvement, and the role of young people in the preservation effort. |
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| What methodology / activities are used for assessment?  Digital Exhibition  Self-Assessment ( reflection Sheet)  Rubrics for Evaluation |
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| Other thoughts about this lesson plan  In case of technical issues, have a backup activity ready (such as a paper-based reflection exercise or discussion) that allows the lesson to continue without interruption.  Tailor the activities to support students with different learning needs. For example, provide visual aids or simplified versions of tasks for students who may struggle with the technology or language. |
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