

# THE PILGRIMAGE STORY OF ST. JAMES



Group:



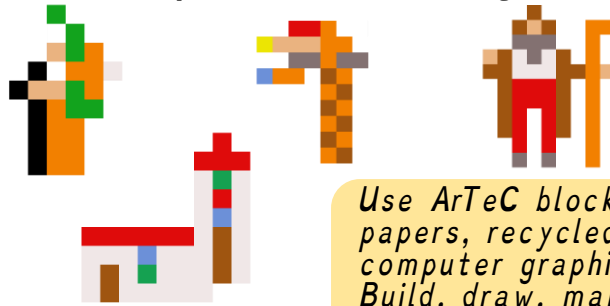
The story of St. James preaching in Iberian Peninsula, followed by his disciples, going back to Jerusalem and being condemned to death, which led to the building of the Cathedral of Santiago and pilgrimage roads nowadays.



## I work on:

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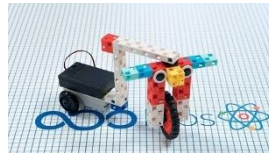
What does the landscape look like? Plan and create hills, plains and oceans, plants, animals, figures, buildings!



Use ArTeC blocks, coloured papers, recycled materials, computer graphics. Build, draw, make origami, etc.  
[Ideas page link](#)

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How do animals and humans move? How do vehicles with zero, two and four wheels move?



Use ArTeC blocks, create an animation...  
[Ideas page link](#)  
[Robots ideas \(movement structures\)](#)

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How to use arguments in a trial? How to convince people to your ideas?



You can dramatize the situation,  
[Ideas page link](#)

# THE PILGRIMAGE STORY OF ST. JAMES

## Group:



S2  
L1  
P2



The story of St. James preaching in Iberian Peninsula, followed by his disciples, going back to Jerusalem and being condemned to death, which led to the building of the Cathedral of Santiago and pilgrimage roads nowadays.



### I work on:

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Learn about the nature and the sites of the Iberian Peninsula! Search and calculate the routes of the Camino de Santiago!



Use maps, search the internet, create a presentation, calculate distances, speed and time of the pilgrimage...  
[Ideas page link](#)

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Design the symbols and the passport of the pilgrimage!



Use ArTeC blocks, schemes like this, create an animation...  
[Ideas page link](#)  
[Robots ideas \(movement structures\)](#)

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How would you communicate in a country where you don't know the language?



Create your own sign language...  
[Ideas page link](#)