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Choose, think, speak

Learning Scenario by
Alzheimer Bulgaria Association



VIBORG
MUSEUM



OPW

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FONDAZIONE
PATRIZIO PAOLÈTTI
PER LO SVILUPPO E LA COMUNICAZIONE



Spominčica
ALZHEIMER SLOVENIJA



Innovation Frontiers
Mind is the limit



CRHACKLAB F4D

Abstract

- Tour in a museum for people with dementia during which they have to choose an artwork
- People with dementia sit together and create a story using the chosen artwork for inspiration
- A facilitator leads the story and records it on a white board/digital screen/sheet of paper
- In the end, the facilitator reads the developed story to the participants



Main characteristics of the Learning Scenario and needed materials

- **On-site activity** – in a museum, but possible in a digital environment, too (AIDA Hubs or online conference room)
- **Duration:** 50 min – 1 hour
- **White board/ digital screen/ sheets of paper**
- **Artworks** (chosen according to the life and experiences of the people with dementia)
- **AIDA Hubs/ Online conference room** (if implemented online)



Aims of the Learning Scenario

- Improve people with dementia's emotional state by helping them spend meaningful time together
- Stimulate their communicative and cognitive skills through talking to each other and developing and sharing their thoughts
- Improve their creativity
- Stimulate their brain (which has a positive effect on slowing down the pace of the disease)



Pre-activities

- Comfortable transport
- Provided facilities for people with dementia – easily accessible toilets, room for rest, chairs for rest, dementia-friendly environment
- Appropriate exhibition in the museum
- Needed materials prepared beforehand



Activities

1. Welcoming - 10 min.

- *Providing information about the activity and the environment*
- *Introducing questions (about the preferences of people with dementia)*

2. Walking around – 15 - 20 min.

- *The tour starts and people with dementia and their caregivers/facilitators discuss the artworks around.*
- *People with dementia choose the exhibit they like the most*
- * *The chosen objects can be turned into a 3D picture or just taken a photo of so that they can be uploaded on Mozilla hubs*



Activities

3. Creating a story – 20 min.

- *People with dementia develop a story inspired by the chosen artwork with the help of a facilitator*
- *The facilitator asks questions, propose different ways of developing the story, helps people with dementia develop their thoughts.*
- *The facilitator writes everything on a white board/sheet of paper/digital screen*

4. Conclusions – 5 – 10 min.

- *In the end, the facilitator can read the full story and congratulate everybody for taking part in its creation.*

5. Follow – up – Private gallery - 20-30 min.

Pictures of the objects can be uploaded on AIDA Hubs for further storytelling sessions.

**The developed story can be saved on AIDA Hubs and digitalized.*



Additional information

- Learning scenario in accordance with the **AIDA Methodology** combining **Digital, Art and Care**
- **Resources used:** *“The use of theatre and storytelling in the care of people with dementia” – Erasmus+ project materials*
- **Handling critical situations -no pressure on the person with dementia** – *implementing only activities he wants to do; taking part only as much as they want*
- **Tool used for evaluation and feedback by participants and caregivers :** VAS, semi-structured interviews





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Thank you!

More information about the project on AIDA website:
<https://artzheimer.eu/>



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