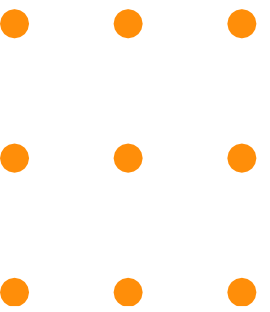




Divers-Cult App User Manual




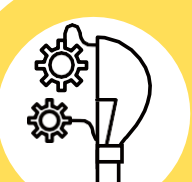


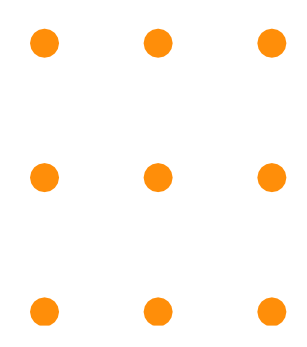
“Promoting Cultural diversity
in primary and lower-secondary schools”
Project ID: 2020-1-IS01-KA227-SCH-082782





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About the App

The App is a Multicultural Educational Toolkit, that was developed in the framework of the EU funded project "Divers Cult".

The App is aimed at preparing relevant materials and instruments to be used by teachers for improving students' Multiculturalism and Intercultural Competences.

The App's innovative elements stand in two aspects. Firstly on the digital integration and the collaborative approach applied for the development of some materials.

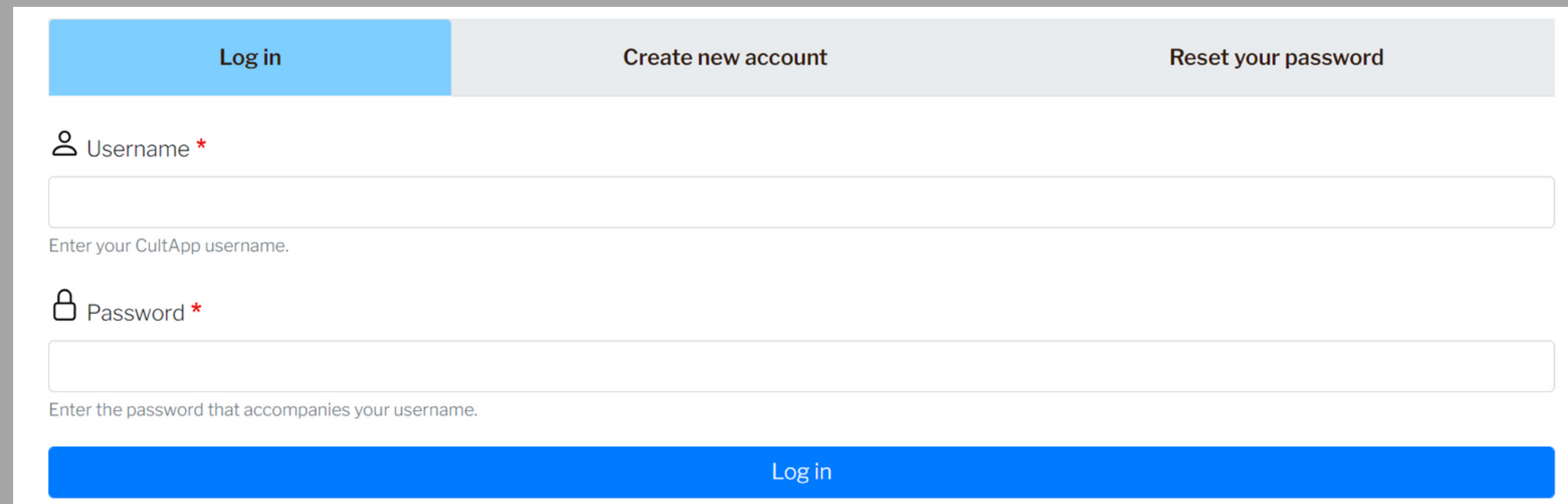
Finally on the virtual cooperation experience, which allows students to develop and apply the Intercultural Competences.





Registration process

The App can be easily accessed from the Divers-Cult website (<https://divers-cult.eu/>). The registration process is extremely simple. After reaching the landing page, the user will scroll down and select the second tab "Create new account". The user will register in the platform, using his/her email address.

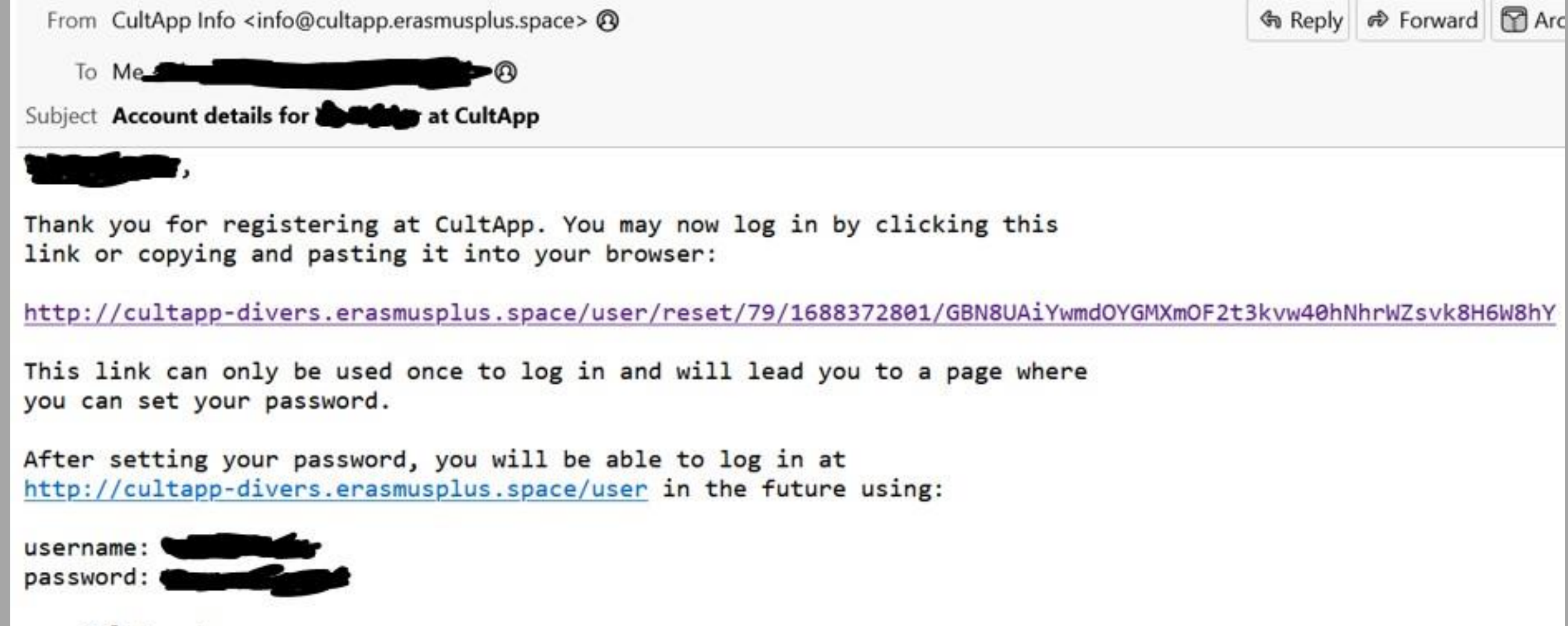


The screenshot shows a registration form with three tabs at the top: "Log in" (highlighted in blue), "Create new account", and "Reset your password". Below the tabs are two input fields: "Username *" and "Password *". The "Username" field has a placeholder text "Enter your CultApp username." and the "Password" field has a placeholder text "Enter the password that accompanies your username." At the bottom of the form is a large blue button labeled "Log in".



Registration process

- With the completion of this procedure, the user will receive the following email.
- By clicking in the provided link, the user will have finalized the registration process.





Activities

The platform offers **3 main types of activities** included in the Toolkit:

Type 1 are technological experiences such as digital stories about multiculturalism: the teachers add a technological component (e.g. Scratch programme) to the original curriculum in order to allow students to develop multicultural competences at an initial maturity level.

Type 2 is the creation of a “technological multicultural art curriculum”: for instance, the teachers propose to students to create an app which through augmented reality shows, with the use of a camera, the different cultural influences in a monument.

These activities will correspond to EQF Level 2 of the Competence framework’s progression level.

Type 3 is the creation of a workflow web app guiding the process for creating a card game on multiculturalism: the teachers give students some cards as for the <https://www.tilestoolkit.io/> approach and based on the cards’ connection, students have to create digital solutions/resources/services for multicultural education at schools. In this case, the students apply the complexity learnt in class and make connection within this complexity and craft their own experience.

This activity will correspond to EQF Level 3 of the Competence framework’s progression level.



Activities

The App offers a number of activities. The activities are easily accessible from "Manage Projects"

Activity example

Projects by category:

Digital story board

- What if?
- Food, culture, and identity
- The World Map and Global Citizenship
- Embracing the new
- Test

AR game

- The World Map and Global Citizenship
- I and the other

Current phase

1. Overview 2. Discover 3. Understand 4. Design 5. Prototype 6. Test 7. Share

Name
Embracing the new

Description
Embracing the new is the name of a class of students learning to collaborate from a multicultural perspective. The students who worked on this project identified historical monuments, traditions, customs and food from their area and then presented them to their peers. They created short video presentations and explained why they chose those images and texts. The idea of the project was to highlight the specificity of each area so that the students in the class could discover and value cultural diversity.

The underlying aim of this project is to identify elements of multiculturalism, to open students perspective to the new, to acceptance, tolerance and collaboration in an ethnically diverse classroom. For teachers, the project aims is to provide effective tools for working in multicultural classroom, so as to enhance each student and teach them to collaborate in an atmosphere of mutual respect. The creation of the digital story is a challenge and at the same time a way to engage everyone in the design of a support material that is needed by all.



Create your own activity

Users have the capacity to create their own activities. These activities will be published in the CultApp platform and can be accessed by other users as well.

In order to create an activity, the user must click on "New Project" in the landing page. After clicking, the user will have the capacity to create his/her own activity. The user can add visual effects or other multimedia resources, quizzes and questionnaires etc.

