**Unit 1: Civic Heritage descriptor**

**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.**

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

**Task 3.**

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.