PLAY

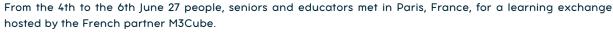## DIGITAL STORIES FOR SENIORS' INTERCULTURAL LEARNING
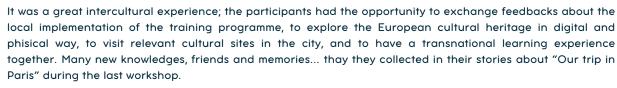
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During the last 3 months, the project partners tested the educational methodology dedicated to senior citizens, using digital storytelling as a tool to tackle intercultural learning, diversity and European identity, and promoting their social inclusion.

The programme is structured in three modules, that educators can adapt for the implementation with local groups of seniors: 1) Creating a safe learning environment; 2) Key Concepts (European Cultural Heritage, Intercultural Competences, Diversity, EU Identity and Values), and 3) Storytelling.

SENIORS' EXCHANGE IN PARIS ◀

From the 4th to the 6th June 27 people, seniors and educators met in Paris, France, for a learning exchange hosted by the French partner M3Cube.

It was a great intercultural experience; the participants had the opportunity to exchange feedbacks about the local implementation of the training programme, to explore the European cultural heritage in digital and phisical way, to visit relevant cultural sites in the city, and to have a transnational learning experience together. Many new knowledges, friends and memories... thay they collected in their stories about "Our trip in Paris" during the last workshop.

▶ PLAY STORIES

During the local implementation, seniors started to design digital stories related to 4 categories: a) Historical cultural sites and natural landscapes; b) Music; c) Traditional food and cooking; d) Local, Religious and Family Traditions.

'At the same time, they increased their knowledge and competences about Intercultural learning, Diversity, European Identity, European Cultural Heritage, and they experienced Intergenerational Learning, Lifelong Learning, Active Ageing, Social Inclusion

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