



Unit	
Sub-unit	Media History
Title	Find where you belong!
Short summary <i>(max. 700 Characters including spaces)</i>	This is an ice-breaker exercise that encourages students to move around in the classroom. The aim of this activity is to refresh the knowledge of what students have gained during previous lessons in this course and from their history studies.
Learning Objectives	At the end of the exercise the students: <ul style="list-style-type: none">- know what tools and methods people have used during different historical periods when informing each other.- know the basic information flows and elements of communication in different historical eras.
Method	Game and discussion
Material	game cards

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Target group	14-16
Duration	15 minutes
Introduction	<p>Teacher prepares the cards of the game by adding simple illustrations or images of different communication channels and tools: <i>a messenger on a horse, a telegraph, a codex, a main square/forum, a lyra, a wandering scholar, a post office, a church, a television, a radio, a carved stone board, a computer, etc.</i></p> <p>Teacher shares the cards among the students and asks them to move, check each others' cards and try to form groups according to the historical periods where they belong.</p>
Development	<p>After about 5-6 minutes the teacher asks each group to tell the others what card they have and why they decided they belong together as a group. (e.g.: students with cards of "church", "codex", "messenger", "traveling scholar" belong together because these were the medieval era's basic information channels and tools.)</p>

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**Assessment
of learning
outcomes**

The group discusses and summarises the results of the activity together.

MEWB_IO2

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