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SOUND IMPRESSIONS

PARTNER: CRHACK LAB FOLIGNO 4D



VIBORG
MUSEUM



OPW

Óifig na nOibreacha Poiblí
Office of Public Works



FONDAZIONE
PATRIZIO PAOLÈTTI
PER LO SVILUPPO E LA COMUNICAZIONE



Spominčica
ALZHEIMER SLOVENIA



Innovation Frontiers
Mind is the limit



CRHACK LAB F4D

Music produces very positive effects on people with Alzheimer's disease. This seems to be a privileged way of contacting the heart of the subjects; they preserve fundamental musical skills and competencies intact, despite the cognitive deterioration due to the disease. The activity proposed in this scenario involves using music to stimulate participants and support them in regaining their role in society. It is suggested to work using local events such as Foligno and the Giostra della Quintana. Using local events or manifestations is a great way to involve participants in a socially familiar context and stimulate them to feel included and part of the city where they live.



SUMMARY TABLE



Subject

List all the areas/fields of work involved in this learning scenario. If this is an interdisciplinary activity, list multiple subjects.

- Sociality
- Inclusion
- Citizenship
- Belonging
- Sharing
- Music

Suitable setting for implementation

Museum room



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Type of Activity

Museum activity

Activity time

2h 30 min

Digital material

Video of the manifestation

Physical material

Paper, cards, colours, cans, glue, pencils,
Chinese chopsticks, polystyrene.

Aim of the activity

- Feeling part of society and recognising its distinctive features.
- Doing practical activities that stimulate creativity and the use of materials.
- Create a product related to the event and use it to tell the story.
- Move from a state of closure and shyness to a state of openness and sharing.



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Outcome of the activity

The result is twofold, one tangible and one intangible. The tangible one is the creation of a product linked to the history and tradition that is the subject of the proposed video. The intangible one, on the other hand, is linked to the sense of belonging to society and the city. This is stimulated through the 'use' of the characteristics of the place such as a unique event or manifestation.



ACTIVITIES



1. Welcome

Participants are welcomed to the museum. The staff introduce themselves and welcome them. Everyone is given a card on which to write their name. They move to the room where the activity will take place.

2. Museum Tour

There is a short tour of the Museum, moving on to the works of significance for the activity that is to be done (in the case of the Diocesan Museum of Foligno, one goes to admire the wooden Statue of St. Feliciano and the back of the Duomo's Rosone, elements linked to the Giostra of the Quintana). From here we move to the museum hall where the activity will take place.

3. Presentation of the activity

Participants are seated in the room (chairs have previously been arranged in a semicircle) equipped with a TV or video projector. The activity they are going to do is presented:

- Tale of the local event (Giostra della Quintana, in the case of Foligno).
Participants are asked questions related to the event and are encouraged to give answers/make comments.
- Video projection of the event
- A tangible product linked to the video
- Presentation of the object



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ACTIVITIES



4.Video

A video about the event is shown (Video promo of the Quintana

<https://www.youtube.com/watch?v=J9oIhW0xqzA> /

Tamburini <https://youtu.be/LNsp2fMIH6M>) During

the projection, questions are asked and

suggestions shared in order to stimulate the

participants in conversation.

5.Video Discussion

The focus is on an important moment in the video

(in the case of the Giostra della Quintana, the

focus will be on the figure of the drummer) and a

story linked to the city is told (in the case of Foligno,

the focus will be on the importance of the role of

the drummers in the event and the sounds they

produce).

6.Workshop

Participants are invited to create their own objects related to the proposed video. In

the case of Foligno, the creation of a drum

is proposed, using materials such as a jar,

cardboard, glue, etc. Supported by their

caregivers, they will create the object,

customising it to express creativity and

feelings.



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ACTIVITIES



7. Presentation of workshop products

Each person presents his or her work of art and explains the details, telling why the 'stylistic' choices were made. In the case of the Foligno Diocesan Museum, participants will be invited to play the drum they have made, trying to express their emotions and feelings through music.

8. Conclusion and greetings

At the end of the meeting, each participant is given a small booklet, in which the story of the event/manifestation that was the protagonist of the meeting and the experience made are written down. Participants will be able to take home the object they have constructed so that they can reuse it in domestic activities with their loved ones.



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