

What is heritage?

Educational project about the history of the Old Town in Warsaw.

The urban game „What is heritage?” was created to invite residents and most importantly visitors to look closer at the historical center of the capital of Poland and to disseminate knowledge about the Old Town in Warsaw and support conscious tourism.



We provided 60 backpacks free of charge with two thematic routes. Backpacks were equipped with necessary aids: notebooks with tasks, map of the Old Town and educational materials – compass, puzzles, measuring tape and many more!

The routes were **available in two languages** – Polish and English.

The route “Reconstruction of the Old Town” explains the process of post-war reconstruction of the Old Town, which in 1980 was inscribed on the UNESCO World Heritage List.

On the route “Adventure in the Old Town” we play the role of seventeenth-century merchants coming to the city. Wanting to find a customer for our goods, we learn how the capital looked like, who lived in it and what the inhabitants were doing.

We developed our original concept based on Freeman Tilden’s theory of heritage interpretation. It assumes that the fullest understanding of the heritage value can be

achieved by direct contact with objects or places.

Through the project, we wanted to encourage our guests to acquire knowledge by themselves.

Remembering about families with children, Maria Montessori’s pedagogy, based on independent observation and learning through practice, became a complement to our methodology.

We invited users to participate in the project development process - youth, adults and seniors who tested prototypes of materials. Needs of visitors with disabilities were also taken into the consideration.

The results of the evaluation confirmed that the participants discovered the city anew and extended their knowledge. They also increased their awareness of heritage and acquired the ability to interpret it in accordance with the principle of lifelong learning.

