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Learning Scenarios Template

Developed by: Viborg Kommune, TUCV og Viborg Museum

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AIDA Learning Scenario Template

Title **MOVING THROUGH TIME AND SPACE**

Partner VIBORG - TUCV, VIBORG KOMMUNE, VIBORG MUSEUM

Abstract

We do a historical city walks for the participants and their relatives. The topic and period is World War II and Viborg in the 1940s, Viborg in the 60ties, Viborg in the 80ties. On the tours we will take large prints of photos, digital videos or audio clip illustrating the city at that time. Perhaps we will show them on a large Ipad or screen. We will also bring a basket with original artifacts that belong to the time and the events. They will be displayed along the way. In case the things cannot be brought to the city, we will make 3d prints of the things and bring them. We involve the participant with several small questions along the way and hand out sweets as prizes. The alst visit to the museum is not at walk, but a talk at the local archive where the participants look at the pictures again, supplied with pictures they took during the walks. With this they make their on personal gallery.

Summary table

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Subject	This is a physical activity where participants get out to walk together. It is also an activity that gives participants a cultural input, inviting cognitive training and a tactile encounter with the past. On our Mozilla Hub, others will be able to find inspiration for the route and the materials around which the city walk is built.
Type of Activity	The activity takes place in the historical urban space that Viborg Museum usually presents, but the city walks is organised according to the special needs of the group of citizens with Alzheimer's. And it invites to a dialogue that requires a common reflection in the group.

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Suitable setting for implementation	The activity takes place in the historic urban space and is complemented by original artefacts, digital photos and 3D prints.
Activity time	3 x 60 min walk + 1 x 2 hours of talk.
Digital material	3d prints, Ipad or projector/large screen, mobile speaker.
Physical material	Ipad, photos of the historic city, original and 3D printed artefacts
Resources used	https://www.tucv.dk/ https://viborgmuseum.dk/ https://demensenhedenviborg.viborg.dk/

Integration into the methodology

The activity draws on the part of the AIDA method that is about creating quality of life through an experience that strengthens the citizen's self-esteem. It draws on elements from the health, technological and cultural worlds. It is an activity that the person with Alzheimer's can share with other people with the same diagnosis, with family members and with caretakers.

Aim of the activity

The aim is to create a community around cultural activities. The experience may eventually strengthen the relationship and communication between the resident and the carer. The experience also strengthens the sensory-motor centre. In the long term, the experience can help to improve the quality of life of the citizens.

Outcome of the activity

Wellbeing, calmeness, welness, selfconcifidence

Activities

Name of activity	Procedure	Time
Meeting	We meet in the oldest square of the city, where we talk about how the next hour will go.	5 min.

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Walk	We walk about 2 km in an area with a diameter of 500 meters. Along the way we stop, sit down on city benches, to focus on the photos, videos or audio of the historic city and at objects that put the story into perspective and make it personal. The participants take pictures themselfes. We pass several public toilets along the way, which we can use if needed. You will have time for quizzes and prizes along the way.	45 min.
Joint reflection	We round off the trip by talking together about which of the stories told along the way made the most impression on the participants and why.	10 min.
Personal gallery	The last visit is at the local archive. Here the aprticipants make their on personal gallery of the historical town of Viborg.	2 hours

Participants' feedback

Add here the method with which participants will be able to give you feedback and discuss the activity, if any is foreseen.

Experts' remarks

*Add here your comments and evaluation **AFTER** the implementation of this activity.*

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