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INCLU.MA.P.

"Inclusion Through Material Culture and Holographic Projections"

NEWSLETTER N.2

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Covid is not stopping us!

Inclu.ma.p. Project has not stopped working! The pandemic put a strain on the world of culture and school. In Italy, Spain and Portugal, onsite classes were stopped and distance learning started anywhere, while museums were forced to close to the public. In this critical scenario, the Erasmus+ programme offered the opportunity to design and deliver a collaborative distance learning programme between students, teachers and museum operators. What better opportunity to compare cultures and traditions than through food?



Food & Nutrition as cultural identity

According to widely accepted historiographical and anthropological approaches, there are

some key elements of the material culture of populations, which contribute to creating and reinforcing a sense of belonging & cultural identity, and among these, food, as a carrier of history, values and tradition, is of fundamental importance. Are young people today aware of their roots?



Phases of the Didactic Program

- Peer2peer interviews among local & first/ second generation migrant students and their families
- Research on food traditions of the different civilizations of all the students
- 3D Design & Modeling of food & dishes



Students & different cultures

To reconstruct & promote the material culture of all the students, both native and migrant, making up the multicultural learning communities, each school involved 1 group of local pupils and at least 2 groups belonging to ethnic minorities. The following food & culinary traditions were involved:

- For Spain, the Valencian & Catalan regions.
- For Portugal, the northern & insular area
- Central Africa (Sao Tomé e Principe, Angola)
- North Africa & the Maghreb area
- For Asia, India, Pakistan and Sri Lanka
- Eastern Europe (Albania, Moldova, Ukraine)
- -Latin and South America

-For Italy, Emilia & Lombardy areas, Sardinia & southern regions



Two girls from EPAQL school in Covihã, Portugal, working on interviews on food and eating ttaditions

students to represent each e- togrammetry softwares for 3D

3D Modeling & Holograms

To integrate cultural research, typical of the humanities, with STEM teaching, INCLU.MA.P. project includes technical and ICT lab activities for the design, modeling & 3D reconstruction of food & culinary items chosen by



Transnational Project Meetings:



thnic group.

Onsite & distance training sessions were carried out to train teachers & museum operators in the use of opensource platforms such as Tynkercad & Sketchfab, free 3D sculpting tools and pho-



reconstruction of images & pics.

Holographic Seafodd Spaghetti reconstructed through 3D modeling

Thanks to the Hologram Training held in Parma @ Gruppo Scuola from 19 to 21 February 2020, Partners learned 3D modeling and holographic projection techniques. In November 2020 the 2TPM, focused on the outcomes of the blended experimentations on Food (IO1) & Fashion (IO2), was held online.



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