



# **Historic Environment Education Time Travels**



- **Focus on local history and the local environment**



**It's about people**



# Close connection museum-schools

- Museum research

In-service days



- Teaching in school, thematic, many subjects



- **The students own questions and the students research**

**Source-material, archives**

**Local, regional, national, international history**

**Now and then**



**“Freeze” history, a specific site, a certain year**  
**Time travels, role-play. Using all senses**





# Ceremonies





## Scenario built on historical knowledge





# The day before opening of a pass in 1853





# History from below





# Key questions, about the past and the present











• All ages





## Historical events



# Tourist attractions



**Eketorp, iron-age fort**





# Time travels 1986 - 2006





# Bridging Ages

## International Network in Historic Environment Education and Time Travels

[www.bridgingages.com](http://www.bridgingages.com)





**Finland**



**Estonia**



# Rome

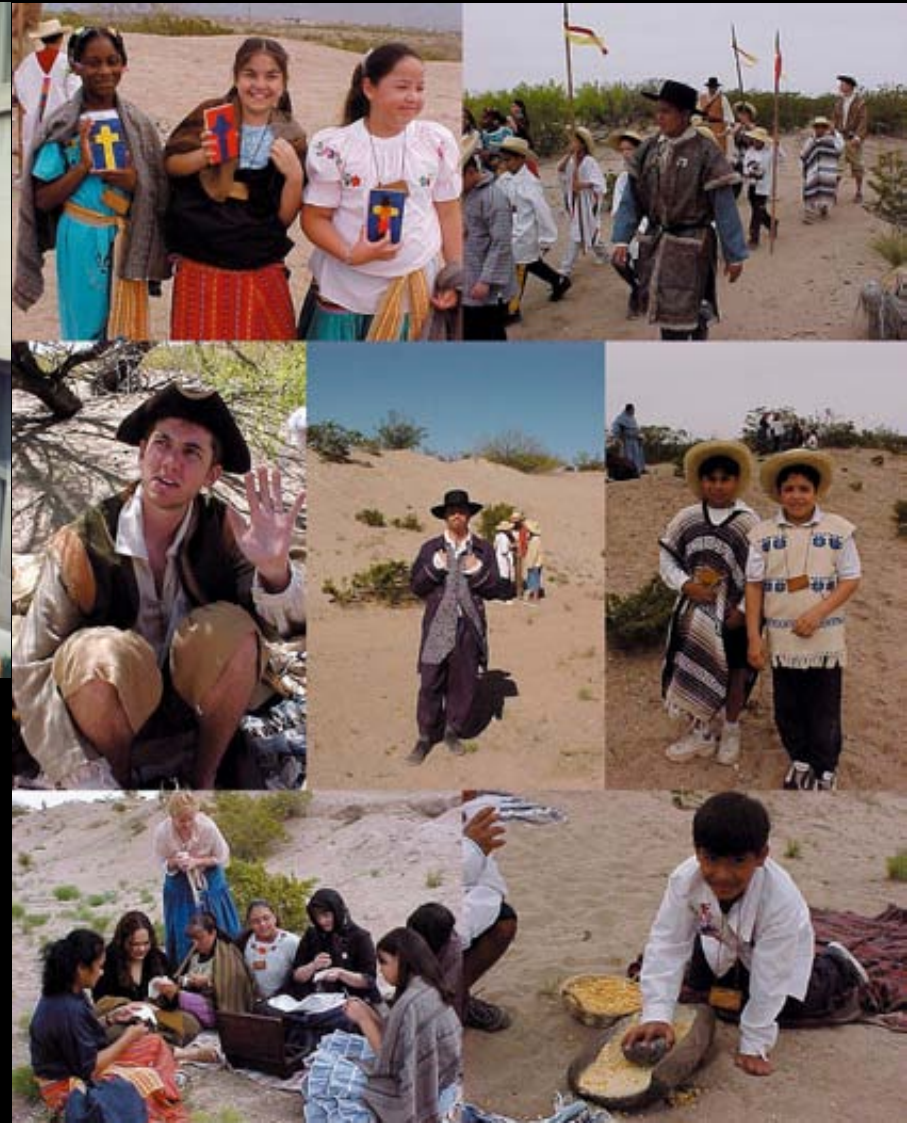




## Minnesota



## New Mexico





# South Africa





# Tukums, Latvia. Songfestival 1928





# Results

Historical perspective

Knowledge and understanding

Local identity, roots

Fun





# Historic Environment Education

uses local historic sites and  
nearby history

as an active way of learning and  
inspiring today's people and  
communities about the past.



**Time Travels is  
an educational method  
where the participants research and**

**take part in the life of  
another historical time  
period**

**in order to learn about  
themselves and their  
society.**







”When the time-travel was about to end, I didn’t want to leave my alter ego (Anni Blom) behind, so I took a part of her and kept her in me. A Little bit of Anni will always live inside me and I hope that I will keep on living inside someone else in the future.”

Ebbe Westergren, Kalmar Läns Museum  
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# The seven steps in Historic Environment Education and Time Traveling

1. Choose a historical site
2. Research of the site
3. "Read the landscape"





## 4. Training days



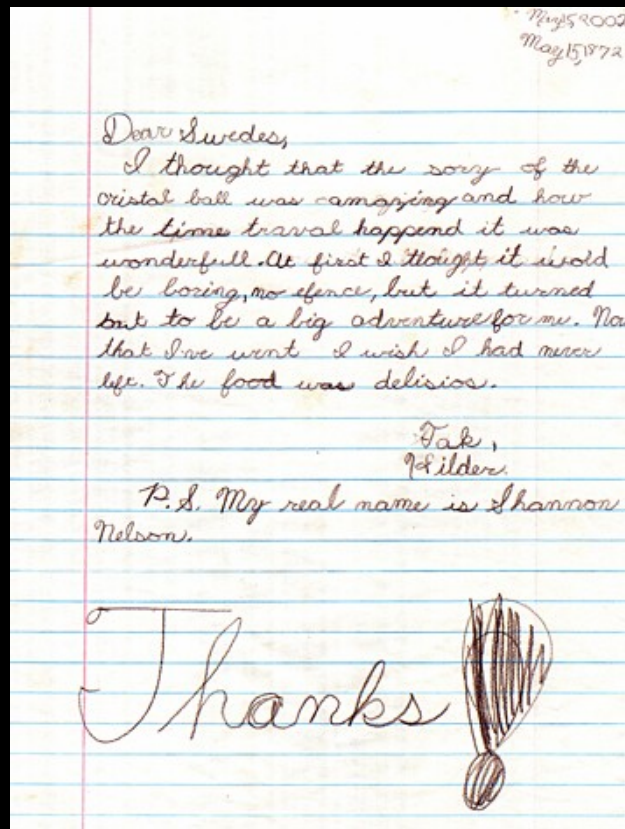
## 5. Education in school





## 6. Time Travels

## 7. Evaluation



# **Bridging Ages**

## **International Association of Historic Environment Education and Time Travels**



### **Vision**

**Bridging Ages is an international organisation utilizing nearby history to understand life and society of today by bridging the past with the present.**



















# Results

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**”The time travel education was a great experience for me and for my mates.“**

**“I’m a different person after the time travel/ roleplay.”**

**“I have a lot more self-confidence after the Time Travel.”**

**“The best of all is that I now communicate better with others than before”**

**“The Time Travel has taught me to appreciate this historical area because there is a long story in the place.”**

**“It learnt me respect myself and the other around me, it gave me courage to live in 1853 and in 2006.”**





# Kulturmiljöpedagogik och historiska tidsresor

# Manual



## Manual

### Exempel Medeltiden

Årskurs 1-6, Gymnasiet  
Kronobäckens kloster 1480  
Mönsterås kommun



Text: Ebbe Westergren, Kalmar läns museum



Text: Ebbe Westergren, Kalmar läns museum



## Manual

### Exempel Sekelskiftet 1900

Historiska rollspel med årskurs åtta,  
Skansens skolan  
Södra Bruket, Mörbylånga kommun



Text: Ebbe Westergren, Kalmar läns museum















*"This was probably the best and most knowledgeable way of teaching I've ever had at school. And I've never had so much fun working before. That's probably why I remember so much".*

(Student 15 years old in Mariehamn, Åland, at a Time Travel to 1905.)

# **Framework of a Time Travel**

- **Historical site**
- **Facts, source criticism**
- **Scenario, the story, a certain year**
- **Society, from the bottom to the top**
- **Roles (all day or parts of the day)**
- **Important issues to discuss, key questions**
- **Activities**
- **Time plan**
- **Costumes and properties**















## 6. Time-travels, role-play

