

Walking through the memory with Immersive Technologies.

2019-1-ES01-KA229-065937

INSTALLATION: KNOWLEDGE OF OUR HERITAGE.

06-15-22

OBJECTIVES

- Build their knowledge from observation, research and interaction with peers
- Experiment with black light following the pedagogy of light
- Start the world of robotics with the Beebot
- Know the monuments that the children of the Erasmus program are going to visit and reinforce what they have learned during the course for 5º C Pre-school children.

ACTIVITIES

1. Draw on the continuous paper making the visit to the different monuments with the fluorine colors and identify each one with a poster of the corresponding locality. See the different works with the Black Light spotlights.
2. Draw on the continuous paper making the visit to the different monuments with the fluorine colors and identify each one with a poster of the corresponding locality. See the different works with the Black Light spotlights.
3. On the beebot panel, match each monument with the name of its location.

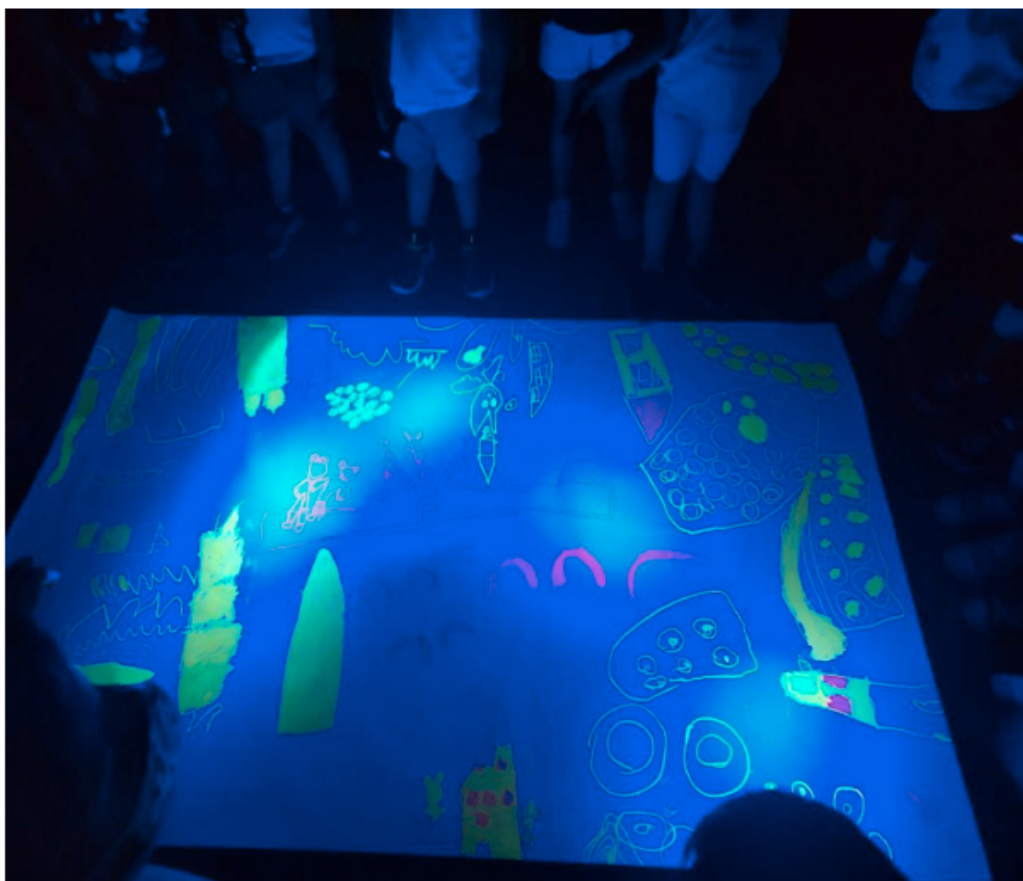


MATERIALS

- Continuous paper with photos of two monuments to visit: Ponte dos Brozos (Arteixo), Torre de Hércules (A Coruña) and Santiago Cathedral (Santiago de Compostela)
- Fluorine colors.
- Panel for the beebot.

ACTIVITY LOCATION

Psychomotor classroom



**VISIT OF THE ERASMUS GROUP
TO PRESCHOOL EDUCATION**

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