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**Unit 1: Civic Heritage Descriptor**

**WORKSHEET**

**Annex: Analysis grid.**

*Work through the tasks as set out below to complete this unit.*

**Learning Outcome 1** - Research information about a specific period from the past, in relation to the chosen civic heritage

**Task 1**

Listen to the presentation & research the historic information (including images) in the selected bibliography and on the Internet. Use the Europeana database for images.

**Task 2**

Create a file and save the images found on Europeana and other websites for further inspiration (visual design). One of the Europeana images will be used as homepage picture for the final game.

**Task 3**

Discuss in small groups to filter the relevant information and start filling in the analysis grid.

**Task 4**

Group discussion about the exercise conclusions: first clues as to what the relevant information will be in order to complete the following units (design, story, …).

**Learning Outcome 2** – Identify positive civic values represented by or having inspired the heritage object

**Task 1**

As a whole group, find examples and counter-examples of civic values that are suited to the European ideals. Define what a civic value is + which values should NOT be used in the following units.

**Task 2**

Formulate 4-5 themes and the relative civic values pertaining to the chosen heritage object.

**Task 3**

Group discussion about the exercise conclusions: which civic values will be used in the following units.

**Learning Outcome 3** –Work as a group and value each other’s different social / economic / cultural background

**Task 1**

As a whole group, put all the findings together through discussion. Select the most relevant information necessary for the following units.

**Task 2**

Fill in the definitive analysis grid (elect a secretary for taking notes if necessary).

**Task 3**

Group discussion about the exercise conclusion: which information, which values and themes should appear in the future videogame.

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