

ACTIVITY 5a	The friend from the future
The aim of the activity	Represent, in a historical-social framework, the information that arises from the traces of the past present on the territory lived. Approach the knowledge of the artisanal and artistic production of one's own territory for the purpose of forming awareness and responsibility towards heritage.
Places where the event can be held	Iron Museum
Age group for the activity	6-11

B. IN THE OUT-OF-SCHOOL LEARNING ENVIRONMENT	
Educational tools	4 puzzles and related tiles, 12 ancient tools (or cards of the ancient tools), 12 cards of the corresponding modern tools, 12 cards of the "intruders", 1 die with 6 verbs, 1 die with 6 places.
Method, technique and strategies	Participatory lessons, practical activity
PRACTICE	Visit to the museum and do a card game
Introduction of the activity	The first phase of the workshop consists of a visit to the Iron Museum, with the presentation of the neighborhood of the museum and the activities that animated it: at the end of the 19th century, the neighborhood was populated by many factories, iron and copper hammers, grain mills, tanneries, etc.
Development of the activity	<p>Then some objects are shown to the class: objects from the museum's collection, some of which have undergone an evolution over time that has distorted their shape, others have undergone insignificant transformations, still others are no longer in common use. You will also find objects that have little to do with the production of iron tools. Here some objects of the collections:</p> <p>The class is divided into 4 groups (5-6 pupils each). The grouping method is as follows: 4 puzzles are previously prepared, each puzzle is the image of objects, spaces, characteristic of the museum. Each child takes piece and looks for the corresponding puzzle. The groups are therefore formed by the apparent randomness of the chosen pieces.</p> <p>Subsequently, each group is given 3 cards of objects represented with symbol of the following objects on display at the Museum:</p> <ul style="list-style-type: none"> - Key; - Nail;

	<ul style="list-style-type: none"> - Balance; - Bucket; - Chair; - Iron with charcoal; - Fork; - Warmer; - Coin; - Bellows; - Fire-lighting equipment; - Lantern - Well grapple <p>The operator shows the original objects of the collection arranged on a table and invites the students to formulate hypotheses about their function, without revealing anything for the moment.</p> <p>Various cards are distributed with the modern objects corresponding to the assets identified in the previous stages. Among the cards there are also "intruders" (objects which, due to their shape, size, function, could mislead the combinations). Students have to match modern objects with their ancient counterparts. Each group presents pairings to their classmates.</p>
<p>Evaluation of the activity</p>	<p>This phase is based on the principle of the <i>fantastic duo</i> of Gianni Rodari (a famous Italian pedagogist), according to which at the roots of a story, there is the juxtaposition of elements that are sufficiently distant from each other. Based on this creative technique, the fantastic duo will be used to shape stories together with the children (e.g. a mammoth in the fridge).</p> <p>Each group will be given two cards: One representing one of these categories:</p> <ul style="list-style-type: none"> • mammoth; • hot air balloon; • penguin; • snail; • mole; • cat; • grandmother Maria; • whale; • unicorn; <p>The other representing the modern objects seen before.</p> <p>At the same time, the use of dice is introduced which represent on their faces:</p> <ul style="list-style-type: none"> • verbs : <ul style="list-style-type: none"> - jump; - eat; - drive;

	<ul style="list-style-type: none"> - fly; - swim; - cook; - play; - kiss; - chew; - sew; - sing. • places: <ul style="list-style-type: none"> - forest; - beach; - castle; - cave; - circus; - north pole. <p>Each group roll the dice. They will have to write a short story by combining their cards and the results of the dice.</p>
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B. AFTER OUT OF SCHOOL LEARNING ACTIVITY	
Educational tools	Nothing in particular
Method, technique and strategies	Participatory lesson
PRACTICE	Reading of the stories
Introduction of the activity	Recall the concepts learned.
Development of the activity	Return with the class group and with the teachers of the activity carried out. Reading of the stories produced.
Evaluation of the activity	Collective discussion.

