

EDUCATIONAL PROJECT

STERNALIA



2022-2023

Sternalia
productions

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CONCEPTION OF THE EDUCATIONAL PROJECT

When we created Sternalia Productions in 2011, a group of people who were experts in the production of events and cultural and scientific projects came together with the idea of promoting unique heritage spaces in Barcelona.

Palaces, astronomical observatories, royal academies... sites that travel through time from medieval times to the present day. Each of these spaces gave us the opportunity to favor the cultural and scientific development of citizens in a different way and, for a long time, we have done it with passion and giving the best we had to reach everyone.

Today we continue with our work to achieve our goal, but with added value. We not only want to enrich cultural and scientific knowledge by valuing our local heritage, but also do it through co-education, emotional education and social integration. Also placing special emphasis on creativity and the development of critical thinking. We want to go further and give our best effort as much as we can to generate a social benefit: we want to motivate a more aware and inclusive population, prepared to be part of a society with functional diversity and ready to face an uncertain future.

To do this, in addition to our guided tours and cultural experiences that we have offered so far, we are developing an educational project for the school public. Adapted to the school curriculum to facilitate the work of teachers, and that activates heritage from a perspective sensitive to the needs of today's society. A project that generates unique experiences in which students grow knowing their local heritage, at the same time they may make it theirs and feel that all we are part of the community.



METHODOLOGY

Our methodology is based on interaction, experimentation, observation and reflection. We use games, music, Art Thinking, recreation; we allow the exploration of resources, the discovery of alternatives; We try to work from emotions and from multiple intelligences in an inclusive and co-educational way.

PUBLIC

This project is aimed at schoolchildren in the second and third cycle of primary, secondary and high school. The activities offered are adapted to the school curriculum and for each activity it indicates the recommended age.

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OBJECTIVES

Our main objective is to understand more and better our cultural and scientific history from the activation of local heritage for the development of three main values: creativity, critical thinking and emotional learning. In a transversal way, we will always focus our activities from coeducation and social integration.

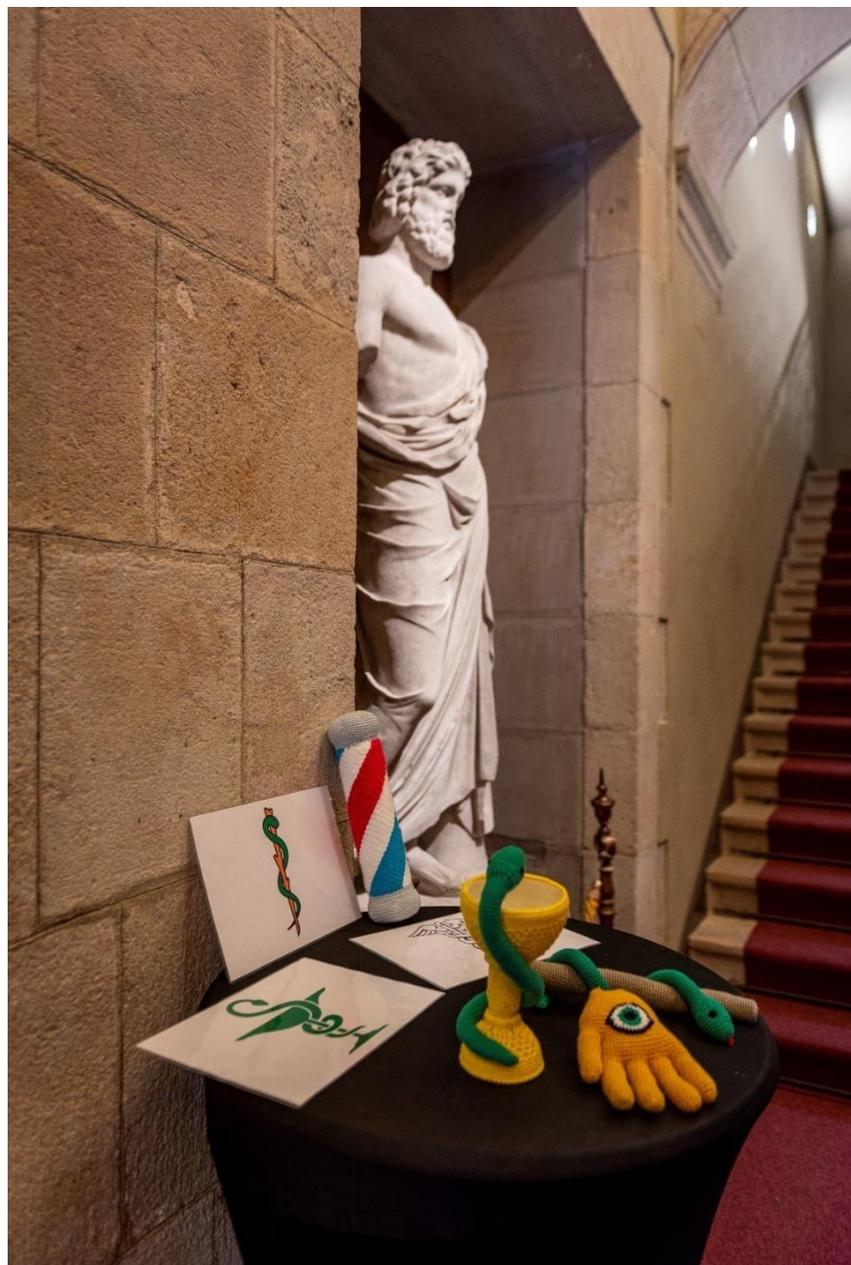
-We focus some activities especially on the development of **creativity** to be more prepared for a future whose obstacles we cannot even imagine. We seek to generate active and motivated attitudes to be able to positively face the different problems that arise in the future in the different areas of our lives.

-Other activities particularly seek to exercise **critical thinking** to generate a community that is more critical of the information it receives. We consider this essential objective in the information age in which we live, because it can allow us to continue learning in an increasingly efficient and autonomous way.

-At the same time, we propose a series of activities with a special interest in **emotional education**, because we consider that the development of emotional intelligence is a commitment to a future citizenship that is more inclusive and aware of human relations. We grow in the personal and social sphere as we acquire skills such as managing frustration, the ability to learn from our own and others' mistakes, the exercise of empathy, and ethical and responsible decision-making, among other skills.

-In a transversal way, we will always keep in mind the importance of coeducation. We believe that all educational offerings must have a gender perspective, not only making visible women who have been part of the history of our local heritage, but also promoting changes in attitudes, beliefs and stereotyped behaviours.

-Finally, we are aware of the architectural limitations that some of our spaces present. Each space has unique characteristics and, for conservation reasons, we have not always been able to adapt the space to give it absolute accessibility. We know that this can affect to a lot of people. However, we want social inclusion to be another of our horizons that have a transversal influence on our activities. Therefore, we dedicate great efforts to the design of activities that can be adapted, as far as possible, both to the space and to the various needs of the student body. In the detailed information of each activity, we give the pertinent indications related to accessibility.



LIST OF ACTIVITIES*

ROYAL ACADEMY OF MEDICINE

ACTIVITY	AGES	GENERAL OBJECTIVES	SPECIFIC OBJECTIVES
Games of Medicine	From 12 to 15 years.	Creativity Critical Thinking	Exercise abstract thinking and creativity. Know the concept of symbol. Learn about the history of the building through its symbols. Reflect on one's own identity. Review the organs of the human body. Promote good health habits.
Surgery and Enlightenment	From 16 to 18 years.	Critical Thinking Emotional education	Learn the history of the building in the historical context of the Enlightenment. Exercise critical thinking by understanding the relationship between history and heritage. Promote empathy through the interpretation of historical characters.

REQUESENS PALACE

ACTIVITY	AGES	GENERAL OBJECTIVES	SPECIFIC OBJECTIVES
Middle Ages	From 12 to 15 years old.	<p>Creativity</p> <p>Critical Thinking</p>	<p>To understand the structure of medieval society.</p> <p>To associate the historical heritage with its historical context.</p> <p>To know historical characters from medieval Catalonia.</p> <p>Recreate scenes of the time.</p>
Middle Ages with board game <i>Oh, Domine!</i>	<p>From 12 to 15 years old.</p> <p>This activity is the previous one, but added a board game that adds about 40 minutes extra to the whole activity.</p>	<p>Critical Thinking</p> <p>Emotional</p> <p>Education</p> <p>Creativity</p>	<p>To understand the structure of medieval society.</p> <p>To associate the historical heritage with its historical context.</p> <p>To know historical characters from medieval Catalonia.</p> <p>Recreate scenes of the time.</p> <p>To incentive the empathy with the different social statements from the late Middle Ages.</p>

*This project was born in 2022 with only two activities for the same space. We update this document as we grow.