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Reframing Heritage Education in Egypt / Re-HeED  
EDUTH team- WP2 online training 14-18/6/2021

Module 1: Heritage in the education context  
1.1.1 Theoretical Approach to Heritage Education

## **“Theoretical approach on the use of technology to Heritage Education”**



Diamantoula Sotiropoulou

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# Technology in the service of Heritage Education



- Resources



- Theory



- Tools

- Inspiration



- Creativity

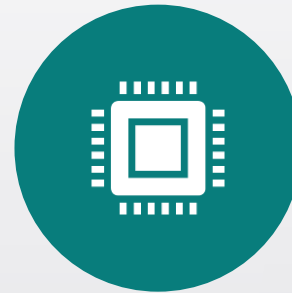




## Technology in the service of **Heritage education**



Schoolteachers can learn to use **simple technological tools** for educational purposes



More than ever, there is the need for **e-learning methods**, both **synchronous** and **asynchronous**



Heritage Education can be implemented in **the school curriculum** with the aid of multiple technological tools



**Heritage** and **Technology** are cross-linked in many levels: digitization, communication etc

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# General Aims and Definitions



EDUCATIONAL  
SCENARIO



TARGET GROUPS



LEARNING  
METHODOLOGIES



CURRICULUM



EDUCATIONAL  
TOOLS

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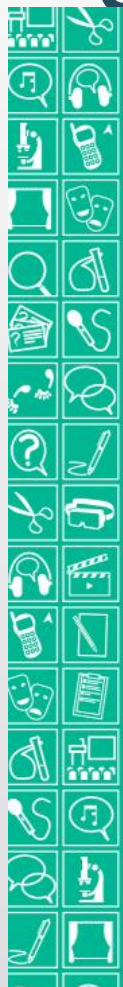
# The creation of a **Heritage educational scenario**

## Considering factors:

- **Target group**
- **Aim of the scenario**- curriculum
- Time and place- **School or digital?**
- **Technology required**
- provided **Resources and Tools**



# Target groups vs learning methodologies



## OVERVIEW OF METHODS

by target group

		1. Guided tours	2. Dialogue	3a. Scavenger / treasure hunts – without questions	3b. Scavenger / treasure hunts – with questions / activities	4. Activities from a central distribution point	5. From activity to discussion	6. Visitors guiding each other	7. Learning by doing	8. Photography, drawing and film activities	9. Creative processing	10. Associative activities	11. Visitors asking questions themselves	12. Object analysis	13. Interviews	14. Storytelling	15. Recital / lecture / presentation	16. Theatre / improvisation / dance	17. AV and digital media at heritage site	18. E-learning / distance learning
Primary and Secondary school	4-5 years	-/±	+	-	-	-	-	-	++	±	++	-	-	-	-	+	-	++	±	±
	6-9 years	-/±	+	-	±	±/±	-	-	++	+	++	±	-	±	-	++	-	++	±	±
	10-12 years	±	++	-	++	++	±	+	++	++	++	+	+	+	+	+	±	+	+	++
	12-14 years	-/±	++	-	++	+	++	++	+	++	+	++	+	++	-	-	±	++	++	++
	15-18 years	±	++	+	+	±	++	++	±/±	++	+	++	++	±	++	-	±	±	++	++
	Adults	++	+	++	±	-	+	+	±/±	+	+	+	+	±	-	±	++	±	±	+
Families	+	+	+	+	+	±	±	++	±	++	+	±	±	-	++	±	++	+	±	

Source: ICOM, Education toolkit : Methods and techniques from museum and heritage education.

[http://network.icom.museum/fileadmin/user\\_upload/minisites/ceca/Annual\\_Conference\\_Docs/2017-10-08\\_Education\\_toolkit\\_e-book\\_EN.pdf](http://network.icom.museum/fileadmin/user_upload/minisites/ceca/Annual_Conference_Docs/2017-10-08_Education_toolkit_e-book_EN.pdf)

# Target groups vs Curriculum - The curriculum for primary education in Greece

- **Target group:** 1<sup>st</sup>-6<sup>th</sup> class (**5-10 years old**)
- **Aim** of heritage education: **Creation** and **Critical appreciation** of art
- **Visual arts** as well as **traditional** and **contemporary** methods and techniques are examined: painting, sculpture, architecture, video art, folklore art etc
- **Flexible approach:** Teaching of arts can be combined with **other study areas:** history, language, cultural events
- **6 Major Axis** are described:
  1. **Materials, mediums, techniques**
  2. **Morphic elements**
  3. **Theme**
  4. **Forms of visual arts**
  5. **Artworks and history of art**
  6. **Aesthetics**

Source: "New school- Program for cultural education, primary schools, Educational institute, Ministry of Education"

<http://ebooks.edu.gr/info/newps/%CE%A4%CE%AD%CF%87%CE%BD%CE%B5%CF%82%20-%20%CE%A0%CE%BF%CE%BB%CE%B9%CF%84%CE%B9%CF%83%CE%BC%CF%8C%CF%82%20%E2%80%94%20%CF%80%CF%81%CF%8C%CF%84%CE%B1%CF%83%CE%B7%20%CE%B2%20%CE%B4/%CE%95%CE%B9%CE%BA%CE%B1%CF%83%CF%84%CE%B9%CE%BA%CE%AC%20%E2%80%94%20%CE%94%CE%B7%CE%BC%CE%BF%CF%84%CE%B9%CE%BA%CF%8C.pdf>

<http://ebooks.edu.gr/info/newps/%CE%A4%CE%AD%CF%87%CE%BD%CE%B5%CF%82%20-%20%CE%A0%CE%BF%CE%BB%CE%B9%CF%84%CE%B9%CF%83%CE%BC%CF%8C%CF%82%20%E2%80%94%20%CF%80%CF%81%CF%8C%CF%84%CE%B1%CF%83%CE%B7%20%CE%B2%20%CE%B4/%CE%95%CE%B9%CE%BA%CE%B1%CF%83%CF%84%CE%B9%CE%BA%CE%AC%20%E2%80%94%20%CE%94%CE%B7%CE%BC%CE%BF%CF%84%CE%B9%CE%BA%CF%8C.pdf>

# Curriculum for Secondary education in Greece (11-17 yrs old)

## Aesthetic training:

1. Visual Arts
2. Theatrical training
3. Music

## Selection courses:

1. History of Art
2. Architectural sketching
3. Free sketching
4. Graphic sketching

**Heritage Education OR  
Preparation for University?**

## Other secondary education groups Special schools and Vocational education



### Artistic schools:

- a) Visual arts
- b) Theatre and cinema
- c) Dance



### Music schools



### Secondary and post-secondary Vocational education:

Graphic arts, internal decoration, conservation of arts, silver and goldsmithing, fashion design etc

Sources: Pedagogical institute, Ministry of Education

<https://www.minedu.gov.gr>, [http://www.pi-schools.gr/content/index.php?lesson\\_id=27](http://www.pi-schools.gr/content/index.php?lesson_id=27)



Technology is a  
friend to  
**Heritage  
Education**



Many of the features of educational technologies require the use of visual images, videos or sound.

Many of the educational tools which are applied to museums are also dependent on technology

The visit to a museum or heritage area is always a memorable experience for children

Children are familiarized on the use of technological tools

# Educational scenarios: Places and Methodologies

## Traditional (in the school context)

- Lectures
- Dialogue
- Reflection
- Gamification

## Digital and distance learning

- Online Lectures
- Webinars
- Digital activities and games
- Activity kits- distance learning labs
- Synchronous and asynchronous

LEARNING OUTCOMES AND EDUCATIONAL GOALS

HERITAGE EDUCATION

# Available tools for educators

## Technological tools

- Software (free or available)
- Internet connection
- Available hardware by students: laptops or smartphones, tv
- Digital and IT familiarity
- Easy and efficient use of proposed applications

## Source materials

Printed or online educational material and books

Museum kits

Educational game apps

Digitized material from archives

Images, videos, virtual tours

GIS- online interactive maps

# Education resources in Greek museums and archaeological sites- General



- Acropolis Restoration Service:** booklets, books, educational programmes <https://www.ysma.gr/en/educational-actions/educational-resources/educational-material/>
- School Life and Education Museum:** Museum education seminar: Planning and development of educational programmes in primary education <http://www.ekedisy.gr/en/seminario-mousiakis-ekpedefsis-schediasmos-ke-ilopiisi-ekpedeftikon-programmaton-stin-protovathmia-ekpedefsi/>
- Igoumenitsa museum:** Educational programmes and printed material, museum kit [http://www.igoumenitsamuseum.gr/view\\_edprogram/9/29/73/tesserae-of-byzantine-thesprotia](http://www.igoumenitsamuseum.gr/view_edprogram/9/29/73/tesserae-of-byzantine-thesprotia), [http://www.igoumenitsamuseum.gr/view\\_edprograms/9/29/1/permanent](http://www.igoumenitsamuseum.gr/view_edprograms/9/29/1/permanent)
- Archaeological museum of Ioannina:** Educational programmes, printed material, educational game app [http://www.amio.gr/index.php?option=com\\_content&view=article&id=92&Itemid=105](http://www.amio.gr/index.php?option=com_content&view=article&id=92&Itemid=105) [http://www.amio.gr/index.php?option=com\\_content&view=article&id=97&Itemid=128](http://www.amio.gr/index.php?option=com_content&view=article&id=97&Itemid=128)
- Archaeological site of Olympia:** Educational programmes “DIG IT” <https://visitworldheritage.com/en/eu/dig-it/9ce0d1fb-14ad-4c94-ad7c-4ed010d50bf0>
- Historic museum of Larissa:** “Art became game” <http://www.liml.gr/Games>
- Athens city museum:** INTERNATIONAL MUSEUM DAY 2020, Life through a painting: Gyzi’s carnival <https://athenscitymuseum.gr/en/life-through-a-painting/>
- Milos Mining Museum:** Educational activities and games <https://www.milosminingmuseum.com/en/news-events/> <https://www.milosminingmuseum.com/en/the-museum/educational-programs/>
- Archaeological museum of Pella:** “Asian visitors in ancient Pella” museum game, <https://www.pella-museum.gr/informations/monuments/ekpaideytika-programmata-deyterovathmias-ekpaideysis>
- Archaeological museum of Thessaloniki:** Educational programmes and educative material <https://www.amth.gr/en/education>
- Byzantine and Christian Museum:** Educational programmes [https://www.byzantinemuseum.gr/en/educational\\_programme\\_dept/](https://www.byzantinemuseum.gr/en/educational_programme_dept/)
- National Archaeological Museum:** Educational programmes and educative material [https://www.namuseum.gr/education\\_category/scholikes-omades/](https://www.namuseum.gr/education_category/scholikes-omades/)
- Museum of Byzantine Culture:** Educational programmes and educative material <http://www.edu.mbp.gr/>
- Piraeus bank group cultural foundation:** The Silk Museum, Museum of Marble Crafts, The Open-Air Water Power Museum, The Museum of Olive and Greek Olive Oil, The Museum of Industrial Olive-oil production in Lesvos, The Chios Mastic Museum, The Rooftiles and Brickworks Museum N&S Tsalapatas, The Environmental Museum of Stymphalia, Th Silvermithing Museum: Educational programmes and educative material <https://www.piop.gr/en/Programmes/ekpaideutika-programmata-mouseion.aspx>
- Benaki museum:** Museum of Greek Culture, 138 Pireos St., Museum of Islamic Art, The Ghika Gallery, The Yannis Pappas Studio, ‘Nema’, Toy Museum, Delta House, The Leigh Fermor House, The Valadoros Collection: Educational programmes, publications and games [https://www.benaki.org/index.php?option=com\\_educations&view=landing&Itemid=562&lang=en](https://www.benaki.org/index.php?option=com_educations&view=landing&Itemid=562&lang=en)
- The Acropolis Museum:** Educational programmes, educative material, museum kits, training seminars for teachers <https://www.theacropolismuseum.gr/en/content/educational-programs>
- Children’s museum:** Educational programmes, educative material, museum kits <https://www.hcm.gr/>
- Museum of Cycladic Art:** Educational programmes, educative material, museum kits, summer camp, kids contest <https://cycladic.gr/en/page/scholia>
- Children’s art museum:** Educational programmes, museum kit [https://www.childrenartmuseum.gr/view\\_page/6/education--workshops](https://www.childrenartmuseum.gr/view_page/6/education--workshops)
- Museum of moderngreek culture:** Educational material, museum kits <http://www.mnep.gr/en/learn/educational-material>
- Basil and Elise Goulandris museum:** educational activities for kids <https://goulandris.gr/en/events>
- Museum of Thebes: online games** <https://www.mthv.gr/en/virtual-museum/online-games/>
- Kotsanas museum of ancient technology:** educational programs <https://kotsanasmuseum.com/education/?lang=en>

# Learning repositories: Museum of cycladic art

- Learning material which can be downloaded online according to **theme**: cycladic art, ceramics etc.
- or **audience categories**: Ages 5-7, 7-12, 12-15..

MUSEUM OF CYCLADIC ART

EDUCATIONAL PROGRAMMS

## Learning repository

The learning material of the Museum of Cycladic Art offers a **modern educational approach to ancient finds**, for different user groups including teachers, primary and secondary students and children with disabilities. The proposed selection of **online resources**, adapted to the needs of different age-ranges and learning abilities, is completely adjustable to different curricula and covers a wide range of thematic areas, through activity ideas to do at home, school, or in the museum.

LINK

ΜΟΥΣΕΙΟ ΚΥΚΛΑΔΙΚΗΣ ΤΕΧΝΗΣ  
ΕΚΠΑΙΔΕΥΤΙΚΟ ΥΛΙΚΟ

Υποκατηγορία εκπαιδευτικού υλικού

### Θεματικές

Εδώ θα βρείτε εκπαιδευτικό υλικό για εκπαιδευτικούς και μαθητές βασισμένο στις συλλογές του Μουσείου Κυκλαδικής Τέχνης. Κάθε αρχείο εξερευνά μια πλευρά ενός ευρύτερου θέματος μέσα από μια σύντομη θεωρητική παρουσίαση και ιδέες για δράσεις στην τάξη.

### Ομάδες Τεκμηρίων

Θεματική: Κυκλαδικός Πολιτισμός  
Εδώ θα βρείτε εκπαιδευτικό υλικό για εκπαιδευτικούς και μαθητές βασισμένο στην κυκλαδική συλλογή του Μουσείου Κυκλαδικής Τέχνης.

### Θέμα

Κυκλαδικός Πολιτισμός

### Επιλογή κοινού

Παιδιά, ηλικίες 10-12	12
Παιδιά, ηλικίες 12,5-15	12
Παιδιά, ηλικίες 5-7	12
Παιδιά, ηλικίες 7-10	12
Άλλο	1
Παιδιά, ηλικίες 15-17,5	1

Πλοήγηση

# Open resources: Digital Collections, Hellenic Ministry of Culture



Υπουργείο Πολιτισμού και Αθλητισμού  
Hellenic Ministry of Culture and Sports

Ψηφιακές Συλλογές  
Digital Collections

ΕΛ EN

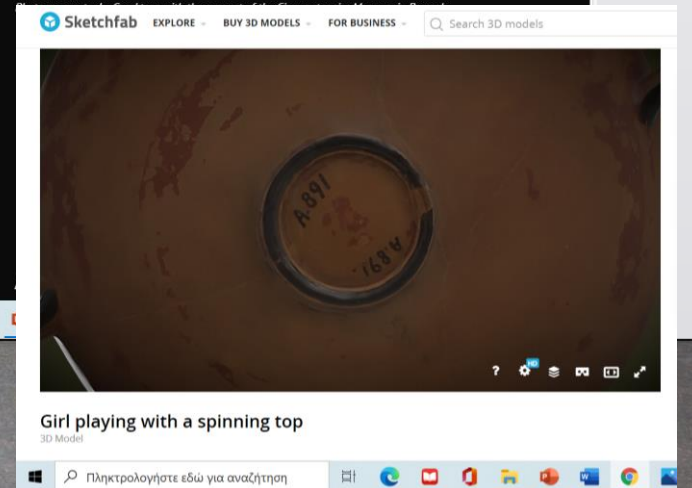
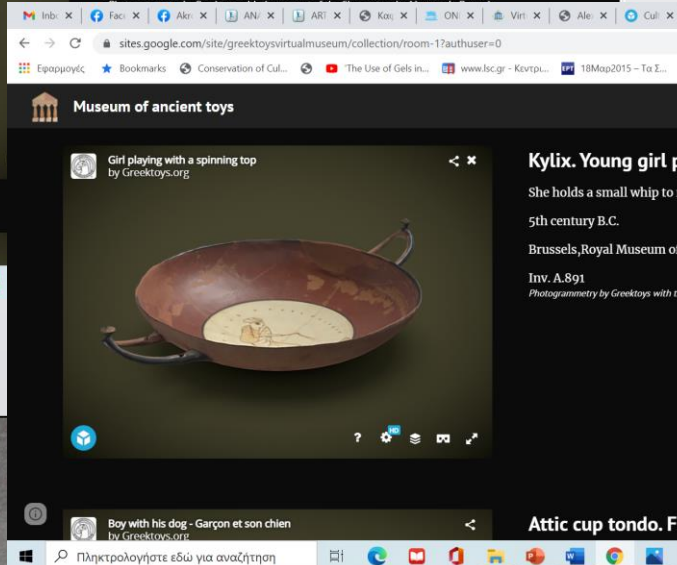
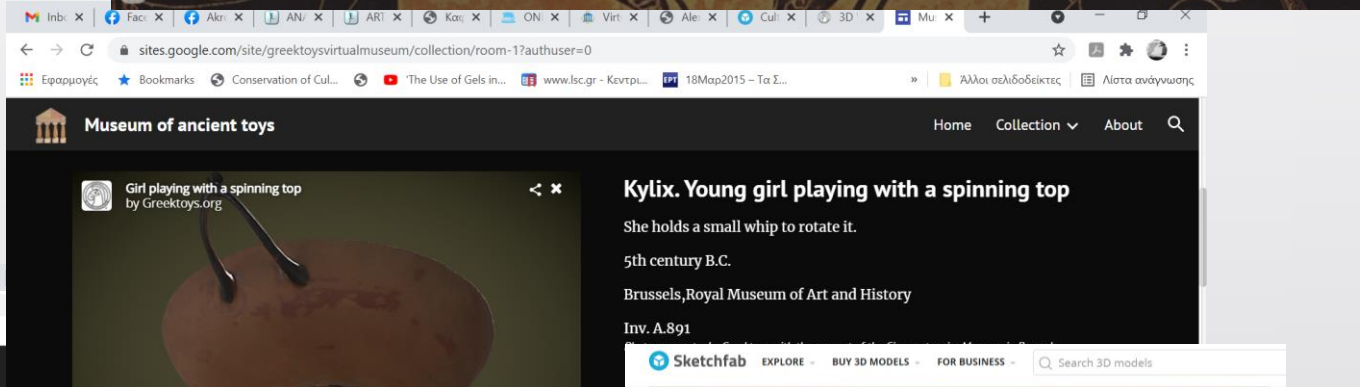
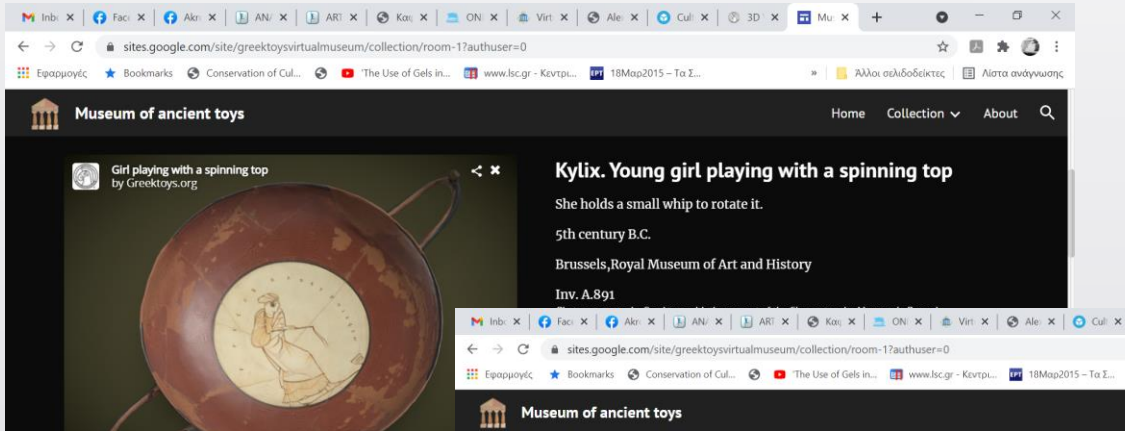
Πλοηγηθείτε στις Ψηφιακές Συλλογές του Υπουργείου Πολιτισμού και Τουρισμού  
Ευρήματα των ελληνικών δημόσιων Μουσείων από την απώτατη αρχαιότητα έως σήμερα  
Αναζήτηση



# Digital collections of 3D Models

## Example- Greek toys

<https://sites.google.com/site/greektoysvirtualmuseum/collection?authuser=0>



# EduMUST program

## Alexandria University museum

[https://edumust.eng.asu.edu.eg/local/pages/collections\\_alex.php](https://edumust.eng.asu.edu.eg/local/pages/collections_alex.php)

edumust.eng.asu.edu.eg/local/pages/collections\_alex.php

Bookmarks Conservation of Cul... 'The Use of Gels in... www.lsc.gr - Κεντρ... EPT 18Map2015 - Τα Σ...

EduMUST Co-funded by the Erasmus+ Programme of the European Union

Username: Password: Log In Create Account

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Home » Collections

Alexandria University Museum National Suez Museum

Title of the Object Category Type Place of Discovery Description

Title of the Object Category Type Place of Discovery Description

Funerary Stela Category: Roman

Funerary Stela Category: Roman

Funerary Stela Category: Roman

Funerary Stela Category: Roman

Funerary Stela Category: Roman

Lamp Category: Roman

Spouted vessel with black slip Category: Greek

Lamp Category: Greek



### Images



### Hadra hydria from Crete

#### Description:

Shape: body of slender proportions with gentle transition to the flat shoulder. Cylindrical neck, flaring slightly towards the top with a flat rim. Two side handles of round section are fixed on the top of the body. A vertical strap handle is fixed to the rear under the rim and on the shoulder and is decorated with a little spool fixed at the top. Dropped floor.

Decoration:



# Online applications: The Acropolis museum



The Acropolis Museum is exploring the development of resources to support self-guided and teacher led visits so that more students and children can benefit from programs and activities in the Museum. Visitors have the opportunity to discover the Museum exhibits through specially designed online applications, education booklets, Museum kits and brief presentations focusing on one exhibit. Families can borrow the backpack containing various games and activities that are exhibition-based and are supported by children's exhibition labels in the Museum galleries.

Online applications

### 1. Color the Peplos Kore

Visitors have the opportunity to participate in the "Archaic Colors" initiative from home, through the online digital interactive game "Color the Peplos Kore". Visitors can use the brush and colors of their choice, color the statue of Peplos Kore and finally print and save their work as many times as they wish and in several variations.

### 2. Athena, Goddess of the Acropolis

Together with the family backpack "In Search of the Goddess Athena", the Museum launched the online digital application "Athena, Goddess of the Acropolis" ([www.acropolis-athens.gr](http://www.acropolis-athens.gr)), where a choice is given from among the exhibits in the Acropolis Museum that depict the Goddess Athena.

### 3. The Parthenon Frieze



The Parthenon Frieze, a unique work of art, is presented in digital form through the application [www.parthenonfrieze.gr](http://www.parthenonfrieze.gr). This virtual representation of the Parthenon Frieze is addressed to archaeologists, to the general public, but also to children through its online games.

### 4. Google Art Project



The Acropolis Museum, in collaboration with Google, aims to facilitate access to its permanent collections by offering a digital platform for personalized viewing and navigation of information for discussion and educational purposes. Through the Google Art Project, the Acropolis Museum is showcased through high-definition images of selected exhibits as well as virtual tours of its permanent collections.

The Museum selected block VI of the east frieze of the Parthenon to be photographed in extraordinary detail using super high resolution or "Gigapixel" photo capturing technology, enabling the viewer to study details of the exhibit beyond that possible with the naked eye.

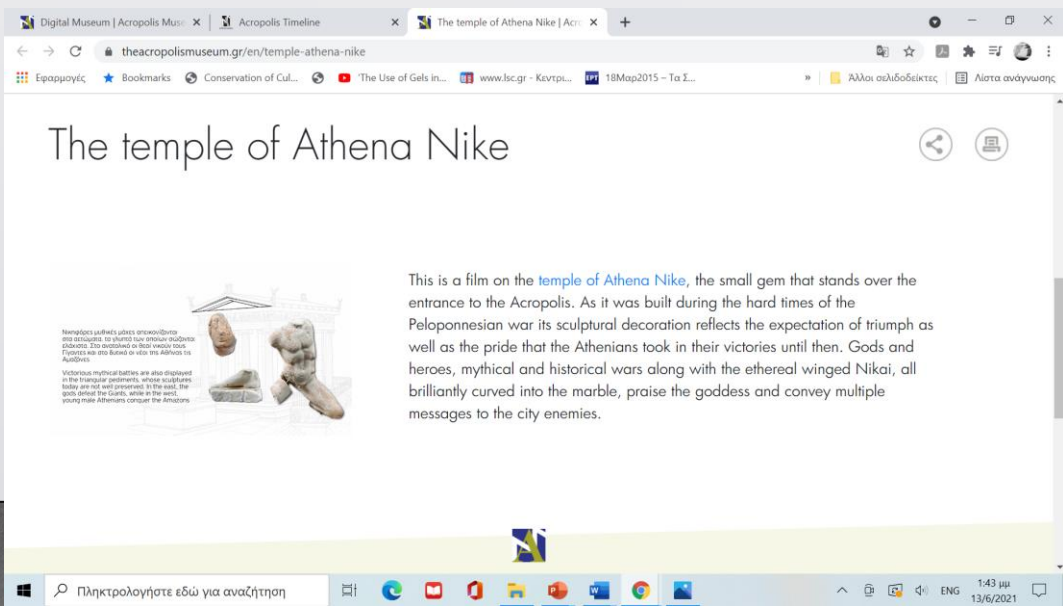
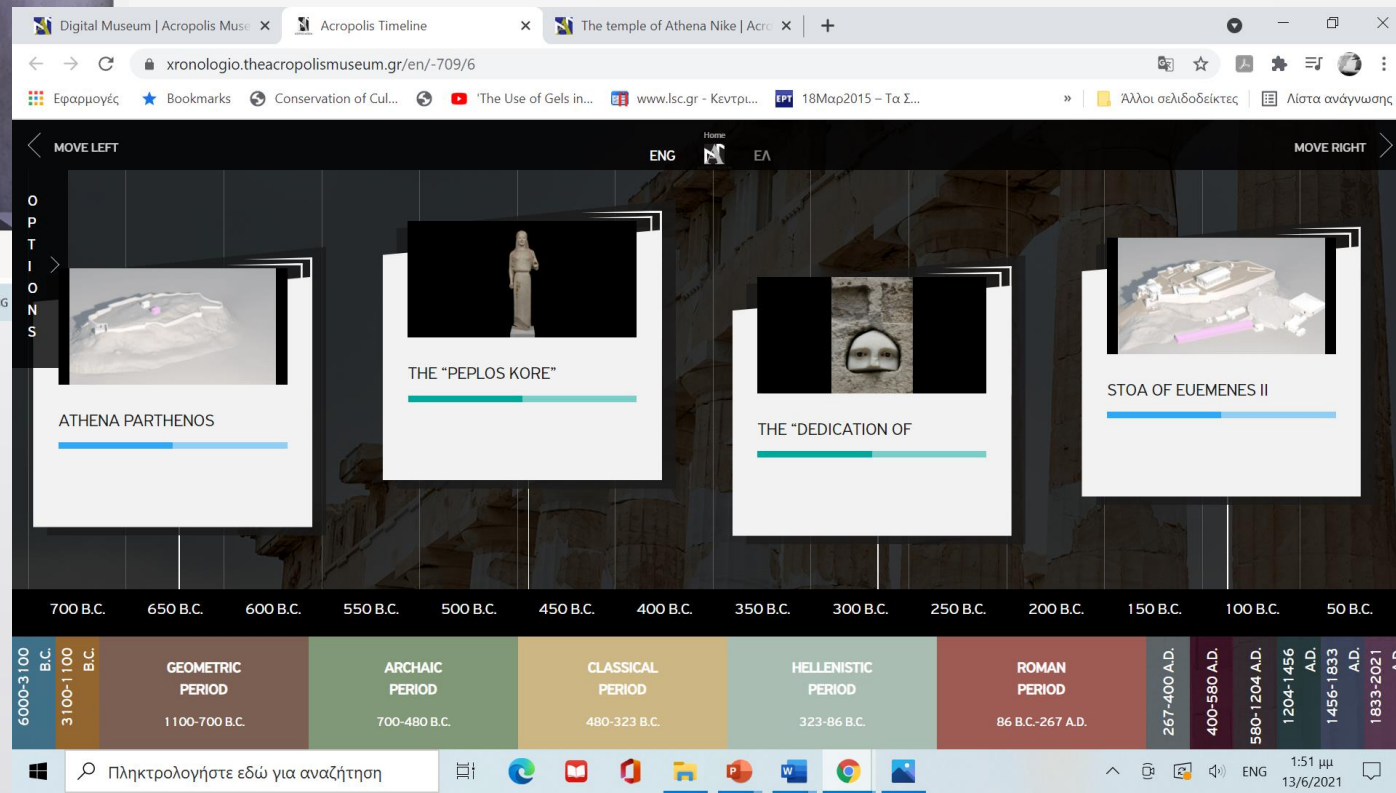
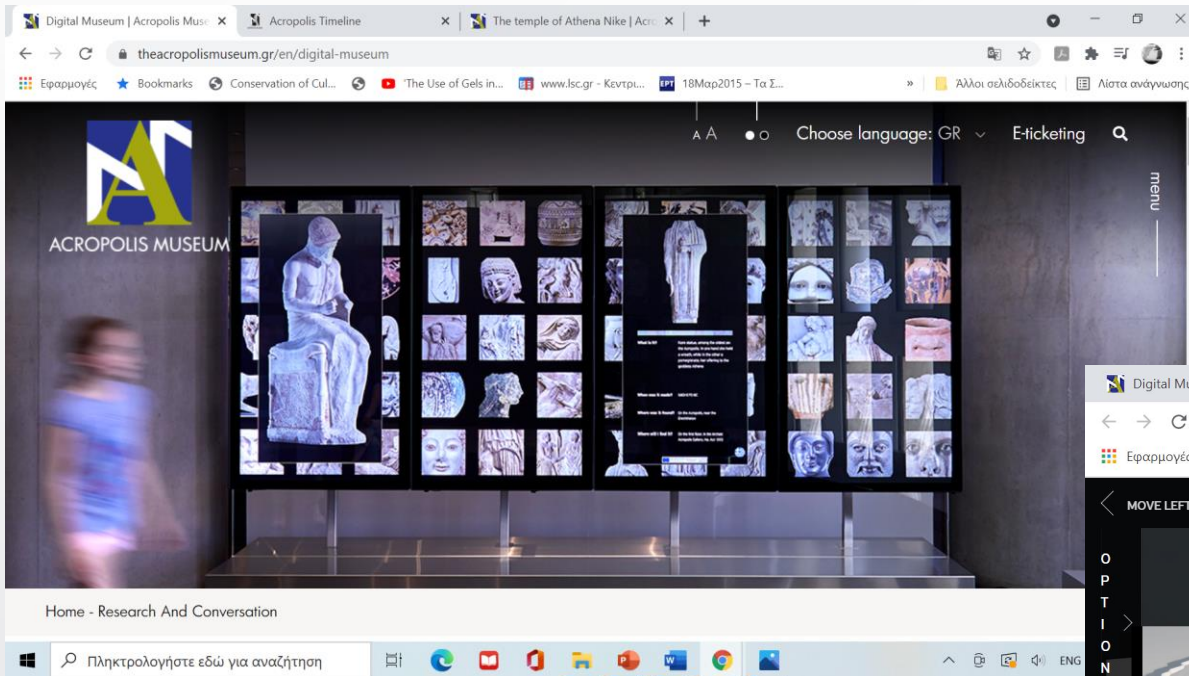
Explore the Acropolis Museum in the Google Art Project.

How to use the Google Art Project application.

### 5. The Glafka Project







The Glafka Project is a game about the restoration of the Acropolis monuments. [Click here to play!](#)




<https://xronologio.theacropolismuseum.gr/en/-709/6>  
<https://www.theacropolismuseum.gr/en/temple-athena-nike>

# Open resources created for COVID-19: Benaki museum #staysafe



Menu  EN e-tickets Login Design for all   



## #Benakids #StaySafe

### Paper Flowers

Inspired by embroidered flowers of the Neo-Hellenic Art Collection of the Benaki Museum

A creative idea for the **#BenaKids** who **#StaySafe**, by the artist Sofia Daispyrou


Download the pdf with the instructions [HERE](#).  
Then send us a picture of your paper flowers at [education@benaki.gr](mailto:education@benaki.gr) to share with the other **#Benakids** on the museum's website.

[A letter from the Toys of the Benaki Museum while we #StayHome](#)

[https://www.benaki.org/index.php?option=com\\_educations&view=education&id=983&Itemid=562&lang=en](https://www.benaki.org/index.php?option=com_educations&view=education&id=983&Itemid=562&lang=en)

## Paper Flowers

inspired by embroidered flowers  
from the Neo-Hellenic Art Collection of the Benaki Museum







MAY 2020

### Paper Flowers

You will need:

scissors glue	markers crayons pastels	straws the cardboard roll from a used roll of toilet paper	white paper colored paper colored pages from magazines
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# Online games for International Museum Day: Athens city museum



GR EN

Μουσείον της Πόλεως των Αθηνών  
Ίδρυμα Βούρου-Ευταξία



## Life through a painting

**INTERNATIONAL MUSEUM DAY 2020**

**Life through a painting: Gyzis's carnival**

As part of the celebration for the International Museum Day 2020, the Athens City Museum organizes the digital educational program "Life through a painting" on Monday, May 18. Children will get to know the imaginary world of the famous Greek painter Nikolaos Gyzis, through his painting "The Carnival in Athens".

In this on-line educational activity, children will make a historic trip back to the 19th century in Athens, study the lifestyle of the city's residents and at the same time, they will have the opportunity to learn important information about one of the greatest Greek painters, Nikolaos Gyzis.

In addition, the children, drawing inspiration from the work of N. Gyzis, will be invited to become artists for one day, creating their own artworks or constructions.

The online educational program is aimed at children aged 8 to 14 years.

**IF YOU WISH TO PARTICIPATE SEND YOUR EMAIL at [info@athenscitymuseum.gr](mailto:info@athenscitymuseum.gr)**

#IMD2020

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### Contact us

STR. I. Peparigopoulou, 5-7

105 61 Athens

T.: +30 210 3231 387

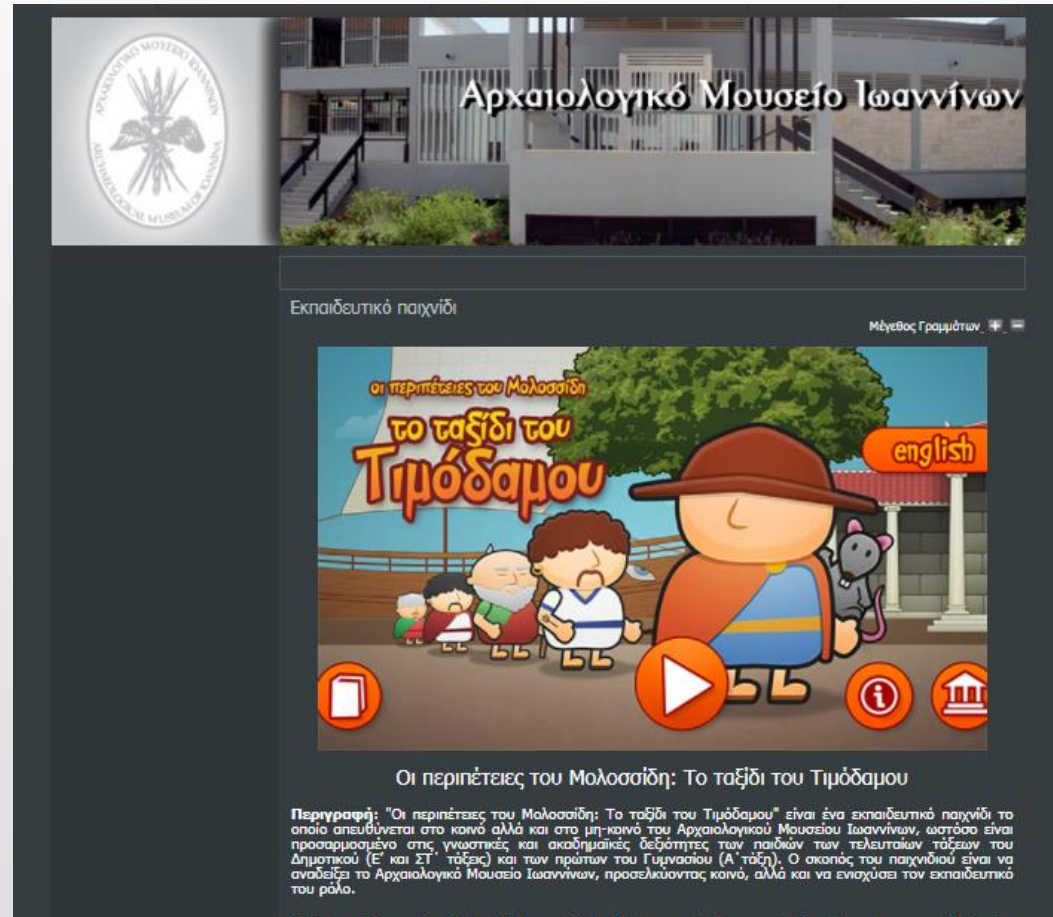
E: [info@athenscitymuseum.gr](mailto:info@athenscitymuseum.gr)



<https://athenscitymuseum.gr/en/life-through-a-painting/>

# Educational museum apps: The Journey of Timodamos

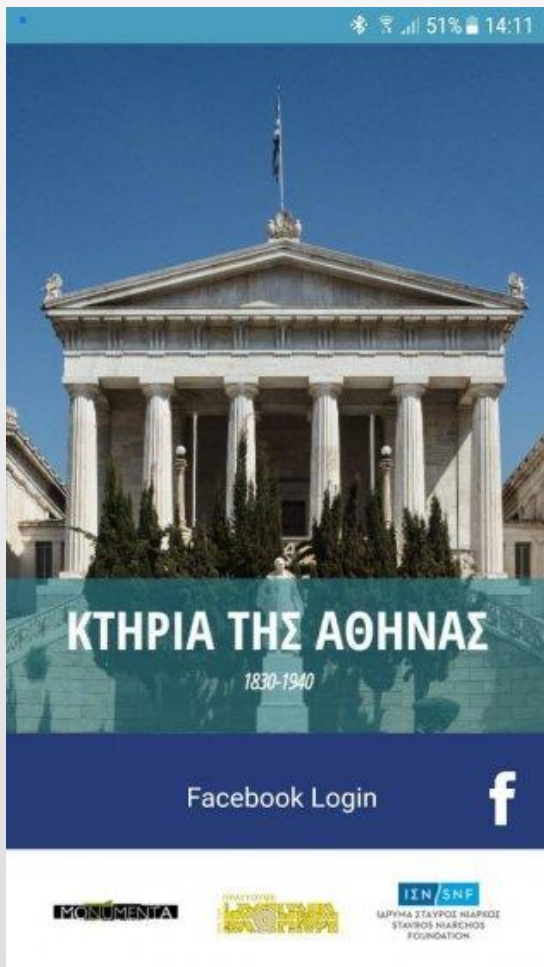
Archaeological museum of Ioannina



[http://www.amio.gr/index.php?option=com\\_content  
&view=article&id=97&Itemid=128](http://www.amio.gr/index.php?option=com_content&view=article&id=97&Itemid=128)

# GIS- Interactive maps

MONUMENTA: Interactive map, Android app, Documentation of buildings (1830-1940) in Athens.



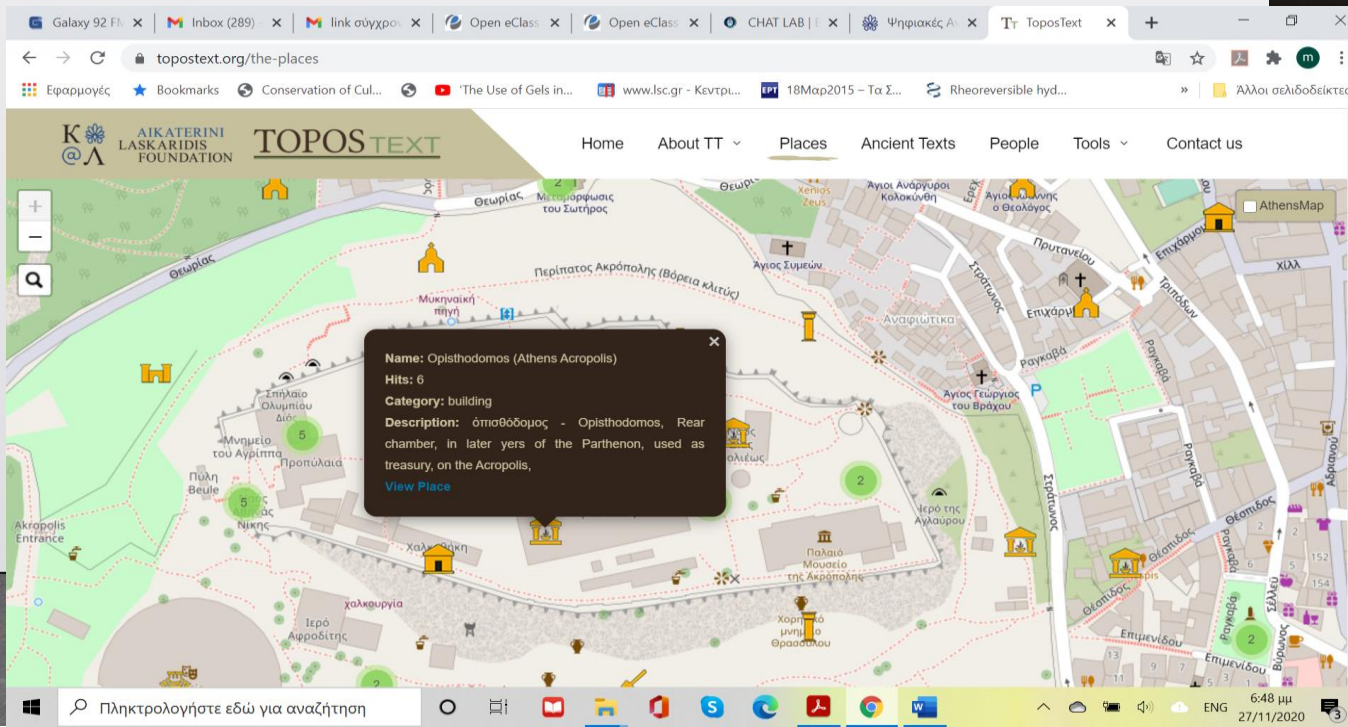
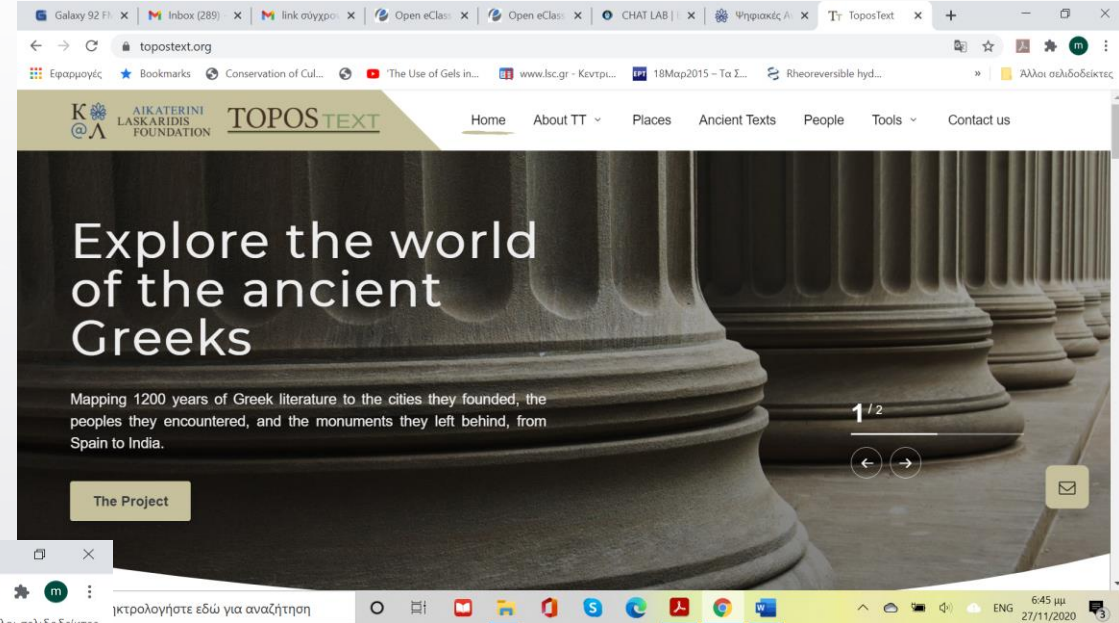
<https://www.monumenta.org/article.php?IssueID=4&perm=1&ArticleID=1060&CategoryID=20&lang=gr>

# GIS- Interactive maps

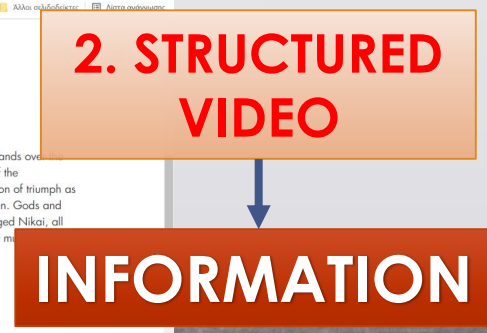
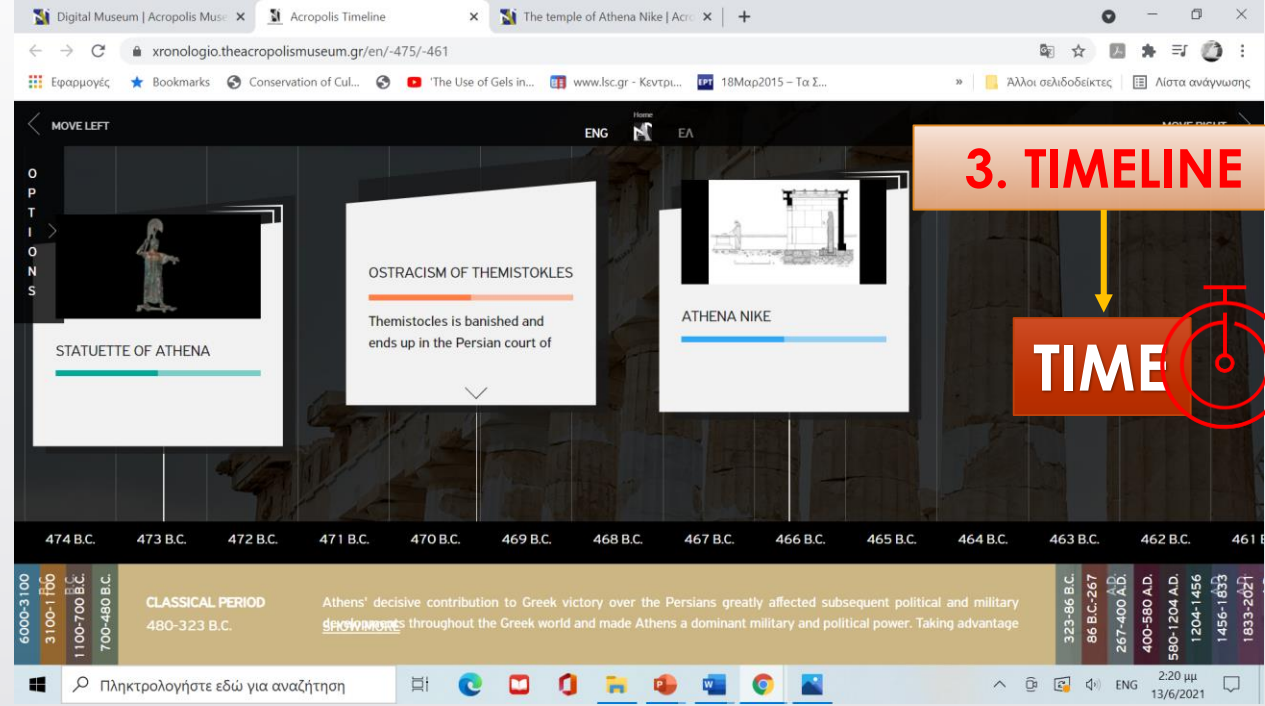
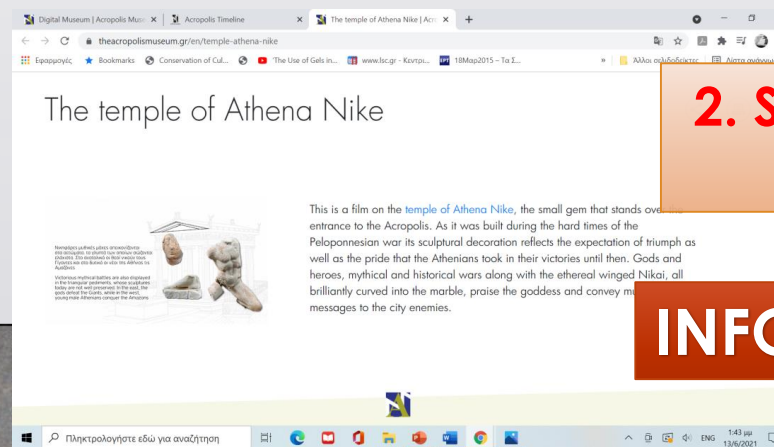
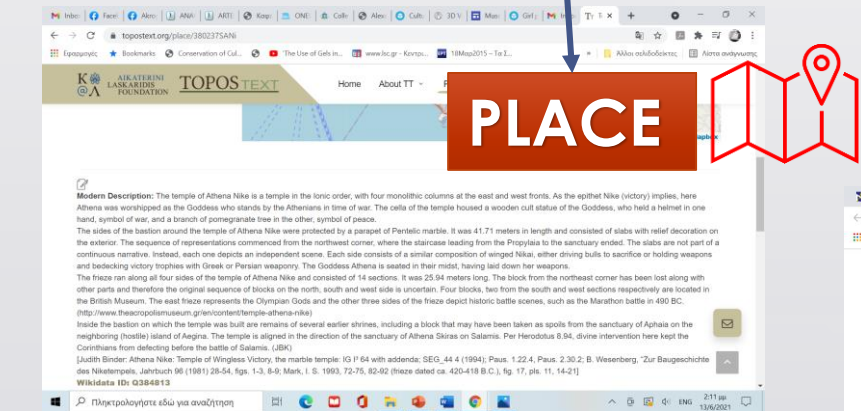
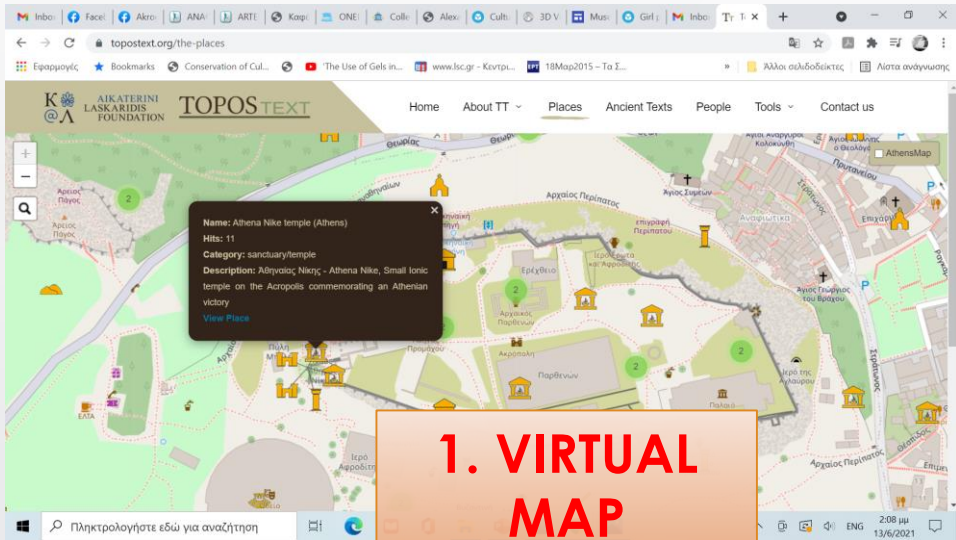
## Topos text

Website and app (android)The website has an interactive map which can be searched for literature. It is also connected with the travelogues website, where the search generates images.

<https://topostext.org/>



# Example: "The temple of Athena Nike"







Online teaching has shifted **from theory to practice**



It is now the time to put all **technological materials** to use



Museums and heritage institutions are expanding their **outreach**



The **role** of an educator is the same- the **tools** are different



Online education can be challenging- leads to **new solutions**

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New  
challenges-  
**New**  
**perspectives**

# Advantages of the use of Technology for Heritage Education

- ✓ Useful for all educators, in primary or secondary education
- ✓ Flexible to use, with the ability to create a tailor-made educational scenario, without the need of complex programming skills
- ✓ Plenty of educational material which can be used freely by the educator: images and videos provided by museums and archaeological sites.
- ✓ The ability of creation by the schoolteacher's own use of imagination is more productive than the use of a stiff curriculum or a ready-made educational program.
- ✓ Provides freedom of expression: a modern, up-to-date view on education in general.