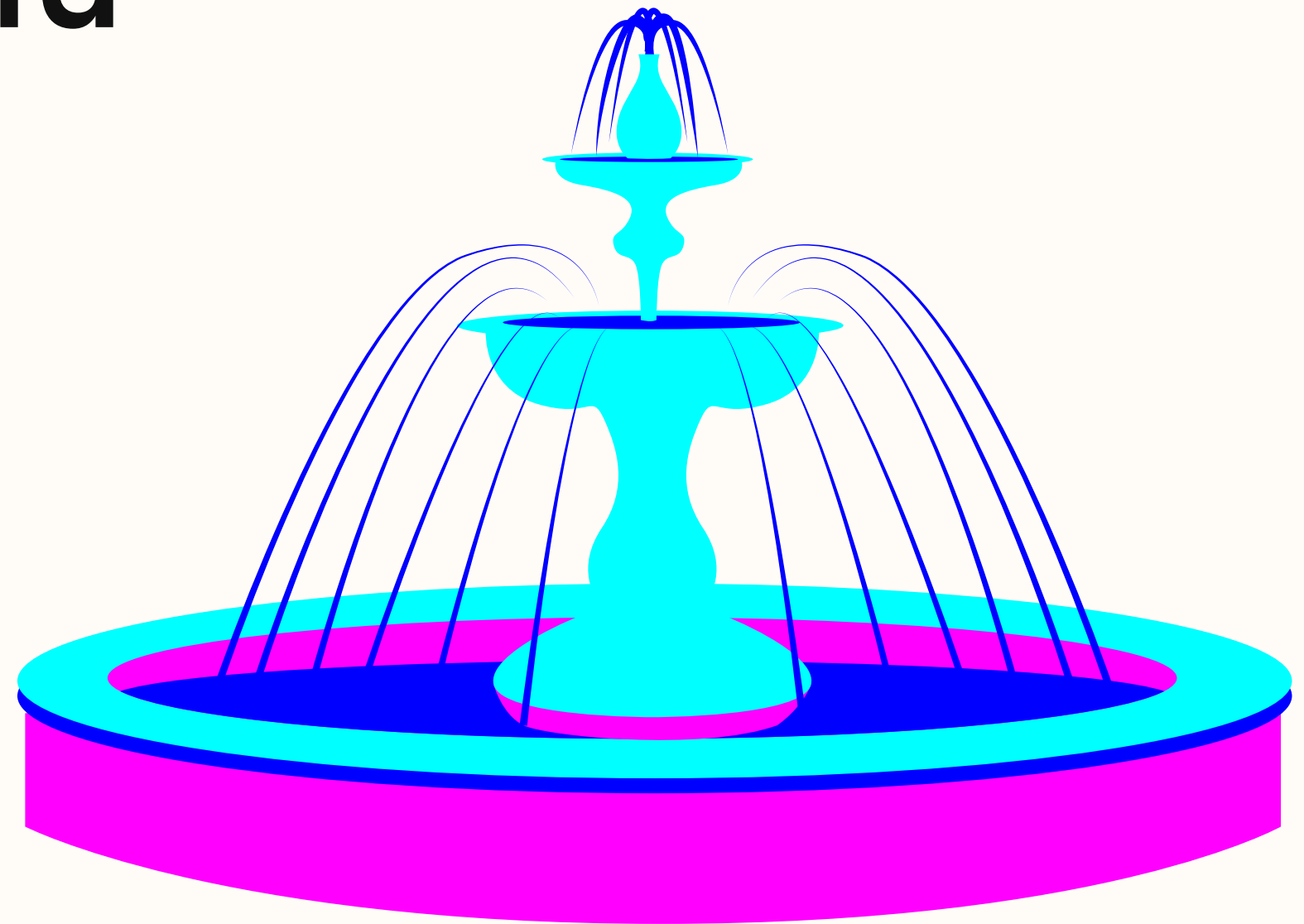




Storytelling Around a Monument or a Famous Place in the City

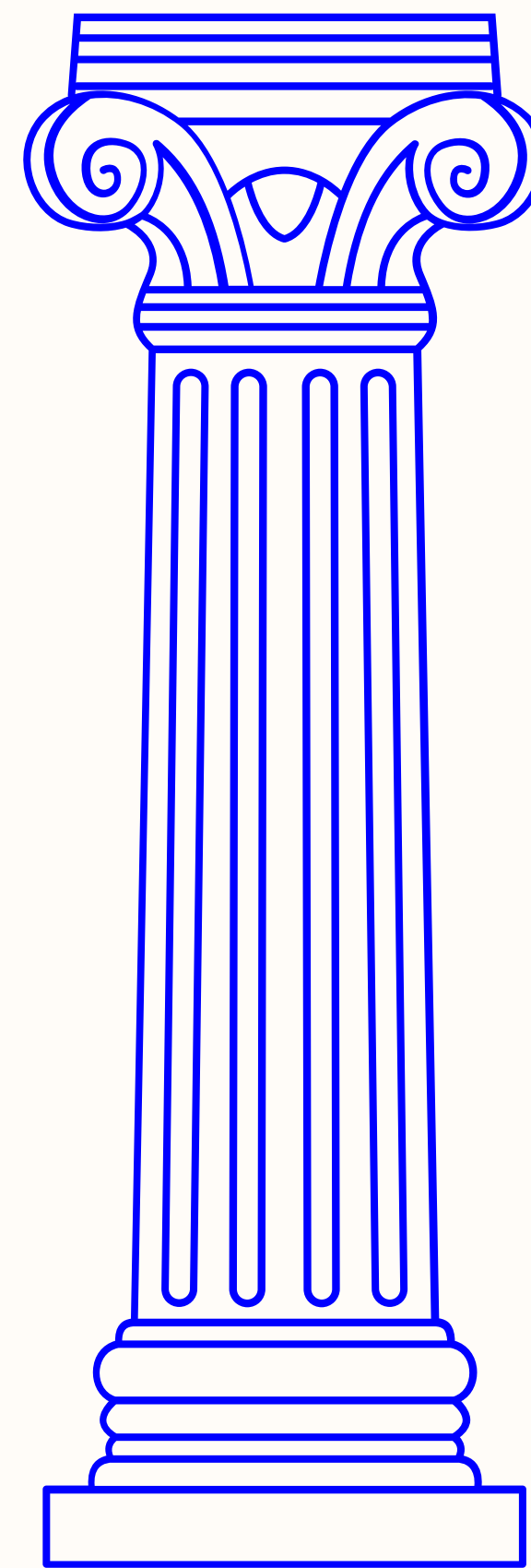
Interdisciplinary Cultural Mediation Model

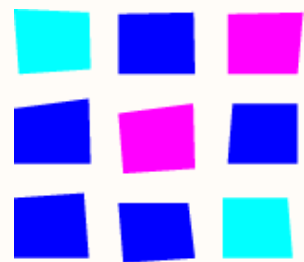




History of the cultural subject linked to a specific element of European heritage

Workshops on creating and telling a story centred around a chosen monument or famous place should be preceded by gaining information about this sort of cultural heritage. Discovering the heritage site's past can be done by talking to local experts (e.g. museum professionals), history teachers, city authorities and current owners. Another way is to consult analogue and digital sources. Personal visits to the site can also broaden the perspective. It is worth learning about the past and present use of an iconic site (e.g. a castle converted into a restaurant or a historic villa now serving as a municipal archive). Participation in events dedicated to the historic site (lectures, conferences, festivals, biennales, museum night) is also an opportunity to broaden one's knowledge horizons.



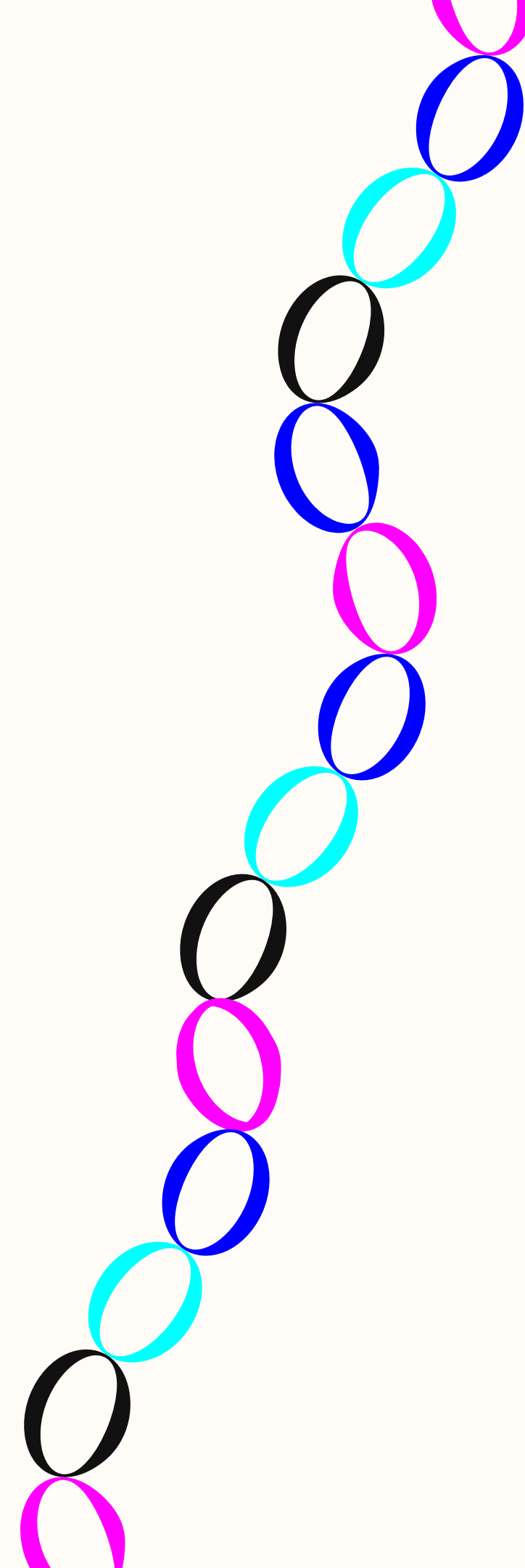


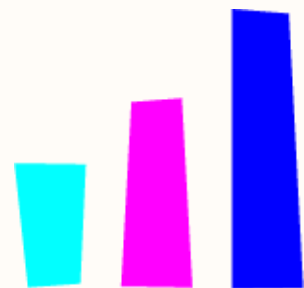
Link to active citizenship

Active citizenship in this case means being in contact with various representatives of the local community, who may have knowledge of the heritage monument.

Active participation in municipal events, e.g. as volunteers, strengthens young people's sense of responsibility for local development and gives them a sense of living in the community.

In contrast, creating a story around a heritage monument gives young people an awareness of being involved in creating, rather than just passively participating and looking at the world. This approach opens young people up to involvement in the social and civic situation in adulthood, and even more broadly gives them the opportunity to seek their role as decision-makers in a national and global aspect.

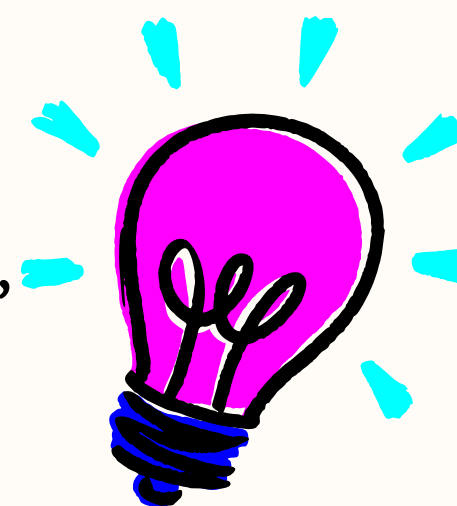
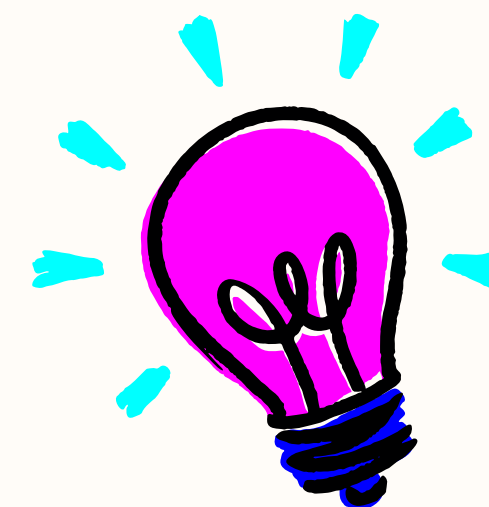
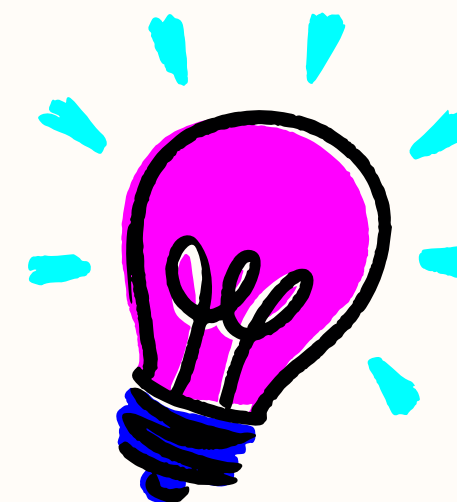


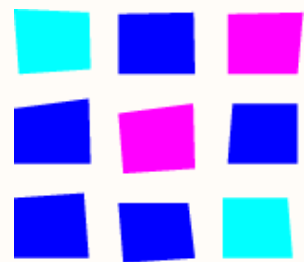


Innovative aspect of the activity

The innovation of this project lies in the fact that the young people, based on their concrete knowledge of the past, development and present of the cultural monument, create a story based on the formula of improvisation.

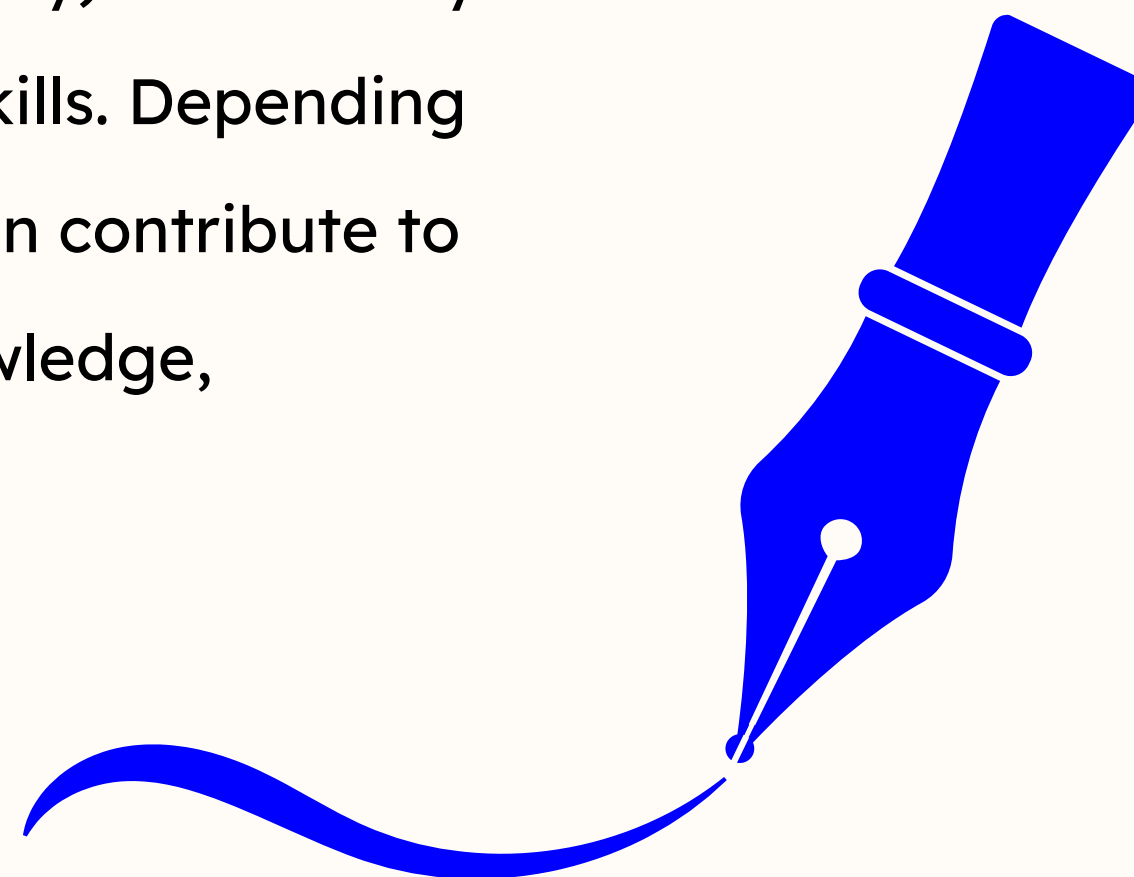
So it is only during the workshop that the plot, characters, narrative time and setting are created. Moreover, each participant has to listen carefully to their predecessors, so that subsequent elements added show coherence with the previous ones. The exercise of listening, speaking, combining facts and knowledge with creative improvisation demonstrates the innovation of the project and shapes important competences of young people, such as flexibility, openness to changes, reacting quickly to the situation.





Specific subjects developed

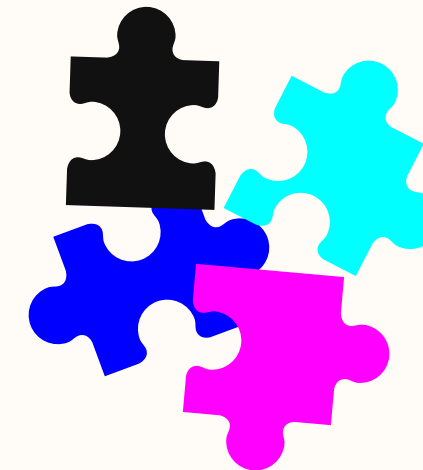
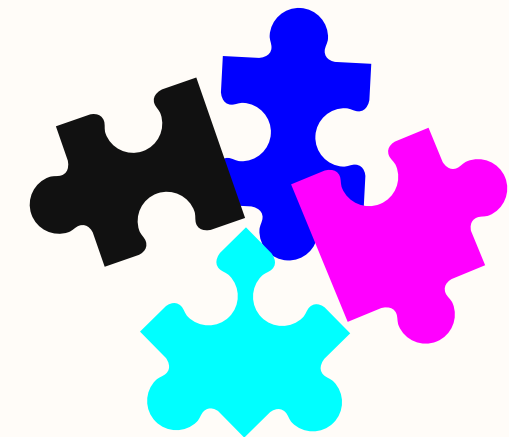
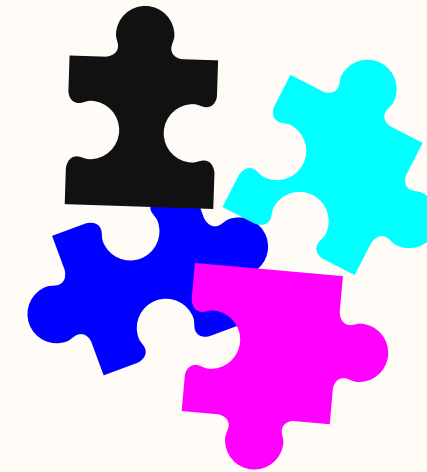
Participation in the project develops, above all, young people's interpersonal competences. It presupposes mutual interaction at every stage (during the search for information and later, during the joint creation of a story). It certainly contributes to the development of literary and public speaking skills. Depending on the monument chosen and the field it concerns, the project can contribute to the development of mathematical knowledge, philosophical knowledge, knowledge of styles in painting, sculpture, architecture, etc.

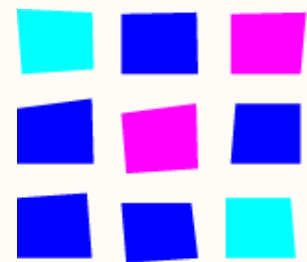




Accessibility

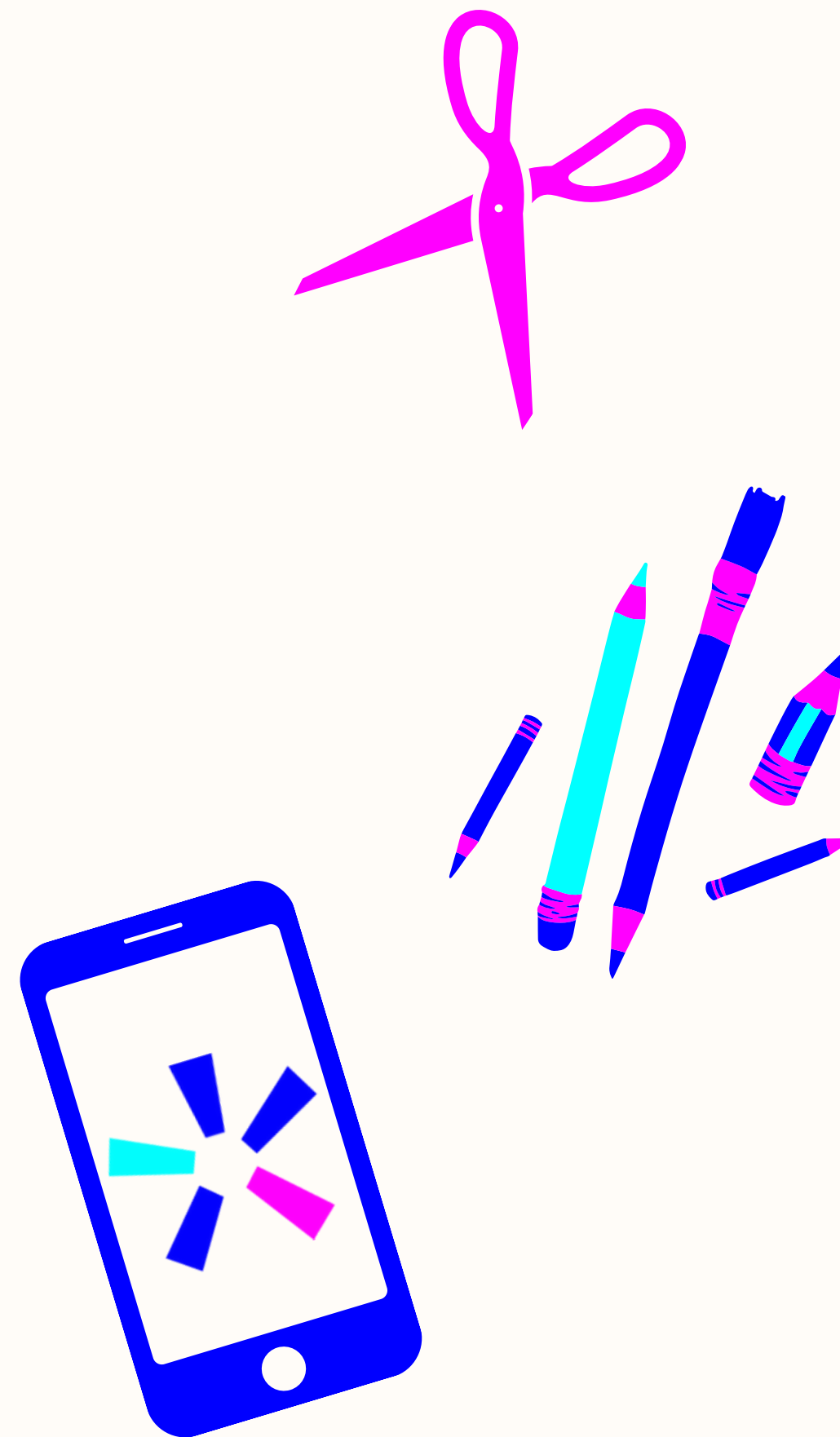
The project is aimed at all young people, including those with learning disorders. An improvised story doesn't require writing it down, which is always very challenging for SLD learners. The improvisational nature of the workshop, the lack of a framework for the number of story fragments added, opens up a perspective for all those who are afraid of long public speeches.





Materials required

- Notebooks
- Storytelling recording equipment

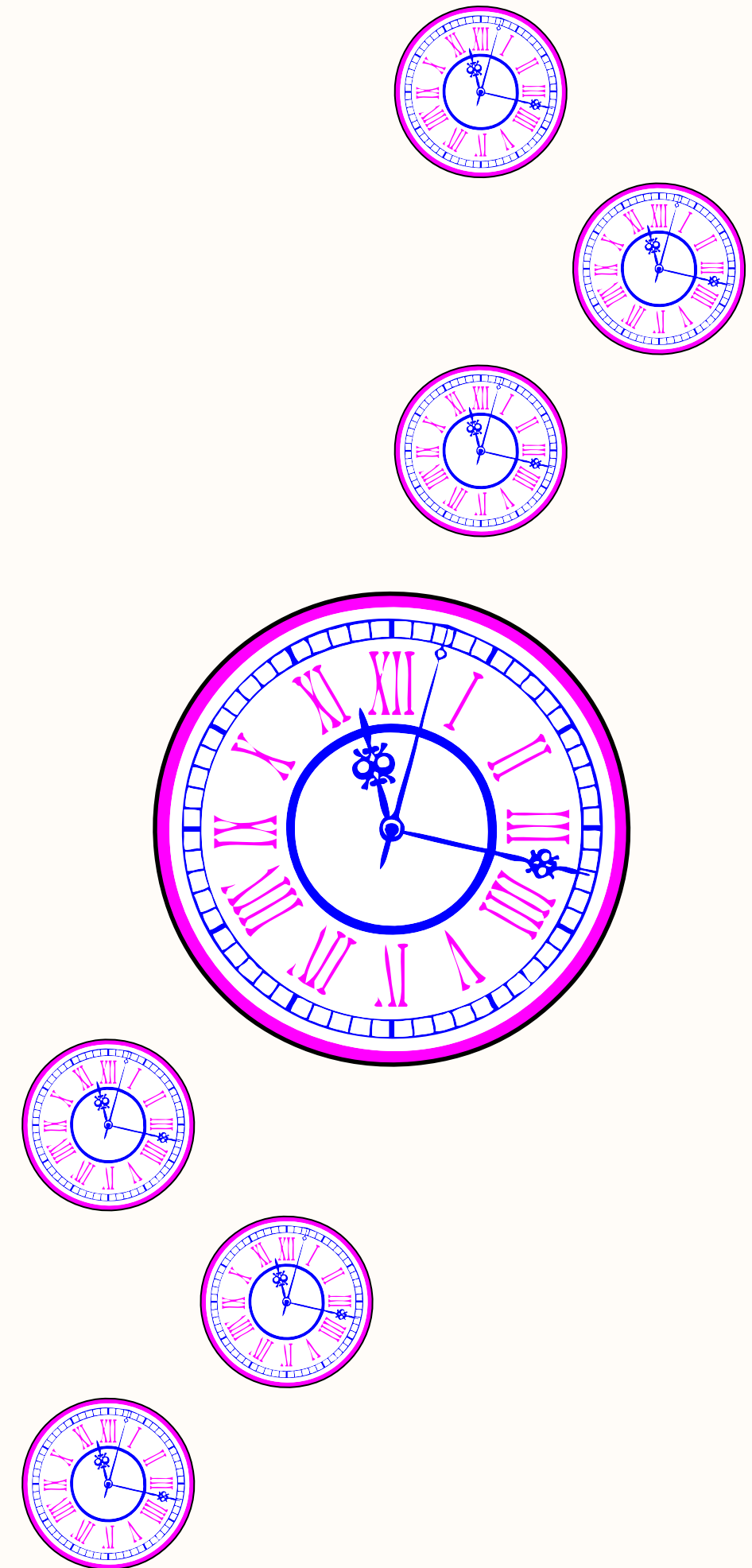


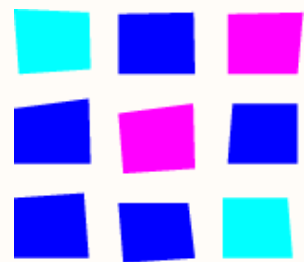


Duration of the activity

The duration of the workshop itself is approximately 2-3 h.

Gathering information in preparation for storytelling can take about a week.





Description of the activity

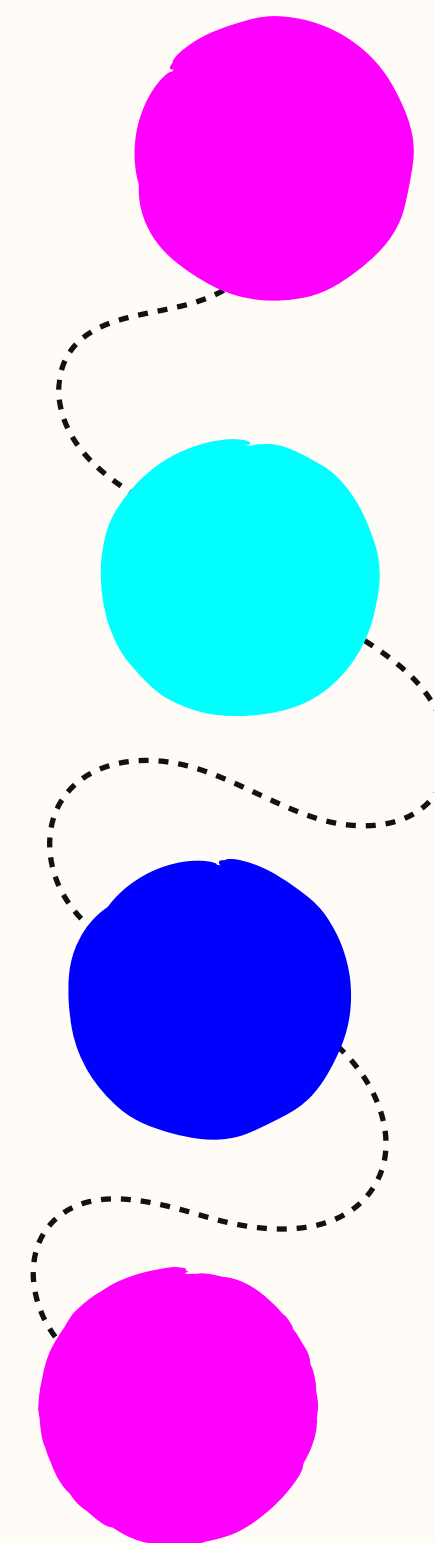
Step 1.

Workshop participants gather information about a cultural site or monument.

This information can come from written and spoken sources: documents, letters, digital resources and oral stories. They systematise the content they have gathered in terms of its usefulness in the next stage of the workshop.

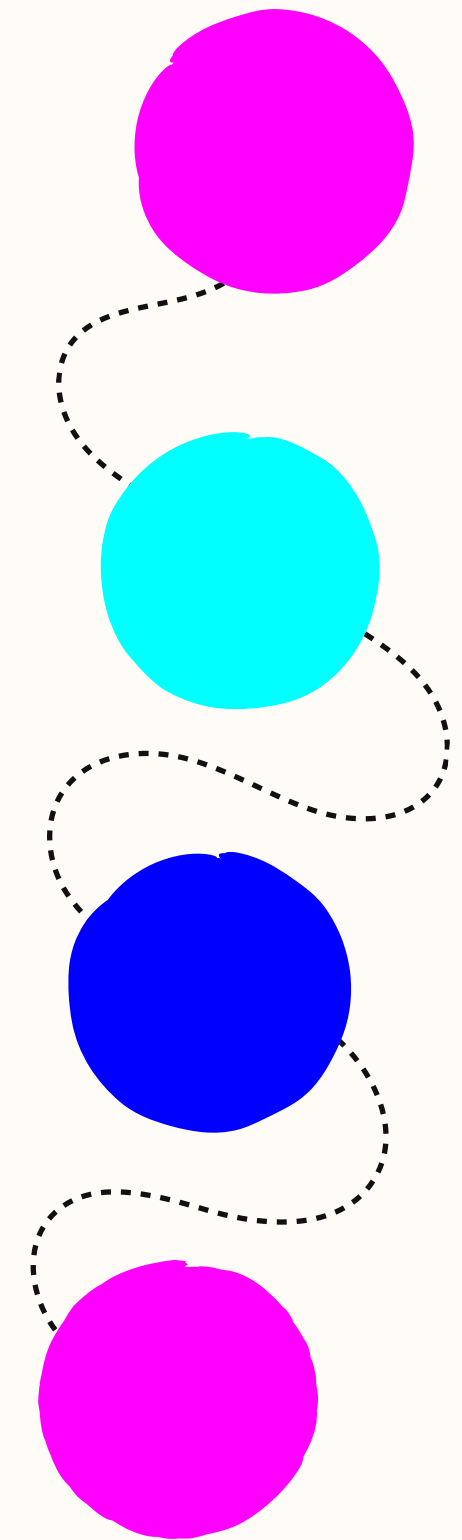
Step 2.

During the workshop meeting, young people create a story around the selected monument they learned about earlier, but focusing on the oral form and improvisation method: each subsequent participant adds fragments of the story, thus creating a coherent storytelling with characters, plot and scenery.



Step 3.

Due to its improvisational nature and oral form, the story should be recorded. The recording may have the characteristics of a spoken story; it is not a product without the sound effects typical of spontaneous recording of oral statements made on the spot.





To go further & Resources

As the project involves recording the story created, it can - with the consent of the participants - be made available at local events dedicated to the commemoration of a heritage monument. Another way ensure project's sustainability is to save the recording on a platform of your choice, e.g. YouTube, and make it available to the public.

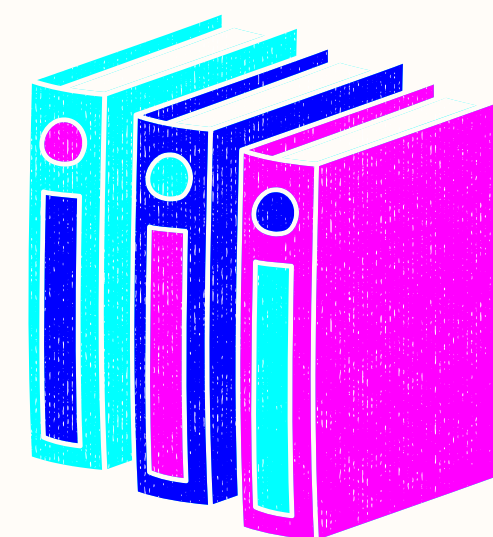


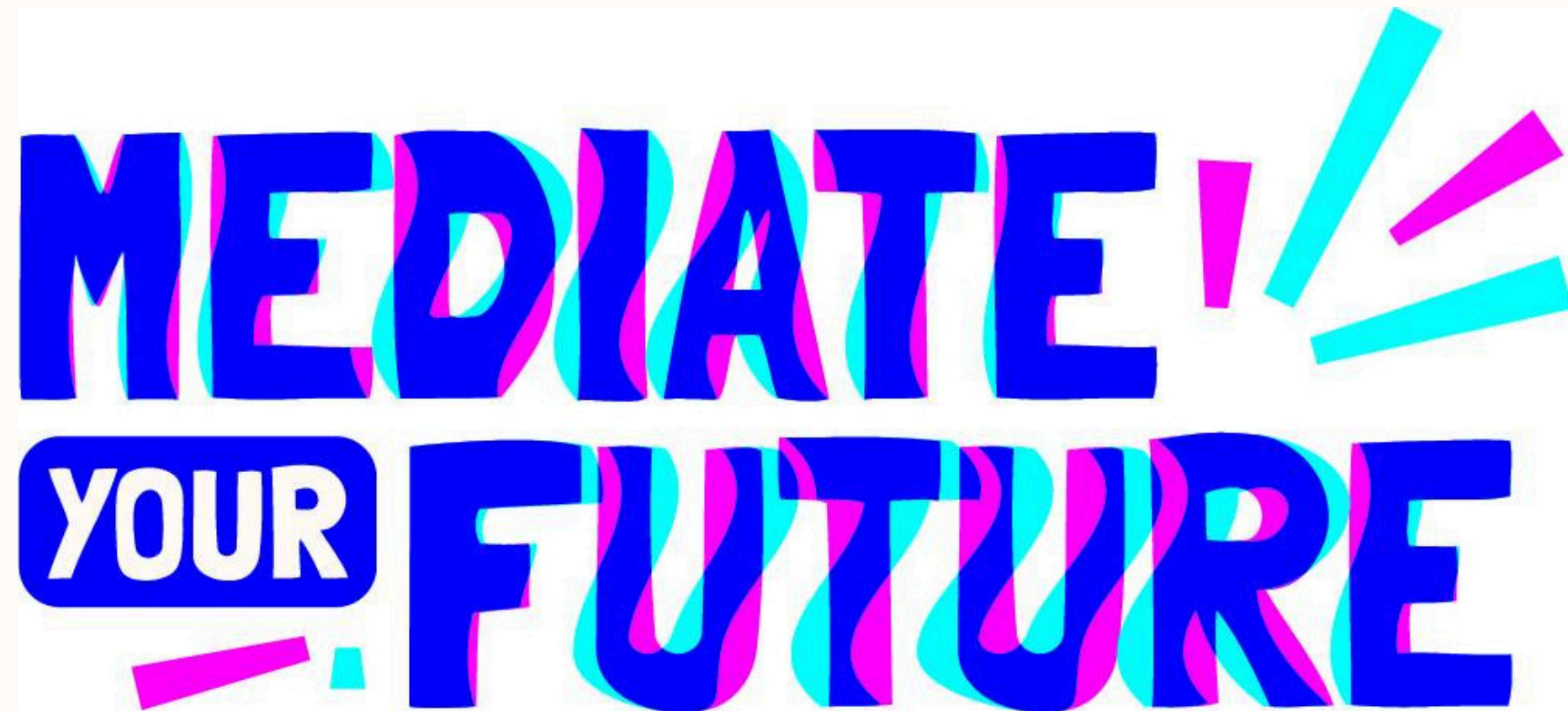
Resources:

3 Storytelling Techniques To Deliver Unforgettable Stories

- <https://www.youtube.com/watch?v=OEx8yRbNw9o>
- Heath, C., & Heath, D. (2007). Made to Stick: Why Some Ideas Survive and Others Die. Penguin Random House.

(it's about why certain ideas and stories are more memorable and persuasive than others).





Check out more project resources at mediateyourfuture.eu



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