















- To become more familiar with what constitutes a Cultural Heritage and an Anthropological Archive.
- To generate reflection and knowledge about indigenous cultures and their relationship with the natural environment, and our relationship with them.



Colored pens and pencils

Glue, scissors, collage materials

Blank cards for writing

Concept cards

Blue tack

Long board/paper

Space to move around



Option 1: Walking around our space

Fix your gaze on a point and walk towards it. When you get there, repeat the operation. You can't look or think about anything else, but you must remain aware of your surroundings and make sure you don't bump into anyone... When you hear STOP: you stand still. The facilitator can add as many of these instructions as she wants. The idea is that the participants think more with their bodies and less with their minds, become aware of space and movement, and the relationship with the environment takes on a leading role.

More examples could be: "two" means normal walking, "one" slow, "three" fast, etc.

At some point we will also explore group thinking. We tell the group as they walk that without any prompting, just paying attention to each other, they should all stop at the same time and resume walking all together. We will explore this repeatedly for a few minutes.

Option 2: Blank

For this game, the facilitator will secretly give everyone a word, the same one (for example: *Moon*) except for one or two people (depending on the size of the group) who will only receive the word: *Blank*. Now they have to take turns saying out loud random words related to *Moon* - for example: *night*, *dark*, *satellite*, *brightness*, ... - to find out who in the group is blank. Those who are blank have to pretend they are not, saying words related to the ones they hear but not knowing what the source word is.

Whoever is accused of being blank but is not, is out, but if the blanks are caught, the game is over.





We will explore the concept of *Cosmovision* through a collective mural.

We will find a long sheet of paper with the word *Cosmovision* in the center, and the words from the cards from the previous session will be pasted with blue stickers (so that they can be moved).

We will have ready images and clippings from magazines, newspapers, brochures and flyers (random everyday graphic expressions of our shared culture). Without further explanation, participants will be asked to explore and express on the large sheet of paper the concept, and what it represents for them, collectively. That is, their collective vision of the world.

This will be followed by a brief discussion on what has emerged and how we have understood this concept. We will also pose the following question

"IS OUR WAY OF SEEING THE WORLD THANSLATABLE?"



For the next part we will first divide the group into 2 small groups. The groups will explore cultural concepts and translate them to their own life and context. They will do this keeping in mind that we are going to continue talking and building on our own worldview.

A. MYTH-RITUAL

ROUND 1:

Each group will be given a card with one of the following words and its definition: MYTH. RITUAL.

The group will jointly discuss the following questions

- 1. What is the first thing that comes to your mind, and why?
- 2. Can you think of any, from your own culture or from others?
- 3. Why did you make this association?

They will then quickly think of a myth or ritual, and will have to represent it through mime to the other group. The other group, in addition to interpreting and identifying the myth/ritual they are doing, will have to figure out the other group's concept.

*This can be done with a timer to give it the fun of a competitive game (Time's Up!).



Before continuing, we can introduce the group to the notion of **ANTHROPOLOGICAL ARCHIVE**. These are the words and concepts behind an exhibition like as "*Amazonia*" that help us to understand and organize the cultural meanings behind it.

B. DEFINITION

ROUND 2:

Se Each group will be given a card with one of the following words and its definition:

ANIMISM. CHAMANISM. PERSPECTIVISM.

The group will discuss the following questions together:

- 1. What is the first thing that comes to your mind? Why?
- 2. Do you agree with this doctrine? What do you think is positive/negative about it?
- 3. Can you think of something equivalent in your own life and/or culture?

In this case the groups will prepare again some proposal of silent corporal representation (mime) of the concept they have worked on. This time the aim will not be so much that the rest of the groups guess what it is about, since they are very difficult concepts to identify, and that the other groups do not have to know, but, in this case, the aim will be to work on the possibilities of representation and translation.

Before continuing, each group will choose a spokesperson to briefly share their ideas with the rest of the group. All together we will have a brief discussion about what has come out of this: How and where do environment and nature fit in?



For this part we will ground all the concepts previously explained in the anthropological part of the exhibition.

We will briefly explain the role of the anthropological archive as a tool to understand other cultures, quickly reviewing the concepts that make up the archive that underlies the original exhibition "Amazonia: Narratives from the territories", and then we will proceed with a dynamic similar to the previous step.

We will make groups of two or three people, and each will receive a card with a concept.





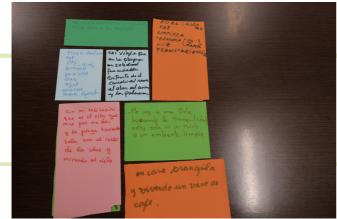
They will be asked to discuss this briefly with their partner(s), and to find an analogous concept in their own culture. However, they will only be able to select practices on the premise that they are sustainable.

They will then share their thought process with the group as a whole, and be open to hearing and returning comments.

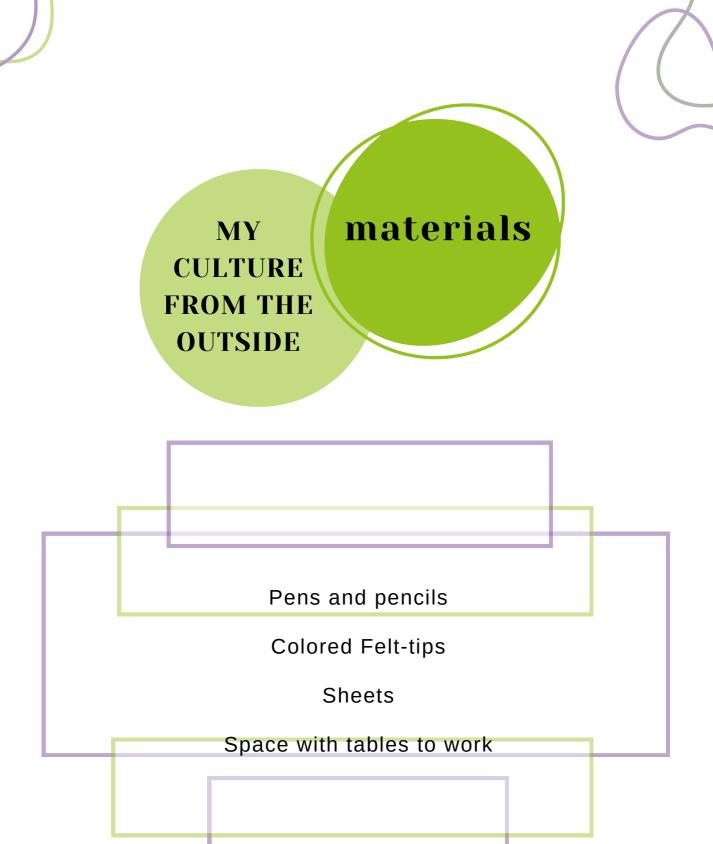
In this way we will all build together our:

'Sustainable Anthropological Archive'.











Follow the rythm

We introduce ourselves by saying our name following the rhythm in a clapping pattern. It is important that, when saying it, the length of our name coincides with the rhythm followed by clapping our hands and bumping our hands against our knees.

To encourage the presentation of the rest, the name of another person will be thrown, whose turn it will be to continue and continue passing the turn. There will be several rounds.



Body telephone game

We will divide into two groups using the "rock paper scissors" game. We will compete two by two and the person who loses will have to place themselves behind the winner, becoming part of their group. This will be done until 2 groups are formed, with half of the total number of participants in each group.

Afterwards, each group will stand in a line looking at the back of the person in front of them. The last member of the line will be told a word that they will have to interpret by miming, without speaking, to the person right in front of them. The message will be passed on like this to each of the components, reinterpreting and reproducing what has been understood each turn in the line until reaching the first person, who must say what has reached them. The team that has the closest answer, wins.





For this step it is important that each person brings something important to them. They will work with an object that represents them personally or that is linked to their culture.

They will be placed on a table for everyone to see. Each object, instead of being explained by the person who brought it, will be explained by the rest.

We will create an Anthropological Exhibition with the objects brought. The "Aliens" will visit our culture through them.

Afterwards, each person will have to explain the choice made.

THE PREMISE IS: when we have to invent the explanation about the motives and meanings that the objects have for the people who have chosen them....

...We will do it in the most absurd and incorrect way possible!

We want to misinterpret our culture to identify what is of value to us.



