GREAT ROUTES IN THE MIDDLE AGES AND THEIR SYMBOLOGY

ERASMUS+ KA2 PROJECT. 2016 - 2018

DECIDING THE DATES

- **Second year Student's Meetings:**
  - Spain: 12 – 16 February 2018?
  - Poland: 23 – 27 April 2018?

PRESENTING THE PROJECT

Scheduling

Activity	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug
Web	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓
Exhibition						▓	▓	▓				▓	▓	▓								▓	▓
Creating the logo	▓	▓																					
Jobs	▓	▓	▓	▓																			
Food		▓	▓	▓	▓																		
Routes drawing				▓	▓	▓											▓						
Processing equipment							▓	▓															
Fairs and Festivals				▓	▓	▓																	
Legends						▓	▓	▓						▓									
Literary genres							▓	▓	▓														
Distances								▓	▓														
Measures								▓	▓														
Language problems												▓	▓	▓									
Poster making													▓	▓	▓								
Decorative element														▓	▓	▓	▓						
Sailing and astronomy														▓	▓	▓	▓						
Routes and symbols															▓	▓							
Current analysis													▓	▓	▓	▓							
Architecture elements																▓	▓	▓					
Trekking route																		▓	▓	▓			
Changes in routes drawing																			▓	▓			
Behavior codes																					▓	▓	
Plague studies																▓	▓	▓	▓				
3D recreation																▓	▓	▓	▓	▓			
Creating Learning Units	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓

FIRST YEAR'S ACTIVITIES. REVIEW

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SCHEDULING

Activity	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun
Web									
Exhibition									
Creating the logo									
Jobs									
Food									
Routes drawing									
Processing equipment									
Fairs and Festivals									
Legends									
Literary genres									
Distances									
Measures									

GREAT ROUTES
IN THE MIDDLE AGES

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ACTIVITY 1: WEB. http:\\greatmiddleroutes.x10host.com

- The Web of the Project has been created.

- It includes information about both the Teacher's Meeting and Student's Meeting that took place in the previous year.

- It includes information about all the activities presented.

- It has links to all the news in the Media about the Project in the different countries.

- We also have profile in social networks: Facebook and Twitter, and Youtube channel.

ACTIVITY 2: ERASMUS CORNER

- We are using a showcase and the walls of the corridors to place all the work produced by students and by the different countries.

- We are trying to show all the work made by all the countries in our walls.

ACTIVITY 3: CREATING THE LOGO

- After the logo contest in each of the countries, six logos were selected, one from each of them, and after the voting time, our logo was selected:

ACTIVITY 4: JOBS

- All the countries send us their work about different jobs in the Middle Ages:

  - France: The life of a Sailor in the Middle Ages

  - Greece: Education in Middle Ages. The technique of paper recycling

  - Italy: Jobs in Apulia

  - Latvia: House Bath Attendant, boat builder, gravedigger, doctor, …

  - Poland: Alchemy and Medicine

  - Spain: Education. Math and Writing in the Middle Ages

ACTIVITY 5: FOOD

- All the countries send us their work about food in the Middle Ages, several recipes, videos and power points about how to cook them.

- All the recipes were included in our ebook:
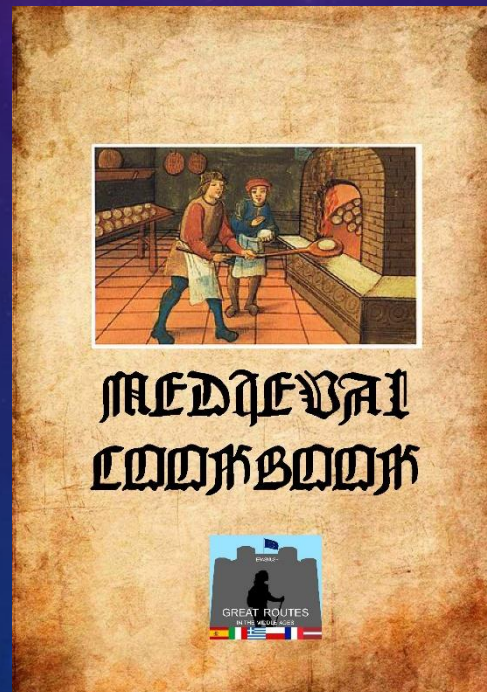
ACTIVITY 6: DRAWING THE ROUTES

- All the countries completed their maps with the different routes

- After the Meeting in Jelgava, presentations from the different countries were improved, and linked by John.

- Part of this work wasn't shared with me, and so, I can't link it to the page. (Please, do it as soon as possible)

- Any Turist Brochure?

ACTIVITY 7: MANUFACTURING GOODS

- Most of us studied clothing

  - France: Clothing of sailors

  - Greece: Byzantin priest clothing

  - Italy: Olive oil workers and olive oil elaboration

  - Latvia: Decorative elements and clothing in Middle Ages

  - Poland: The knight

  - Spain: Christian clothing both to fight and dailylife.

ACTIVITY 8: FAIRS AND FESTIVALS

- Some of the countries sent us different presentations and videos, already linked to the page. The theme has been treated from different angles:

  - France: La Fête des Remparts

  - Italy: Medieval music, falconry and the Fair of S. Leone.

  - Latvia: Different festivals being celebrated during the year

  - Poland: Medieval dances

  - Spain: Music and dances in Medieval times

- All of us took place in the activity of the Medieval Market in Jelgava.

ACTIVITY 9: LEGENDS

- All the countries prepared videos or presentations to show us their medieval legends.

- I still don't have all the texts to prepare the ebook with the legends. I had to upload it, but I'll change as soon as I have your texts.

- Remember this legends are to be used this year connecting with another activity. It's not compulsory to use the video you presented if it doesn't fit with the activity.
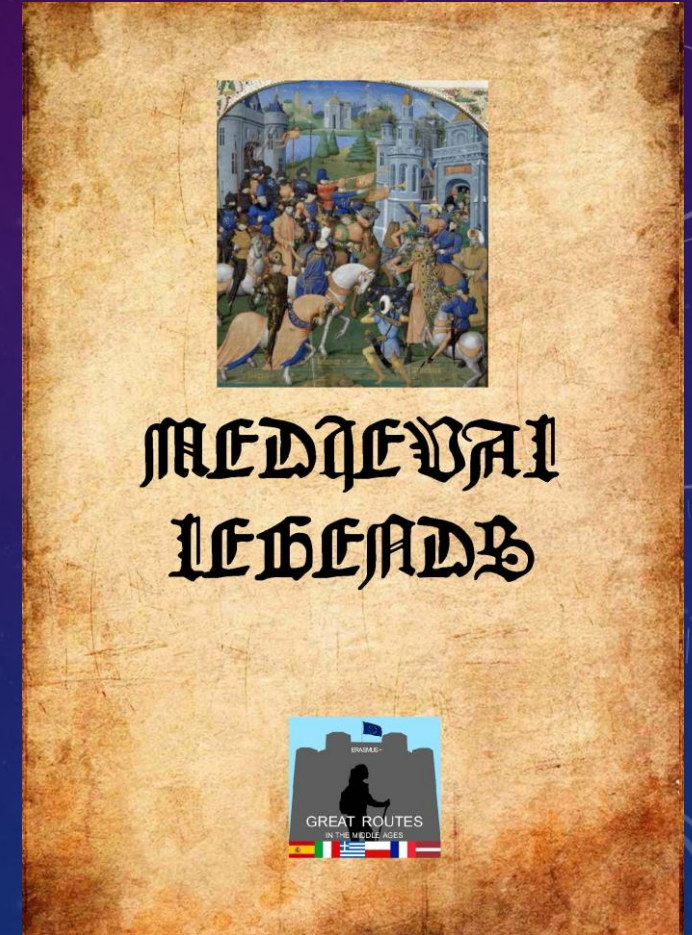
ACTIVITY 10: LITERARY GENRES

- Some of the countries still didn't send this activity, so I don't know if it wasn't shared or the activity was not done.

ACTIVITY 11: MEASURING DISTANCES

- Only some of the countries shared these results.

- Remember that if you can't find a technique to measure these distances to be shared, you can just calculate the distance or find in any Medieval book how much did travellers used to need to arrive from X to Y.

- According to the project, we should have some medieval tourist brochure. We could decide which ones we can create.

ACTIVITY 12: CONVERTING UNITS

- Not all the countries presented the units that were used in Middle Ages.

- If you send them to me, I can prepare the convertion table.

FIRST YEAR'S POSITIVE ASPECTS

- Hard Work

- A lot of quality work completed

- Implication of the students

FIRST YEAR'S NEGATIVE ASPECTS

- Lack of communication

- A bit of disorganization

- No deadline have been respected

  - Weather

  - Misunderstanding

  - A lot of work

BUT....

We are learning from the mistakes and improve our work!

IDEAS

- Try to respect the deadlines, so we can keep informed about the work of the others

- Maybe it's important to fix at least an intermedium virtual meeting between each two meetings

SECOND YEAR'S ACTIVITIES. PLANIFICATION

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ACTIVITIES TO BE CREATED FOR THE FIRST MEETING:

CALATAYUD

- **Completed**
  - **Language problems**
  - **Poster making**
  - **Routes and symbols**
- **To be completed**
  - **Decorative element**
  - **Sailing and astronomy**
  - **Current analysis**

ACTIVITIES: LANGUAGE PROBLEMS

- **To illustrate language problems that travelers during the Middle Ages could have, we will write dialogs coupled by pairs, about dailylife activity: exchanging products, buying something, asking for help…**
- **A multilingual dictionary must be created, maybe it's possible to work from the dictionary the Greek team prepared for their Meeting.**

ACTIVITIES: LANGUAGE PROBLEMS

- **Examples of coupling:**
  - **Poland and France**
  - **Italy and Latvia**
  - **Spain and Greece**
- **The idea is coupling languages as different as possible.**
- **The final product could be a video of role playing, some audio tracks...**

ACTIVITIES: LANGUAGE PROBLEMS

- **Each country on his own can prepare some extra activity about that.**
- **At Calatayud's Meeting, videos can be recorded.**

ACTIVITIES: POSTER MAKING

- **With the help of the study made on the previous year about tales and legends, we are creating tourist posters using these real or fiction characters.**
- **Using Augmented reality, and the poster as trigger, the poster will allow to see the tale or the legend of this character. (The idea was using the tale or legend recorded and explained by a minstrel).**

ACTIVITIES: POSTER MAKING

- **With these posters, classified by content, we can create new routes, and prepare their tourist brochures: The route of the knights legends, the route of the great mathematicians, the route of the famous writers, ….**

GREAT ROUTES
IN THE MIDDLE AGES

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ACTIVITIES: POSTER MAKING. DEADLINES

- **To decide what is going to be done: As soon as possible. Oct, 20?.**
- **To end the activity: Jan, 27th**
- **To send all the results: Feb, 3rd**
- **At Calatayud Meeting, posters will be presented.**

ACTIVITIES: DECORATIVE ELEMENT

- **Each country explains by videos (Flipped Classroom) how to create different decorative elements, such as a frieze or mosaic. The rest of the countries try to learn the techniques and copy them.**

ACTIVITIES: DECORATIVE ELEMENT

- **Ideas:**
  - **France: Medieval construction techniques**
  - **Greece: Mosaic or icon painting**
  - **Italy: Studying and drawing labyrinths/drawing mosaics in "Romanico Pugliese" style**
  - **Spain: Creating a Mudejar frieze**

ACTIVITIES: DECORATIVE ELEMENT. DEADLINES

- **To decide what is going to be done: Oct, 27th**
- **To end the activity: Feb, 17th**
- **To have all the material shared: Feb, 24th**

ACTIVITIES: SAILING AND ASTRONOMY

- **Explaining the way sailors used to orientate themselves. Find information about Compass (Medieval invention), astrolabe, …**
- **Learn to use medieval orientation tools and prepare an orientation game with them.**

ACTIVITIES: SAILING AND ASTRONOMY

- **Example:**
  - **France: Navigation tools**
  - **Spain: Building an astrolabe and learning to use it. Finding the stars and constellations along Milky Way (which is related with St. James Way) and explain the legends of the Constellations**

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ACTIVITIES: SAILING AND ASTRONOMY. DEADLINES

- **To decide what is going to be done: Oct, 27th**
- **To end the activity: Feb, 24th**
- **To have all the material shared: Mar, 3rd**

ACTIVITIES: ROUTES AND SYMBOLS

- **Through the different routes, we can find a series of symbol that are repeted.**
- **Our objective is trying to find a correlation among diferente symbols that can be observed in different buildings through the different Medieval Routes.**

ACTIVITIES: ROUTES AND SYMBOLS

- **Two steps:**
  - **First of all, we have to construct a list of symbols presents in buildings in the different routes we have studyed**
  - **We try to do statistics, by indicating which of them are also presents in our countries.**
  - **This way we can find the correlation we are rearching for.**

ACTIVITIES: ROUTES AND SYMBOLS

- **Example:**
  - **Spain and Greece: Geometry in churches and other buildings**

ACTIVITIES: ROUTES AND SYMBOLS. DEADLINES

- **To decide what is going to be done: Nov, 24th**
- **To end the activity: Jan, 26th**
- **To have all the material shared: Feb, 2nd**
- **The collection of symbols will be exposed at Calatayud when all of you go there.**

ACTIVITIES: CURRENT ANALYSIS

- **Study the current situation of the different Medieval Routes, including the possibility of being used, and finding the best way to do it.**
- **A contest can be stablished among the different countries to study the cheapest/fastest/best way to go from one point to another using the studied routes.**

ACTIVITIES: CURRENT ANALYSIS. DEADLINES

- **To decide what is going to be done: As son as possible, Oct, 20?**
- **To end the activity: Feb, 24th**
- **To have everything shared: Mar, 3rd**
- **To propose the contest: Calatayud Meeting**
- **To anounce the winner: Poland Meeting**

ACTIVITIES TO BE CREATED FOR THE SECOND MEETING: POLAND

- Completed:
  - Architecture elements
- To be finished
  - Trekking route
  - Changes in routes drawing
  - Behavior codes
  - Plague studies
  - 3D recreation

ACTIVITIES: ARCHITECTURE ELEMENTS

- **This activity is similar to the activity "routes and symbols", but instead of symbols, we are searching for architecture elements.**
- **The idea is finding some elements that are repeated in different countries and finding the parallelism between the medieval routes we know and the diffusion of this element.**

ACTIVITIES: ARCHITECTURE ELEMENTS. DEADLINES

- **To decide what is going to be done: Dec, 22nd**
- **To share architecture elements: Calatayud Meeting**
- **To end the activity: Mar, 23rd**
- **To have all the material shared: Mar, 30th.**

ACTIVITIES: TREKKING ROUTE

- **We have to prepare a trekking or bycicle route using part of a medieval route.**
- **The idea is finding part of a route close to our cities, likable to be a trekking route and prepare a tourist brochure including all the information, characteristics, difficulty, ….**
- **If it's possible, we can put it in practice.**

ACTIVITIES: TREKKING ROUTE. DEADLINES

- **To decide what is going to be done: Jan, 26th**
- **To end the activity: Abr, 27th**
- **To have all the material shared: May, 4th.**

ACTIVITIES: CHANGES IN ROUTES DRAWING

- **Studying the different causes that made the different routes change through the centuries.**
- **Link with the activity "Current analysis", finding reasons for routes changes previously studied.**
- **Find consequences of this changes.**

ACTIVITIES: CHANGES IN ROUTES DRAWING. DEADLINES

- **To decide what is going to be done: Feb, 23rd**
- **To end the activity: Abr, 27th**
- **To have all the material shared: May, 4th.**

ACTIVITIES: BEHAVIOR CODES

- **Study the behavior codes of different groups of people, such as Templars, Almogavars, ….**
- **Basic rules the were forced to follow will be exposed and a document will be created.**
- **Inspired by these documents, we will write other behavior codes: The code of the Erasmus partners, the code of the Europe travellers, the code of….**

ACTIVITIES: BEHAVIOR CODES. DEADLINES

- **To decide what is going to be done: Feb, 23rd**
- **To share the behaviour codes: Apr, 13th**
- **To end the activity: Apr, 27th**
- **To have all the material shared: May, 4th.**

ACTIVITIES: PLAGUE STUDIES

- **Constructing a map with the dissemination of the Black Deth during the Middle Ages.**
- **Try to find a correlation with the different studied routes**
- **Find consequences of this dissemination**
- **Try to find parallelisms with some current plagues, such as Zika or Ebola, trying to predict possible dissemination patterns according to current existing routes**
- **Try to find any solution to the current problem studying the problem in the past.**

ACTIVITIES: PLAGUE STUDIES. DEADLINES

- **To decide what is going to be done: Dec, 22nd**
- **To end the activity: Apr, 27th**
- **To have all the material shared: May, 4th.**

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ACTIVITIES: 3D RECREATION

- **After studying and analysing the different buildings in each of the countries, we find the way to recreate them (or at least one part) by different techniques.**

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IN THE MIDDLE AGES

ACTIVITIES: 3D RECREATION. DEADLINES

- **To decide what is going to be done: Nov, 24th.**
- **To end the activity: May, 16th**
- **To have all the material shared: May, 23rd**

FINAL ACTIVITY: CREATING THE LEARNING UNITS

- **With all the activities created and developped during this two years, we have to ellaborate a final product: five learning units:**
  - **Life in the Middle Ages.**
  - **Architecture, symbols and buildings in the Middle Ages.**
  - **Tales and Legends, real and fiction characters in the Middle Ages.**
  - **Great Medieval Routes in Europe.**
  - **Cultural Barriers among the different countries.**

FINAL ACTIVITY: CREATING THE LEARNING UNITS

- **We have to decide:**
  - **How to distribute the work**
  - **The way the learning units are presented**

CREATING LEARNING UNITS. DEADLINE

- **To decide how we allocate the work: November, 17th**
- **To distribute the work: November, 24th**
- **To end the work: June, 8th**
- **To have all the material shared: June, 15th**

THANK YOU VERY MUCH FOR YOUR ATTENTION

WE STAY IN TOUCH.... SEE YOU IN CALATAYUD #ERASMUSMIDDLEROUTES