

GALICIA

COURSE: LUDICITY AND CREATIVITY: ENHANCING CRITICAL THINKING AND INNOVATION THROUGH BOARD GAMES IN SANTIAGO DE COMPOSTELA

Course Duration: one week, from Monday to Saturday, 30 hours

Trainer: Alberto Pereira

Location: Galicia - Santiago Compostela

COURSE DESCRIPTION

This Erasmus course is designed to foster critical thinking and creativity among participants by using Santiago de Compostela and its surrounding areas as a backdrop for experiential learning. Through the integration of modern board games, the course will explore how game design and gameplay can serve as powerful tools for developing these skills. Participants will engage in activities that challenge them to think critically about their environment, history, and culture, while also encouraging innovative problem-solving and creative expression. The course will connect these experiences with the mechanics and themes of various board games, providing a unique approach to learning and personal development.

LEARNING OUTCOMES

- **Critical Thinking:** Develop the ability to analyze, evaluate, and synthesize information from diverse sources, using both natural and cultural contexts.
- **Creativity:** Enhance creative problem-solving skills through the exploration of game design and the application of innovative strategies in gameplay.
- **Interactive Learning:** Engage in hands-on activities that link the knowledge gained from visits to natural and cultural sites with the conceptual frameworks of board games.
- **Cultural and Environmental Awareness:** Foster a deeper understanding of Santiago de Compostela's cultural heritage and natural environment through critical reflection and creative engagement.
- **Collaborative Innovation:** Promote teamwork and collaboration by challenging participants to create original board game prototypes inspired by their experiences.

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Day 1 - Monday

Day 1: Exploration of Santiago de Compostela

Field Activity: A guided tour emphasizing the city's history, architecture, and cultural significance. The tour will challenge participants to critically analyze how historical narratives are constructed and how they influence contemporary society.

Board Game: "Sherlock Holmes Consulting Detective" or "Detective: A Modern Crime Board Game," where participants solve complex mysteries using critical thinking and creative problem-solving.

Day 2 - Tuesday

Day 2: Visit to Monte do Gozo and Surroundings

Field Activity: A hike focused on understanding the symbolic and historical significance of pilgrimage in Santiago, encouraging participants to reflect on personal journeys and societal impacts.

Board Game: "Trekking the World" or "Sagrada," emphasizing creative strategies and the importance of individual perspective in game mechanics.

Day 3 - Wednesday

Day 3: Visit to Pontevedra

Field Activity:

Morning: Exploration of Pontevedra's historic center, focusing on urban design, cultural heritage, and the role of public spaces in community life.

Afternoon: Visit to the Museum of Pontevedra, where participants will engage with Galician art and history, reflecting on how cultural narratives are preserved and conveyed.

Board Game: "Carcassonne" or "Tzolk'in: The Mayan Calendar," games that require strategic city-building and resource management, inspired by the cultural and historical insights gained from the visit.

Day 4 - Thursday

Day 4: Visit to Orense

Field Activity: Morning: Visit to the Cathedral of Orense and a walk through the Old Town, exploring local architecture and history.

Afternoon: Visit to the Outariz Hot Springs, with a discussion on the historical role of thermal waters in culture, health, and environmental relevance.

Board Game: "Watergate" or "Pandemic," exploring strategic thinking and the intersection of historical decisions with contemporary impacts.

Day 5 - Friday

Day 5: Visit to Coruña

Field Activity: Morning: Visit to the Tower of Hercules, the oldest functioning Roman lighthouse, followed by a walk along the Paseo Marítimo.

Afternoon: Visit to the Aquarium Finisterrae, focusing on environmental education and marine conservation.

Board Game: "Oceans" or "Aquatica," stimulating creative thinking about marine ecosystem management.

Day 6 - Saturday

Day 6: Final Workshop in Santiago de Compostela

Learning Integration: A creative workshop where participants will design and prototype their own board games. This session will consolidate critical thinking and creativity by encouraging participants to draw on their experiences and the knowledge gained throughout the course to create innovative educational tools.

This adaptation leverages the unique aspects of Santiago de Compostela and its surrounding areas, including Pontevedra, Orense, and Coruña, to foster critical thinking and creativity. The visits to these cities enrich the course content by providing additional cultural, historical, and environmental contexts ideal for experiential learning. Incorporating these experiences with modern board games not only makes learning enjoyable but also enhances participants' ability to approach challenges with fresh perspectives and innovative solutions.