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| |  |  |  |  | | --- | --- | --- | --- | |  | **“GREAT ROUTES IN THE MIDDLE AGE AND THEIR SYMBOLOGY”**  **Nr. 2016-1-ES01-KA219-025035\_3** | Erasmus Middle Routes profila bilde |  |   **Māra Aprāne** |  |  |

**Learning unit**

**“Changes in routes drawing”**

Form: 9,10

**Subject:** History, History of culture

**Objectives:**

To introduce students with European medieval roads and their application, today’s changes in a way of fun game.

To raise awareness about the unity of European values.

**Tasks:**

1. To promote students’ collaboration by working in groups.  
2. To play the game.  
3. To introduce other students with the new-found information about the European medieval roads.  
4. To learn how to work with arci, highlighting the road into the map.  
5. To discuss reasons of the road changes.

**Preparation:**

1. Teacher has to prepare 36 road cards sets. 6 for each road from A4 page. Each set has a road image on one side.
2. One road from each country - Spain, France, Italy, Latvia, Poland, Greece.
3. Information about the roads – 6 cards:

1st card - road name and meaning – land route/river or sea route, short description

2nd card –state flag

3rd card – specific travellers (pilgrims, traders, knights)

4th card – road map

5th card – specific products (salt, champagne, wine, amber, cross - if it is a road for pilgrims)

6th card – today’s situation

1. This information is placed on A4 page distributed in 6 squares (see sample).
2. Copy the road image (on the entire page) to the other page.
3. Glue both pages together, and then cut into 6 squares.
4. Make 3rd page only with lines that divide page into 6 squares (see sample) for collecting cards.

**Rules:**

* The game can be played by 6 students or groups of pupils.
* Each group raffles one of 6 numbers from 1 to 6 (each card set already have a number in advance).
* All cards are in a mixed order in one pile.
* Each group in turn throws the dice. The dice can be thrown 3 times in one turn.
* When a student throws his number (for example, the first student has to throw a 5, the 2nd – 3 etc.) and only then he can take one card and put the card on the blank page with image snippet up.
* The student can get his next card when he throws his particular number again.
* Winner is the student or group who collects all 6 cards the first.
* When the image is complete, the cards are turned over.
* Each student or group with sticker arrows marks the road to the great common European medieval road map and introduce other participants with information on the cards about their road.

**Necessary resources:**

1. Map of European medieval roads (printed A3)

<https://upload.wikimedia.org/wikipedia/commons/archive/e/e1/20110123202505%21Late_Medieval_Trade_Routes.jpg>

1. Erasmus + project “Great routes in the middle age and their symbology” partner’s presentations:

* **Poland**

[**https://mail.google.com/mail/u/0/#inbox/163d1778435577ab?projector=1&messagePartId=0.1**](https://mail.google.com/mail/u/0/#inbox/163d1778435577ab?projector=1&messagePartId=0.1)

* **France**

[**https://mail.google.com/mail/u/0/#inbox/163c64b518f6b45b?projector=1&messagePartId=0.1**](https://mail.google.com/mail/u/0/#inbox/163c64b518f6b45b?projector=1&messagePartId=0.1)

St.James road

Champagne road

Salt road

* **Latvia**

[**https://drive.google.com/file/d/1jPZQl\_hinYN7\_LMcyT6SjAEdM3dHmH7c/view**](https://drive.google.com/file/d/1jPZQl_hinYN7_LMcyT6SjAEdM3dHmH7c/view)

Daugava’s road

* **Spain**

[**https://drive.google.com/file/d/1ySGWhJfuTN69GC07gJnuti\_egug8Helk/view**](https://drive.google.com/file/d/1ySGWhJfuTN69GC07gJnuti_egug8Helk/view)

St. Jacob de Kompostela road

* **Greece**

[**https://drive.google.com/file/d/1pYwDQCZp3SEoI8LjBM0T3ByM-kmkWGjA/view?ts=5b14068e**](https://drive.google.com/file/d/1pYwDQCZp3SEoI8LjBM0T3ByM-kmkWGjA/view?ts=5b14068e)

Via Egnatia

* **Italy**

<https://en.wikipedia.org/wiki/Via_Francigena>