

EDUCATIONAL PATH_INTRO_GOALS_PROGRAM.

Agòn is a multidisciplinary path dedicated to secondary school students with a linguistic, classical, humanistic, artistic, scientific, musical, dance, sports and touristic orientation.

Illuminated by the works of our predecessors, the humanities and the art of ancient Greek culture, through the story (λόγος), we will take the opportunity to explore new horizons and immerse ourselves mind and body in an innovative training path.

The educational entertainment program, lasting 5/6 days, is a historical-artistic path closely linked to literature, poetry, philosophy, theater, music, sculpture, art in all its forms and sport of ancient Greece.

During the tour you will be guided in the most evocative archaeological sites of Ancient Greece. Here, you will breathe the beginning of our story. The energy of those places tells the events of the past and the beauty of our origins.

The "Relationship" is the guiding thread of this path.

It guides us to develop different ways of thinking, related to emotional understanding, to the way in which the human being identifies, foresees and explains the emotion in himself and in others.

The relationship becomes a process of well-being with oneself and with others and represents the starting point for gaining greater self-esteem to become more motivated and enthusiastic in learning

“The competition between athletes and artists constitutes the set of values of the game: fair play, participation, friendship, loyalty, solidarity, commitment, respect, courage, peace, equality and internationalism.

It is this enlightened humanism that gives the artistic and sporting Games an attraction capable of involving the whole world, regardless of cultural differences and that goes beyond pure sporting and artistic spectacle. Games, as such, have unprecedented potential to shape popular culture globally”.

Itinerant activities: Musical performances, poetry, dance, sport and theater: In bringing back to life, thanks to our predecessors, the works that still influence our *modus vivendi et operandi*, you will meet, interact, question, dialogue with actors, guides cultural, academic experts, storytellers, artists, entertainers, musicians, students from other countries, to share emotions and opinions. You will be invited daily to participate in collective creative artistic experiences (workshops) to strengthen yourself in the discipline of your choice.

The project is an authentic and tangible "experiential journey" - We will embark on a journey into the past, through ancient representations, readings, interpretations and sounds, consequently giving shape to the imagination. With your body, your feelings and your emotions, through practical activities, you will interactively experience this epic journey with the birth of new stellar friendships.

The project intends to promote the following aims and objectives:

- To strengthen the identity of one's school community through encounters, discussions and relationships with others.
- To provide useful tools for future orientation in the management and organization of cultural events.
- To ensure the participation of students in the social and cultural life of their school.
- To encourage students to better understand their talents and abilities.

Educational goals

- To spread ethical values such as the centrality of the person, integration, responsibility, quality, with a view to active participation.
- To acquire behaviors based on the appreciation of differences, collaboration and solidarity.
- To create meaningful and motivating experiences for students, opportunities for experimentation.
- To know how to interact in democratic ways and forms.
- To know how to act responsibly and consciously.

Didactic objectives

- To acquire the memory of the past to orient yourself in the present and plan for the future.
- To develop a knowledge process: knowing how to understand, know how to apply, know how to synthesize, know how to analyze, how to evaluate.
- To promote the propensity for creativity and Problem Solving.
- To train students to encourage teamwork, in which tasks and responsibilities are identified and divided.

Program:

-Day 1: Welcome (arrivals of the participants)



-Festival presentation and Festival artists performance: the 12 god and goddesses of The Olympus Mountain - the Celebration of the games

-Day 2: Along the path of Zeus - SPORTS REPRESENTATIONS



-*Guided visit* at the archeological area of Olympia.

Temple of Zeus, Hera's Temple, Olympic Ancient Stadium, Archeological Museum, The Gymnasium, Cronion Hill, Museum of Historical Olympic sports, The Philippeion, The Bouleuterion.

-*Live interpretation*: lectures/representations (Pindar, Pausanias, Herodotus, Homer, Plutarch..).

-*Conference*: The artistic and sport games values, the relationship during the Games.

-*Artistic experience workshops*: theater, music, dance, sculpture, painting, meditation, ancient fashion design, ancient Olympic sports, set design, ancient and modern greek culinary art.

-*Agorà*: readings, music, talks.

-Day 3: Along the path of Apollo - MUSICAL REPRESENTATIONS



-*Guided visit* at the archeological area of Delphi. Temple of Apollo, Ancient Theatre, Ancient Stadium, Sanctuary of Athena Pronea, Treasury of the Athenians, Archaeological Museum, The Charioteer, Castalian Spring, Gymnasium, Stoa of the Athenians.

- Live interpretation*: lectures/representations (Pindar, Pausanias, Herodotus, Homer, Plutarch..).
- Conference*: The artistic games of Delphi, its history and sacral function.
- Artistic experience workshops*: theater, music, dance, sculpture, painting, meditation, ancient fashion design, ancient Olympic sports, set design, ancient and modern greek culinary art.
- Agorà*: readings, music, talks.

-Day 4: Along the path of Poseidon - DANCE REPRESENTATIONS

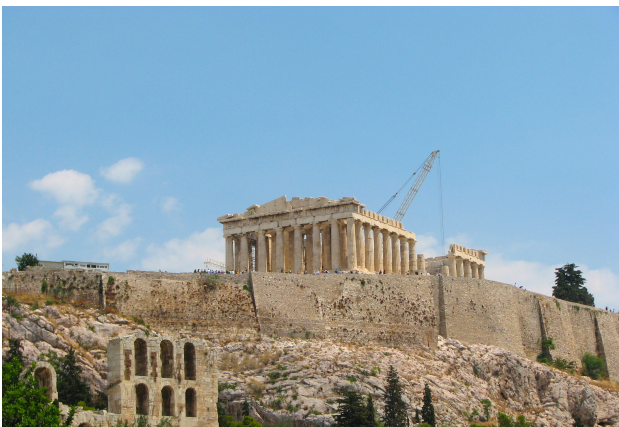


- Morning: **Guided tour** of the archaeological area of Corinth, Theater, Temple of Apollo.
- Afternoon: Guided visit to the archaeological area of Nemea / Argo The Sanctuary of Zeus, The Nemea Stadium, Archaeological Museum, The ruins of the Roman baths.
- Live interpretation*: lectures/representations (Pindar, Pausanias, Herodotus, Plutarch, Aeschylus, Euphorion, Homer..).
- Artistic experience workshops*: theater, music,

dance, sculpture, painting, meditation, ancient fashion design, ancient Olympic sports, set design, ancient and modern greek culinary art.

- Agorà*: readings, music, talks.

-Day 5: Along the path of Athena - THEATRICAL REPRESENTATIONS



- Guided visit* of Athens, Acropolis, Parthenon, Athena's Temple, Ancient Agorà, Zeus Temple, Kerameikos, Filopappo Hill, Panathenaic Stadium, Plato's Academy, Aristotle's Lyceum, Acropolis Museum, Theater of Herod, Theater of Dionysus, Archeological Museum, Syntagma square, Aeropago Hill, Hephaestus Temple, Pnyx, Arch of Hadrian.

-*Live interpretation*: lectures/representations (Pindar, Pausanias, Herodotus, Homer, Plutarch, Hesiod, Aristophanes, Aristotle..).

-*Artistic experience workshops*: theater, music, dance, sculpture, painting, meditation, ancient fashion design, ancient Olympic sports, set design, ancient and modern greek culinary art.

- Final artistic experience representation of all participants.

-Day 6: Greetings and Departure

*The event is organized with the support of the international association *EuroClio (European Association of History Educators)*, the *SFI (Italian Philosophical Society)* Lucana section, the association "the dance of butterflies" with the *Prometheus festival*, the general *directorate of cultural heritage*, the *municipalities* of Delphi, Olympia, Corinth, Nemea, Argo, the *high schools* of the aforementioned localities and other local authorities.

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The program it may be subject to modifications