



Deliverable D8.12

Kit and UJA

WP8



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Abstract

UJA - UNITA Junior Academy promotes different activities (conferences, experiences, visits) to allow students from primary to high schools to have an experience in an academic environment.

The UJA aims to be a space for discussion, reflection, experimentation, questioning and learning of science and its applications. It works annually at each UNITA university, with the participation of teachers from all UNITA universities and partners.

The UJA started its activities on the 30th of September at the EU Researcher nights. Since then activities has been developed with schools and high schools. The aim being that these activities bring pre-university students to the University.

This academy also mains to create materials that will allow other Universities to replicate our activities the “KIT”. This deliverable shows the advances in this regard.

1. KIT and UJA

1.1 Intercomprehension clothing set

1.2 Escape Room for intercomprehension purposes

1.3 CATPAT: Cataloging heritage

1.4 Unita Junior Academy Quiz on Europe

1. The KIT and UJA

In coordination with the U*Night project, the six universities launched UJA on 30 September 2022. In order to celebrate the creation of UJA, joint activities were carried out. They provided an opportunity to spread the word about UNITA, its values and its opportunities, among our future students.

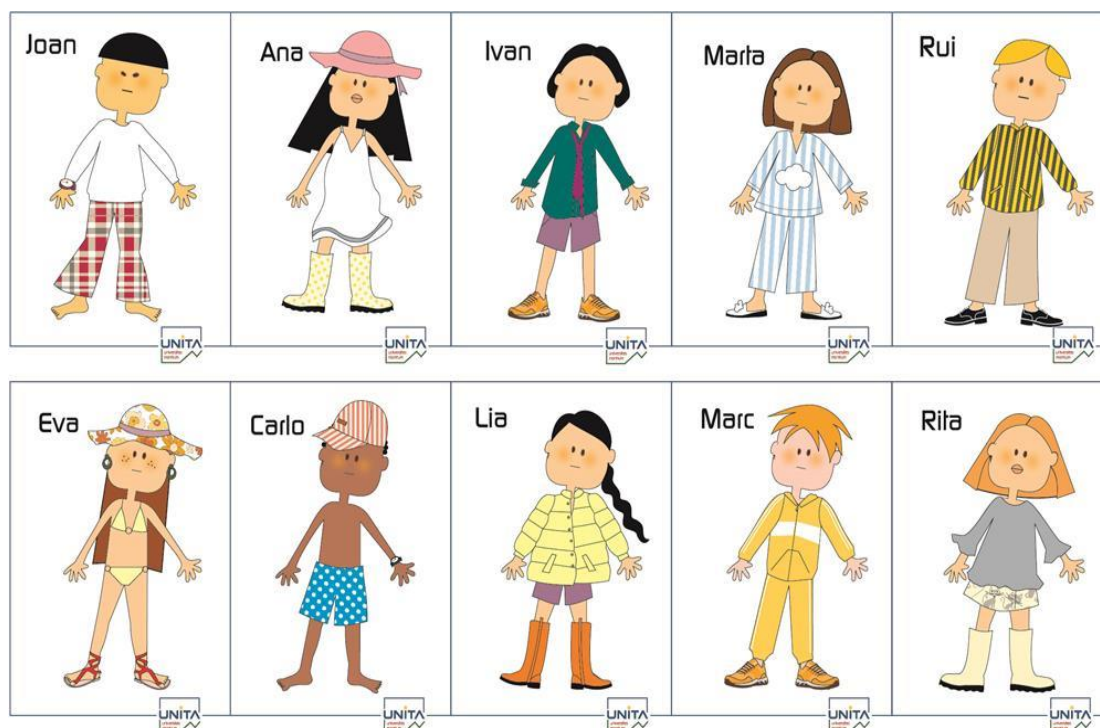
- Intercomprehension Escape Room
- Experiments of Renewable Energies and Cultural Heritage
- International games with primary school students on Intercomprehension.

The UNITA website has been considered the vehicle to report those initiatives that could be replicated. So, that any HEI, School or High school wanting to participate can find there the materials at UNITA web page <https://univ-unita.eu/Sites/unita/en/Pagina/unita#uja>

1.1. Intercomprehension clothing set

This activity developed by UBI is aimed at young people from six to 10 years old. The escape room helps students to play with the Romance languages while learning the possibilities of intercomprehension.

It was presented and carried out in the European Researcher's Night making an online game between students from the different regions of UNITA.



Picture 1 - Who is wearing....?

1.2. Escape Room for intercomprehension purposes

An escape room is a live-action, puzzle-solving experience where participants of all ages must work together to solve a series of challenges and puzzles. An escape room is often based on a story to engage participants more emotionally. In the case of the escape room held during the Researchers' Night at the University of Turin, the story is about the disappearance of a student called Mihaela. Participants are told in advance that the student was translating a document when she suddenly disappeared. The escape game is considered successful when the participants have understood where Mihaela has gone.

By incorporating language-based puzzles and exercises, escape rooms can be used to improve intercomprehension skills, as participants have to communicate and work together to understand the clues and solve the puzzle to move on to the next exercise. This challenge can help break down language barriers, improve cross-cultural communication and increase language fluency, as was successfully demonstrated during the event.

Access and downloads can be done from the UNITA website at this link <https://univ-unita.eu/Sites/unita/en/Pagina/unita#uja>



Picture 1 - Where is Michaela....?



Picture 2 - We found Mihaela

1.3. CATPAT: Cataloging heritage

The objective of this activity is to promote the valuation and understanding of cultural heritage. For this, the students actively participate in its cataloging and its dissemination through an APP. This APP has been designed within the framework of a citizen science project and allows users to create files on heritage assets, automatically locating them on the map.

You can work from mobile devices exploring the territory or from the computer if the images and voiceovers have been previously prepared. The sheets can be shared on social networks and comments can be added to sheets made by other users. The first experience has been carried out on the occasion of World Heritage Day in April 2022 in Zaragoza. It is recommended to work on it from secondary school, but the use of the application is open to all types of public. In the school context, the activity is carried out in three sessions: the first for reflection on the concept of heritage and explanation of the APP, the second for exploration of the environment or data collection and the third for documentation work, preparation of the sheets and climb on the platform.

Access and downloads can be done from <https://civitas.unizar.es/catpat>

To replicate the activity, contact Pilar Rivero (privero@unizar.es).

1.4. Unita Junior Academy Quiz on Europe

The aim of this game is to pass on information and knowledge about Europe in a fun way, by answering questions in teams or individually.

The game consists of 36 cards divided into 6 categories: economy, communication, European values, history/heritage, mobility and ecology. The questions are of two types: either MCQs or True/False. No open-ended questions are asked, so as not to challenge participants knowledge. Each card contains the question, the answer and an explanation that provides additional information on one aspect of Europe.

The game can be played individually to test one's knowledge or in teams: a 6-coloured die (to be printed), a bingo or a wheel of fortune (to be designed) determine the category of the question.

When the question is asked, the members of each team work together to give a single answer. To do this, they have to discuss and negotiate. A point is scored when the answer is correct.

This game has been used with primary school pupils (11 years old) and within the framework of the Cordées de la Réussite at UPPA with secondary school pupils aged 12 to 15.

There is also a slightly more difficult version for high school students and adults.

For more information, contact Géraldine Larguier (Université de Pau et des Pays de l'Adour),: geraldine.larguier@univ-pau.fr

Designed in collaboration with the SAPS department of UPPA.

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Picture 3: Game at UPPA related school