CultApp User Manual

DIVERSCULT

“Promoting Cultural diversity
in primary and lower-secondary schools”
Project ID: 2020-1-IS01-KA227-SCH-082782

DIVERS CULT

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About CultApp

CultApp is a Multicultural Educational Toolkit, that was developed in the framework of the EU funded project "Divers Cult".

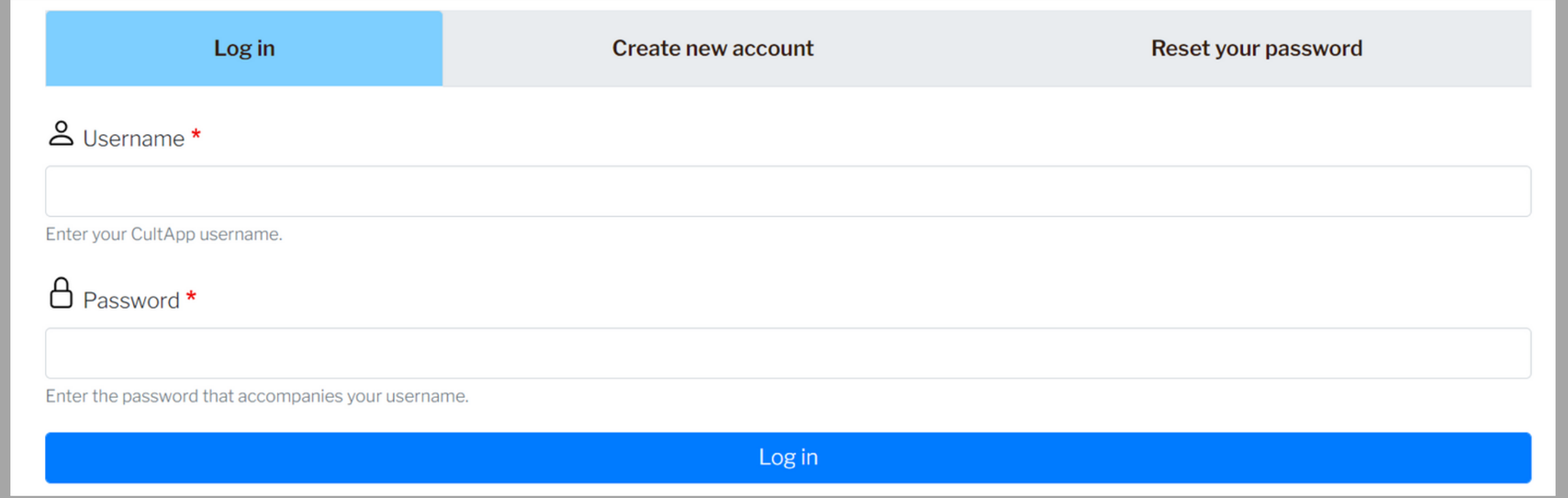
CultApp is aimed at preparing relevant materials and instruments to be used by teachers for improving students' Multiculturalism and Intercultural Competences.

CultApp's innovative elements stand in two aspects. Firstly on the digital integration and the collaborative approach applied for the development of some materials.

Finally on the virtual cooperation experience, which allows students to develop and apply the Intercultural Competences.

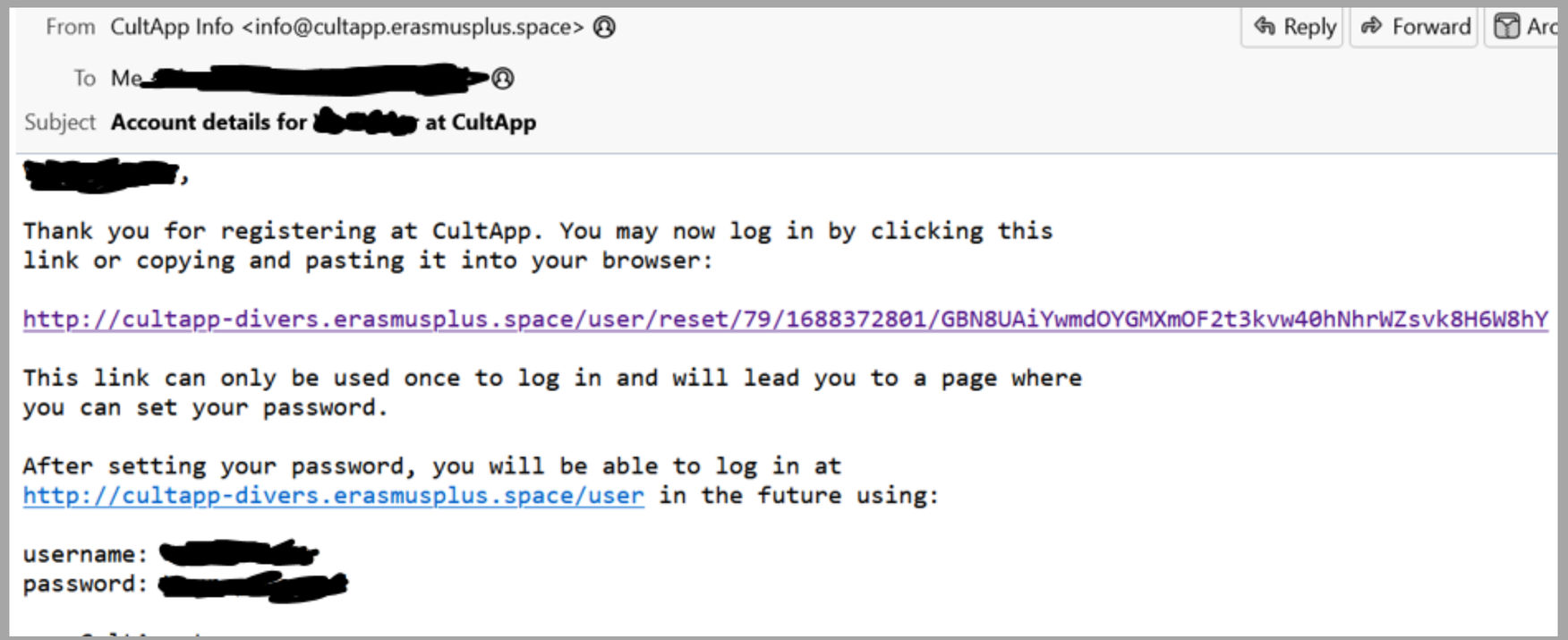
Registration process

CultApp can be easily accessed from the Divers-Cult website (https://divers-cult.eu/). The registration process is extremely simple. After reaching the landing page, the user will scroll down and select the second tab "Create new account". The user will register in the platform, using his/her email address.



Registration process

- With the completion of this procedure, the user will receive the following email.
- By clicking in the provided link, the user will have finalized the registration process.



From CultApp Info <info@cultapp.erasmusplus.space>

Reply Forward Arc

To Me [redacted]

Subject **Account details for [redacted] at CultApp**

[redacted],

Thank you for registering at CultApp. You may now log in by clicking this
link or copying and pasting it into your browser:

http://cultapp-divers.erasmusplus.space/user/reset/79/1688372801/GBN8UAiYwmdOYGMXmOF2t3kvw40hNhrWZsvk8H6W8hY

This link can only be used once to log in and will lead you to a page where
you can set your password.

After setting your password, you will be able to log in at
http://cultapp-divers.erasmusplus.space/user in the future using:

username: [redacted]
password: [redacted]

Activities

The platform offers **3 main types of activities** included in the Toolkit:
Type 1 are technological experiences such as digital stories about multiculturalism: the teachers add a technological component (e.g. Scratch programme) to the original curriculum in
order to allow students to develop multicultural competences at an initial maturity level.

Type 2 is the creation of a "technological multicultural art curriculum": for instance, the teachers propose to students to create an app which through augmented reality shows, with the
use of a camera, the different cultural influences in a monument.
These activities will correspond to EQF Level 2 of the Competence framework's progression level.

Type 3 is the creation of a workflow web app guiding the process for creating a card game on multiculturalism: the teachers give students some cards as for the https://www.tilestoolkit.io/ approach and based on the cards' connection, students have to create digital solutions/resources/services for multicultural education at schools. In this case,
the students apply the complexity learnt in class and make connection within this complexity and craft their own experience.
This activity will correspond to EQF Level 3 of the Competence framework's progression level.

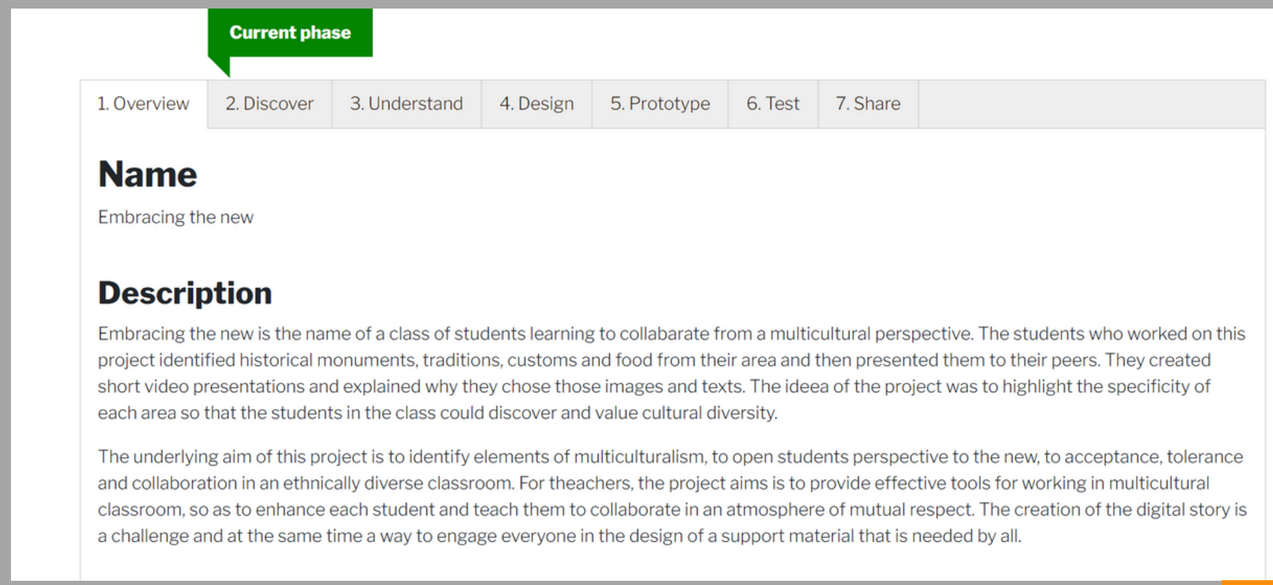
Activities

CultApp offers a number of activities. The activities are easily accessible from "Manage Projects"

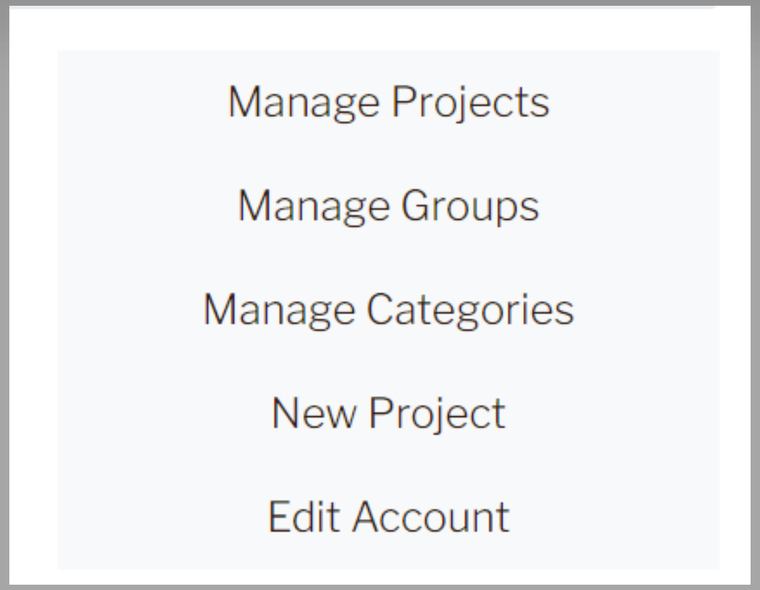
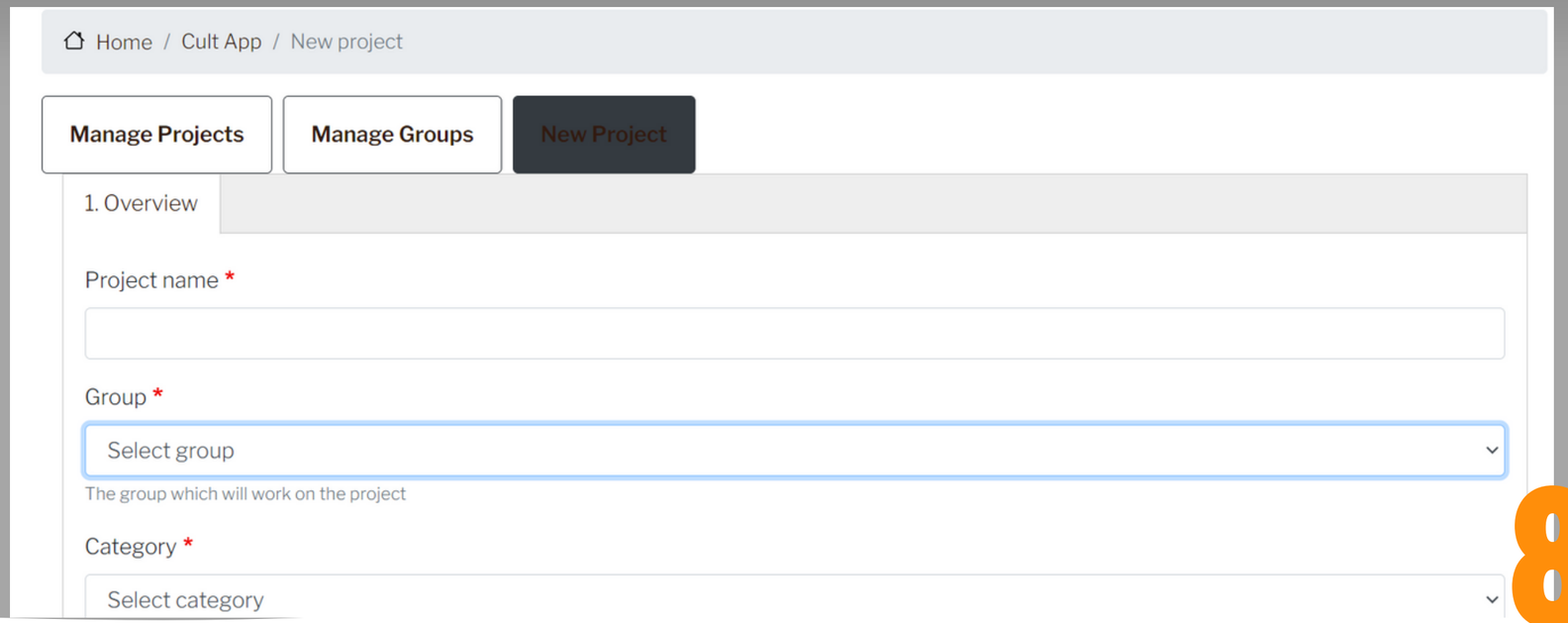
Activity example

Projects by category:

- **Digital story board**
  - What if?
  - Food, culture, and identity
  - The World Map and Global Citizenship
  - Embracing the new
  - Test
- **AR game**
  - The World Map and Global Citizenship
  - I and the other



Create your own activity

Users have the capacity to create their own activities. These activities will be published in the CultApp platform and can be accessed by other users as well.

In order to create an activity, the user must click on "New Project" in the landing page. After clicking, the user will have the capacity to create his/her own activity. The user can add visual effects or other multimedia resources, quizzes and questionnaries etc.