PITCHER Preventing Illicit Trafficking of Cultural Heritage: Educational Resources





Open Educational Resources *The Raiders of the Lost Art*

Topic:

Theft of antiques and works of art, Sale of stolen objects, Traffic channels and actors' identification, Fight against the traffic, Provenance research and traceability, Return of stolen objects, Preservation of memory of missing artefacts and Why it is forbidden, what consequences?

Age Group: 11-14 years old

Authors

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Version

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Preface

The *PITCHER* project (Erasmus+ Programme, 2021-2024) intends to design and test of a set of open educational resources focusing on improving the capacity of teachers and educators in preparing new learning experiences to support the fight against looting and illicit trafficking of cultural goods.

The project intends to propose a new model for raising awareness of young people about the problem of fighting the looting and illicit trafficking of cultural goods, initially focusing on schoolteachers, to raise their interest and enhance their professional development in this field.

PITCHER builds on the final recommendations of the European project NETCHER (H2020 - 2019-2021) coordinated by CNRS, which implemented a strong trans sectoral network as well as Recommendations on the fight against looting and trafficking of cultural goods. One of the components of the recommendations is the need for awareness-raising and guidance toward Educational communities.

The project idea comes from ENSP (the Research Centre of the French national police academy), and the Michael Culture



Photo: Pexels, Oleksandr Pidvalnyi

association - members of the NETCHER consortium - and brings together BIBRACTE major actor of Archaeology, MUSEOMIX a reference in mediation for museums, and schools from France, Greece, Italy, and Spain, in order to co-design and implement the PITCHER project.

We hope this resource will bring a new dimension to your work, as well as use it to develop these activities with your students. The selected topics have been chosen together with teachers and educators coming from France, Greece, Italy and Spain through focus groups and surveys. Each resource is accompanied by key learning points as well as several interesting facts or pieces of information, which are intended to be used to provoke further discussion.

Wherever possible we have included a short interactive activity that can be carried out with students or a series of suggested questions to ask, in order to introduce the topics of each learning module. Should you wish to explore certain topics or themes further, each resource includes a link to other related ones. When available, a general list of additional resources related to the topics is provided.

The resources and accompanying texts are designed as standalone educational aids. In this respect, the resource is intended to provide an overall framework from which you can pick and choose the issues most relevant to your activities. The module can be used within any country any context as it deals with issues, which are cross-border and universal.

For more information about the *PITCHER* project, please visit:

The PITCHER Educational Offer

The *PITCHER* open educational resources include the following learning modules, here listed according to subject matters and suggested age of the target students:

	**	ÅÅ 11-14	14-18
All the themes		Case Studies	Case Studies
		The Cobannus hoard affair	The Cobannus hoard affair
		Looting is not a game	Looting is not a game
		Traffic International	Traffic International
		The Raiders of the Lost Art	
Theft of antiques and works of art	Looting in the Village	Looting in the Village	Looting in the Village
	Traffic 'Art	Traffic 'Art	Traffic 'Art
	Vade-mecum Educational project	Vade-mecum Educational project	Vade-mecum Educational project
	The Mysterious Theft	The Mysterious Theft	Guilty Treasures
		Crossed interviews	Crossed interviews
		Journey of a Stele	Journey of a Stele
		Protect the sites!	Protect the sites!
		Voiceless	Voiceless
		PillarT	PillarT
		The Talking Clay	
Sale of stolen objects	Traffic 'Art	Traffic 'Art	Traffic 'Art
		Journey of a Stele	Journey of a Stele
		Voiceless	Voiceless
		PillarT	PillarT
			Guilty Treasures
Traffic channels and actors' identification	Traffic 'Art	Traffic 'Art	Traffic 'Art

	[
		Crossed interviews	Crossed interviews
		Journey of a Stele	Journey of a Stele
		Voiceless	Voiceless
		PillarT	PillarT
			Guilty Treasures
Fight against the traffic	Traffic 'Art	Traffic 'Art	Traffic 'Art
		Protect the sites!	Protect the sites!
		Crossed interviews	Crossed interviews
		Journey of a Stele	Journey of a Stele
		PillarT	PillarT
		The Talking Clay	
Provenance research and traceability		Crossed interviews	Crossed interviews
		PillarT	PillarT
		Touch, Don't Touch	Touch, Don't Touch
Return of stolen objects	Traffic 'Art	Traffic 'Art	Traffic 'Art
		Journey of a Stele	Journey of a Stele
Preservation of memory of missing artefacts	Vade-mecum Educational project	Vade-mecum Educational project	Vade-mecum Educational project
		Touch, Don't Touch	Touch, Don't Touch
Why it is forbidden, what consequence	Vade-mecum Educational project	Vade-mecum Educational project	Vade-mecum Educational project
		Crossed interviews	Crossed interviews
		Journey of a Stele	Journey of a Stele
		Protect the sites!	Protect the sites!
		Voiceless	Voiceless
		PillarT	PillarT
		The Talking Clay	

Summary: The Raiders of the Lost Art

Topic: Age range:	Theft of antiques and works of art, Sale of stolen objects, Traffic channels and actors' identification, Fight against the traffic, Provenance research and traceability, Return of stolen objects, Preservation of memory of missing artefacts and Why it is forbidden, what consequences?
Educational programme:	Civic education
Time:	60-90 minutes
Materials and tools:	Instruction booklet, game board, 5 tokens for the participating teams, 5 stop tokens, 50 Story cards, 30 Quiz cards, 20 Scenario and superchallenge cards, 20 Activity cards, answer sheet, pens, sheets of white paper
Skills achieved:	Awareness of cultural heritage intended as a common good.
	Raising awareness on the issue of illicit trafficking of cultural heritage and measures to prevent and combat it
Learning objectives:	 Encourage students to: To understand the concepts of safeguarding, protecting and enhancing cultural heritage; To reflect on the meaning of some words (grave robbers, tomb raiders, clandestine excavations, intermediaries, illicit market, to steal, to recycle, to profane, archeomafia, artnapping, etc.), on the stages of illicit trafficking (from theft to eventual recovery), on the institutions involved; To raise awareness among young people and their families on the importance of archaeological heritage intended as a public, shared and accessible cultural heritage; To learn the good rules of conduct in case of accidental discovery of an artifact or illegal behaviour towards an archaeological asset.

How to use this educational resource



"Archaeological findings are not just the more or less ancient, beautiful and precious objects that you see displayed in museums (vases, coins, weapons, jewels, etc.) but any material evidence of past societies. Even the ugliest seemingly insignificant. A tiny fragment of ceramic, for example, in the eyes of an archaeologist can tell a lot about the history of the place where it is found, of those who lived there and produced and used it" (Archeostorie).

Within the PITCHER project, the GoTellGo cultural association offers a workshop for children on the subject of theft and illicit trafficking of cultural heritage. The objectives of the workshop consist of: understanding the concepts of safeguarding, protecting and enhancing cultural heritage; reflecting on the meaning of some words (grave robbers, tomb robbers, clandestine excavations, intermediaries, illicit market, stealing, laundering, archeomafia, artnapping, etc.), on the stages of illicit trafficking (from theft to eventual recovery), on the institutions involved; raising awareness among young people and their families of the importance of archaeological heritage intended as a public, shared and accessible cultural heritage; learning the correct rules of conduct to be implemented in case of accidental discovery of an artifact or illegal behaviour towards an archaeological asset.

Inside the classroom, after an introduction on the topic, the students are invited to play a board game during which they have to deal with cases of fortuitous discovery, theft, counterfeiting, damage, recovery of archaeological assets.

Different stories inspired by real events are the starting point for addressing the proposed cases with quizzes, challenges, activities. Participants will not only have to be able to solve the puzzles but will have to identify themselves with the protagonists of the stories in order to choose the correct behaviours to put into practice to complete the challenge.

At the end of the game, the teacher could deepen the topic by providing students with additional documentation (readings, films, documentaries, etc.).

This is the first version of the game, which could be redesigned in the future to be played on an interactive whiteboard.

Instructions

Materials (to print and compose):

- Instruction sheet
- Game board
- 5 playing pieces for the teams (red, blue, green, yellow, purple)
- 5 STOP markers (for those who stand still for one lap)
- 50 story cards (5 cards make up a story)
- 30 card quizzes
- 24 scenario and superchallenge cards
- 20 activity cards
- Answer sheet (for the teacher or game coordinator)
- Pens and sheets of paper

CARDS

STORY CARDS: each story is made up of 5 cards, each card is part of a story that players have to reconstruct at the end of the game. At the start of the game each team has 5 story cards face down in front of it. During the game, players discover one card at a time, analyse the various parts of the story to reposition them in the right order and at the end of the game they narrate their case to the other teams.

These cards are the heart of the game because they reconstruct real cases and help participants to identify themselves with institutions and protagonists involved in the events.

QUIZ CARDS: These cards contain a question with three answer options of which only one is correct. Players will have to identify the right answer which will be checked by the game coordinator (teacher) on the answer sheet.

The questions contained in the quiz cards allow the players to learn about the actors involved in the illicit trafficking of cultural heritage, the institutions that deal with safeguarding and protection, the laws and regulations that regulate this field, news and curiosities.

SCENARIO AND SUPERCHALLENGE CARDS: this series of cards contains two different types of games.

The Scenario Cards present a question with three answer options of which only one is correct. Players will have to identify the right behaviour to adopt based on the proposed scenario. The correct answer can be checked by the game coordinator (teacher) on the answer sheet.

Superchallenge Cards. When a team takes one of these cards, it chooses its own representative and an opponent team to challenge which in turn chooses its own player to represent them.

The representatives are the only ones who are authorized to view the card and have to make the remaining members of their team guess an image or a word according to the indicated method (drawing, mime, prohibited words). The team that guesses first proceeds one space while the other remains in place.

The Scenario cards were designed to allow players to think and acquire the good rules of conduct to be implemented in the event of the discovery of an archaeological find, the purchase, sale and transport of works of art, or illicit behaviour towards a cultural asset.

The Superchallenge cards allow the players to interact with other players by discovering new curiosities.

ACTIVITY CARDS: these cards contain various activities such as puzzles, word games, definitions, recognitions, numerical exercises etc...

The players will have to give the correct solution which can be verified by the game coordinator (teacher) on the answer sheet.

The activity cards allow the players to learn about places, people, artists, works and institutions that are, or have been, protagonists in the world of art and archaeology in cases of theft, discovery, damage or protection actions.

Some cards also allow the players to learn some specific terms related to the topic of the game.

The spaces on the playboard:

The board is made up of 5 rows of boxes with different colours and 3 areas to house cards (Quiz, Scenario and superchallenge, Activity).

During the game the teams flow in parallel, each following the path of their own colour.

At the start of the game, all the players' playing pieces are placed on the first box, marked "START". The box with the word "END" is the last stage to reach.

The symbols present on the spaces are of 4 different types:

STORY SPACE: every time the players end up in this box, they must turn one story card from their pile and place it face up in front of them. There are 5 of these boxes for each team because at the end of the game the players should have all 5 cards that make up the story in front of them and place them in the correct order to be able to tell the illustrated story to the others.

COLORING OUIZ BOX: when the players find themselves in this box, they must first take a card from the corresponding pile on the board and correctly answer the proposed question. At the end the card is placed back at the bottom of the pile.

SCENARIO and SUPERCHALLENGE SPACE: if the players find themselves in this box, they must take the top card from the corresponding pile positioned on the board and respond correctly to the proposed situation. At the end the card is placed back at the bottom of the pile.

If the first card in the pile is a SUPERCHALLENGE card, before taking the card, the team must choose another team to challenge and both teams must choose their representatives, one per team (the representatives are the only ones who can view the Superchallenge card containing an image or a word for their team members to guess). With Superchallenge cards only the winning team advances one space while the other remains in place.

If the team not in turn (the one challenged) wins the challenge:

- if by moving forward one space it passes a Story box \square it must turn one of its Story cards and place it in front of him;
- the challenging team remains on the box and on the next turn it must draw another card from the "Scenario and superchallenge" pile (if the pile runs out it can choose another card from the remaining piles).

ACTIVITY SPACE: every time the players end up on this box, they will have to take the top card from the corresponding pile positioned on the board and correctly solve the proposed challenge. At the end the card will be replaced at the bottom of the pile.

N.B. If a team does not answer the quiz, scenario or activity correctly, it remains stuck on its square, placing the STOP marker under its playing piece and on the next turn it will have another chance to give the solution to go on.

If a team draws a Superchallenge card and loses the challenge against the chosen team, it remains stuck on its space and on the next turn it draws another card from the "Scenarios and superchallenge" pile (if the pile runs out the team can choose another card from the remaining piles).

Preliminary operations:

- 1. Print the board in A3 format or on two A4 sheets to join.
- 2. Print the sheet with the answers (to be kept aside for the exclusive use of the game coordinator/teacher).
- 3. Print and cut out the sheet with the playing pieces and STOP markers.
- 4. Print and cut out the cards, dividing them into separate piles according to the type (Quiz, Scenario and Superchallenge, Activity, Story).

The Story cards, marked with a symbol at the top left, must be divided into piles of 5, taking care to group the cards that have the same symbol.

Game preparation:

- 1. Put the playboard on a table.
- 2. Each team chooses its own playing piece and places it on the "START" space.
- 3. Distribute a pile of 5 Story cards to each team, making sure that each pile is made up of cards with 5 identical symbols.

Each team will keep its pile face down (with cards face down) in front of it.

4. Shuffle the 3 piles of cards (Quiz, Scenario and superchallenge, Activity) and place them in their respective areas face down:

Quiz card \rightarrow grey area marked with $\ref{eq:Quiz}$

Activity card \rightarrow lilac area marked with

Scenario and superchallenge card \rightarrow green area marked with

5. Choose the team that will start first (with a count, odd or even...)

Playing the game:

The teams move around the gameboard following the row of boxes of their colour. There are no dice so it is only possible to move forward one space at a time.

The team moves forward if it correctly answers the quiz, scenario/superchallenge or proposed activity, otherwise it remains still by placing the STOP marker on its space.

On the next turn the team with the STOP marker can try again to give the correct answer to continue.

On the "Story" boxes, marked with the symbol \square , the team turns over a single card from its pile, places it face-up in front of it and then passes the turn to the next team. If a team skips a Story space by winning a superchallenge it must still turn one of its Story cards.



In the last round of the game, the team must position itself on the "END" space, arrange all 5 Story cards face up in front of it and narrate the case study to the other players in the correct order.

How to win:

The team that reaches the "END" box first and has recomposed the 5 cards of its story in the correct order wins. At the end of the game the winning team will have to tell the others the story illustrated on its cards.

Based on the topics encountered and the case study told by the winning team, the teacher could invite the students to comment and discuss what they have learned.

Example of a game with three teams:

The yellow team starts, moves to the first space marked with the symbol ② and takes a card from the corresponding pile on the game board. It answers the proposed quiz correctly and moves his playing piece to the next space, passing the turn to the blue team.

The blue team positions itself on the first space marked with the symbol **S**, it does not conclude the activity successfully so it remains in the same space and does not proceed. it places the STOP marker under its playing piece and stops until the next turn.

Now it's the turn of the reds who turn over the top card from their pile of Story cards, place it in front of them, move to the next space and pass the turn of the game back to the yellow team.

The yellow team is on the box and on the first card of the corresponding pile, it appears "SUPERCHALLENGE". The yellow team decide to challenge the red team so both teams choose their own player to represent them. Only the representatives take the card, read the instructions and in the shortest possible time draw (in this case) the depicted image. The red team guesses first what the depicted object represents and moves forward one space.

Now it's the blue team's turn to try again to solve the previous puzzle, they succeed in answering the quiz and advance to the next space.

The red team, who are one position ahead having won the superchallenge, find themselves on another Story space and can turn over their second related card.

The yellows, on the other hand, remaining still in their space, draw a new card from the "SCENARIO AND SUPERCHALLENGE" pile, answer the scenario question correctly and advance to the next square.

Suggestions for further activities

Ideas for additional tasks

Watching interesting scenes or entire films on the topic of illicit trafficking of artworks.

Identification of stories related to stolen (and possibly recovered) artworks in the area where the school is located, preparation of posters or slides, organization of a walking tour related to locations involved.

Annex 1: Gameboard

The scale of the gameboard in the following page has been set at 1:2.



Annex 2: Instruction Sheet

INSTRUCTION SHEET

Materials (to print and compose):

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• if by moving forward one space it passes a Story box \square it must turn one of its Story cards and place it in front of him;

• the challenging team remains on the box and on the next turn it must draw another card from the "Scenario and superchallenge" pile (if the pile runs out it can choose another card from the remaining piles).

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On the "Story" boxes, marked with the symbol \square , the team turns over a single card from its pile, places it face-up in front of it and then passes the turn to the next team. If a team skips a Story space by winning a superchallenge it must still turn one of its Story cards.

In the last round of the game, the team must position itself on the "END" space, arrange all 5 Story cards face up in front of it and narrate the case study to the other players in the correct order.

How to win:

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Based on the topics encountered and the case study told by the winning team, the teacher could invite the students to comment and discuss what they have learned.

Example of a game with three teams:

The yellow team starts, moves to the first space marked with the symbol 🔮 and takes a card from the corresponding pile on the game board. It answers the proposed quiz correctly and moves his playing piece to the next space, passing the turn to the blue team.

The blue team positions itself on the first space marked with the symbol **S**, it does not conclude the activity successfully so it remains in the same space and does not proceed. it places the STOP marker under its playing piece and stops until the next turn.

Now it's the turn of the reds who turn over the top card from their pile of Story cards, place it in front of them, move to the next space and pass the turn of the game back to the yellow team.

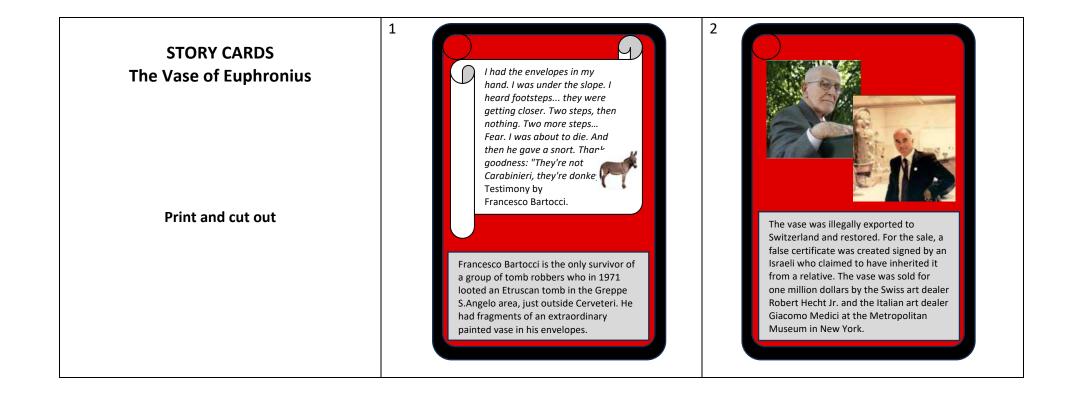
The yellow team is on the box and on the first card of the corresponding pile, it appears "SUPERCHALLENGE". The yellow team decide to challenge the red team so both teams choose their own player to represent them. Only the representatives take the card, read the instructions and in the shortest possible time draw (in this case) the depicted image. The red team guesses first what the depicted object represents and moves forward one space.

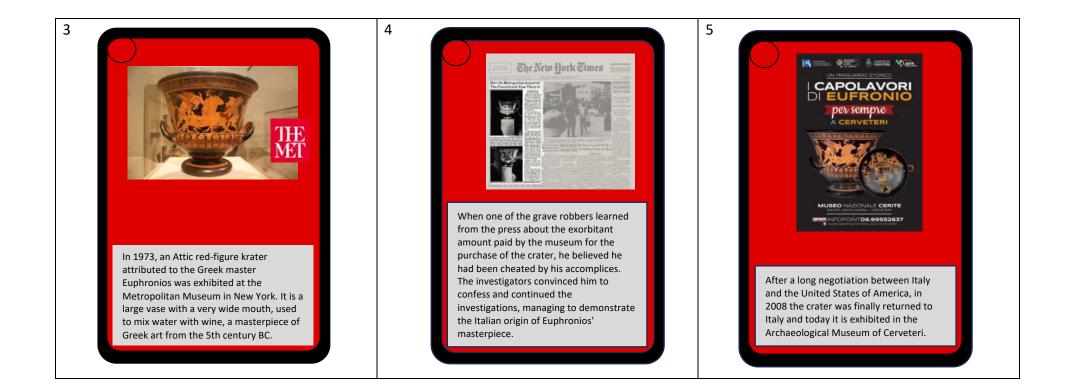
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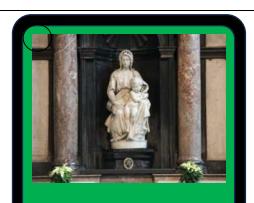
The yellows, on the other hand, remaining still in their space, draw a new card from the "SCENARIO AND SUPERCHALLENGE" pile, answer the scenario question correctly and advance to the next square.

Annex 3: Story cards





STORY CARDS The Madonna of Bruges



1

Print and cut out

The Madonna of Bruges is a marble sculpture by Michelangelo, sculpted between approximately 1503 and 1505 for the Mouscron family, Flemish textile merchants. The statue was requisitioned for the first time during the Napoleonic occupation. On that occasion it was taken to Paris, only to be returned in 1815.



2





4

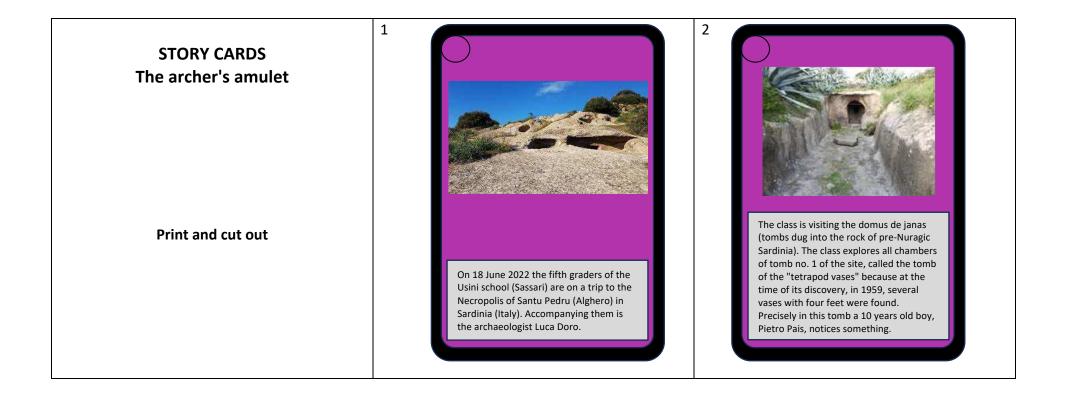
The director of the mine and his collaborators sabotaged the Germans' plan by moving the explosives to blow up the entrance to the mine, sealing the treasures until the arrival of the allies. On May 8, 1945, the "Monuments Men" arrived on site, a special military force commissioned by US President F.D. Roosevelt to recover and return works of art stolen by the Nazis in Europe. Helped by the Austrian miners they managed to penetrate the mine overcoming the landslides.

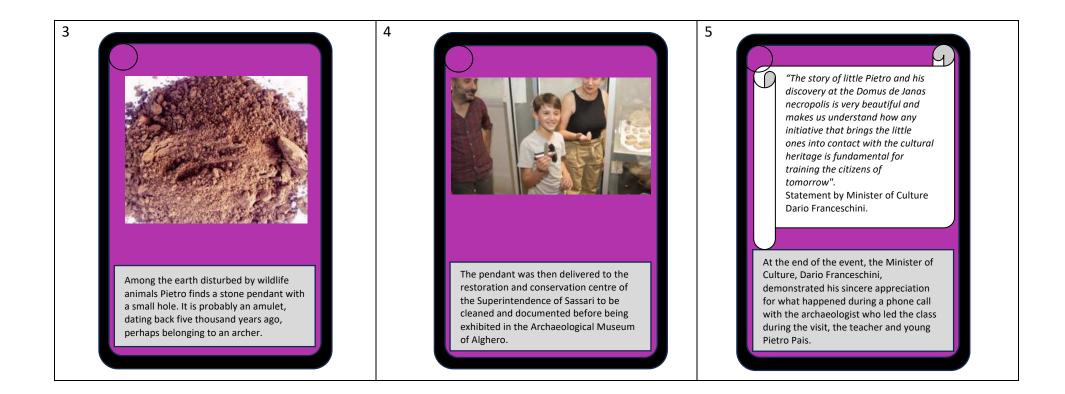


5

An extraordinary heritage appeared before the eyes of the Monuments Men. The experts of the special body immediately began to send the masterpieces to the collection centre in Munich to identify their legitimate owners.

The Madonna of Bruges finally returned to the Belgian town, where it can currently be admired in the church of Our Lady of Bruges. The interior of the church and the famous Michelangelo statue appeared in the 2014 film "The Monuments Men".





STORY CARDS The treasure of the Nuestra Señora of Mercedes

Print and cut out



1

On 5 October 1804 the Spanish frigate Nuestra Señora de la Mercedes was sunk by the British navy while it was transporting metals and spices from Montevideo to Cadiz. By virtue of the "Second Treaty of Ildefonso" signed between France and Spain in 1796, the latter would have to pay France 72 million francs a year if France entered the war and Spain remained neutral.



2

In 1803 Great Britain declared war on France, starting the Napoleonic wars, and Spain decided to honour the debt with riches from the New World to respect the Second Treaty of Ildefonso. Off the Portuguese coast, the English attacked the Nuestra Señora de la Mercedes, sank her, captured three other ships of the Spanish fleet and took them to Britain. In 1804, following this episode, Spain declared war on the United Kingdom.



STORY CARDS Villa Giulia Operation

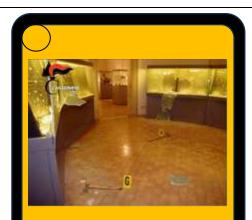
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1

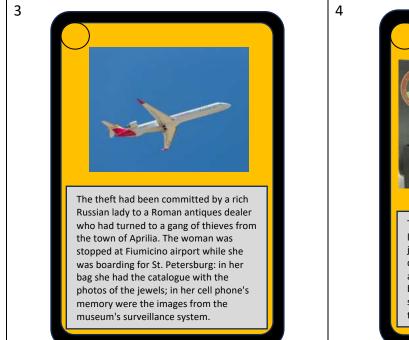
collection of jewels and ornaments that belonged to the Castellani, a family of goldsmiths and antique dealers from the late 19th century. The museum houses both ancient jewels and sophisticated reproductions made by the Castellani. On the night of March 30, 2013 - it was Easter Eve - hooded thieves armed with an ax and smoke bombs entered the

museum.



2

The thieves managed to break the windows and steal 27 jewels from the socalled Castellani collection. Part of the loot fell during the escape and was recovered in the rooms and garden of Villa Giulia by the staff and police who rushed when the alarm started.





The thieves tried to get rid of part of the loot by throwing seven of the precious jewels from the car window during a chase along Portuense Road. They later attempted to resell the remaining gold but the police managed to recover the stolen goods thanks to interceptions, tailings and searches.



5

STORY CARDS Juno operation

Print and cut out



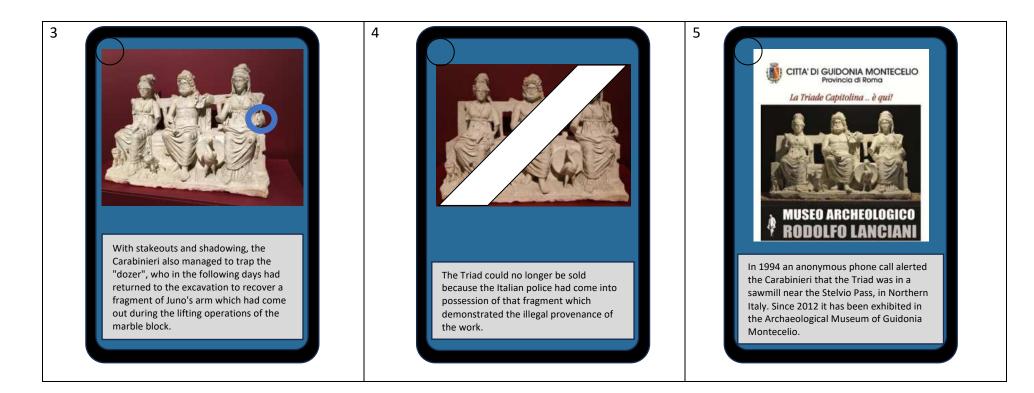
1

in the Inviolata archaeological park (near Guidonia, Rome), brought to light (with a bulldozer!) a unique and very precious work: a group carved from a single block of marble depicting the Capitoline triad, that is, the three protective deities of ancient Rome: Jupiter, Juno and Minerva.

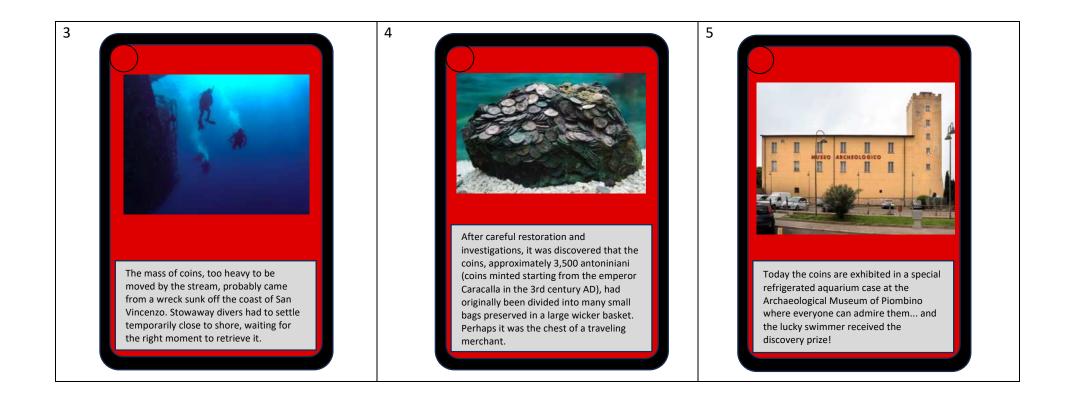


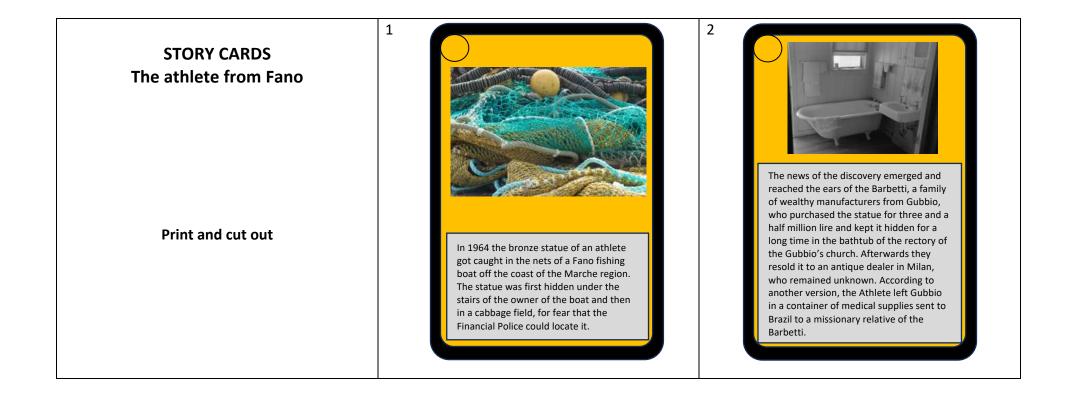
2

The police managed to arrest the leader of the gang and draw an identikit of the stolen work thanks to the description given by one of the suspects. In the meantime, thanks to "Scotch whisky", a member of the gang who owned a transport company, the triad had left Italy and been sold to a Swiss antiques dealer.







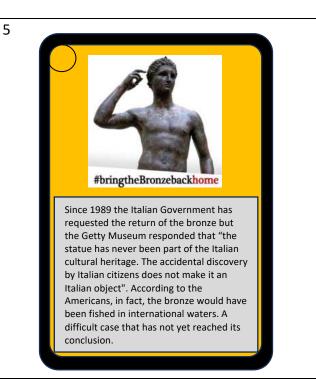






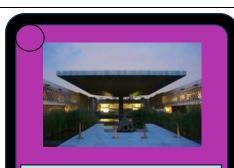
4

On August 8, 1977, the statue reached the United States by ship. Today it is exhibited at the Getty Villa in Malibu, California.



STORY CARDS The robbery of the century in Mexico

Print and cut out



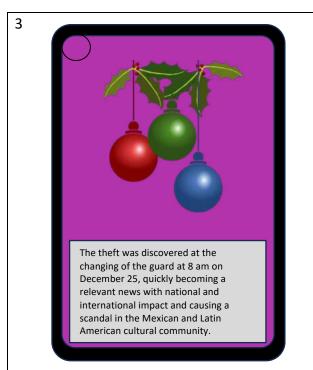
1

At dawn on December 25, 1985, 140 archaeological finds were stolen from the National Museum of Anthropology of Mexico. The theft was carried out by two Mexican veterinary students, Carlos Perches Treviño and Ramón Sardina García. In the previous months, the two students had gone to the museum 50 times to plan the theft: they had studied the accesses to the rooms and the surveillance systems, made sketches, chosen the artefacts to steal.



2

On the night of December 24th, Perches and Sardina had arrived at the museum in a Volkswagen Sedan and had managed to enter the Maya Room of the Museum through an air conditioning duct. Eight guards assigned to night surveillance were celebrating Christmas in a room of the museum, without respecting the surveillance protocol in force. Perches and Sardina fled with the loot which was hidden in the house of the first of the two.





4

For several months after the theft, the museum displayed empty showcases with panels commemorating the theft. The investigations progressed very slowly: a connection was hypothesized with international gangs dedicated to the trafficking of works of art and archaeology, until in 1989 the police officers came into contact with drug traffickers who knew about the robbery from the two thieves, their clients.



5

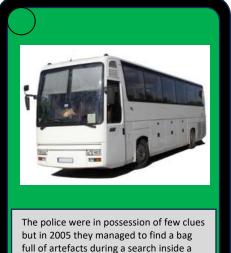
STORY CARDS Mozart Operation

Print and cut out



1

An elderly ex-Austrian soldier was at the head of a network of grave robbers and art traffickers. Improvising himself as a tourist guide for Austrian groups, enchanted by ancient Rome and Etruria, he also transported the stolen finds on their buses. Some of them were intended to enrich his private museum in Linz, Austria.



2

full of artefacts during a search inside a tourist bus. The investigations were dubbed "Operation Mozart". Rupert Aichmeir, the former Austrian soldier, was 82 years old when he was "caught". 3

In 2006, during the investigations of Operation Mozart, a "repentant" grave robber involved in illegal trafficking with the former Austrian soldier reported to the Superintendence a tomb with paintings in the area of ancient Veil, an Etruscan settlement north of Rome, between Via Cassia and Via Flaminia.



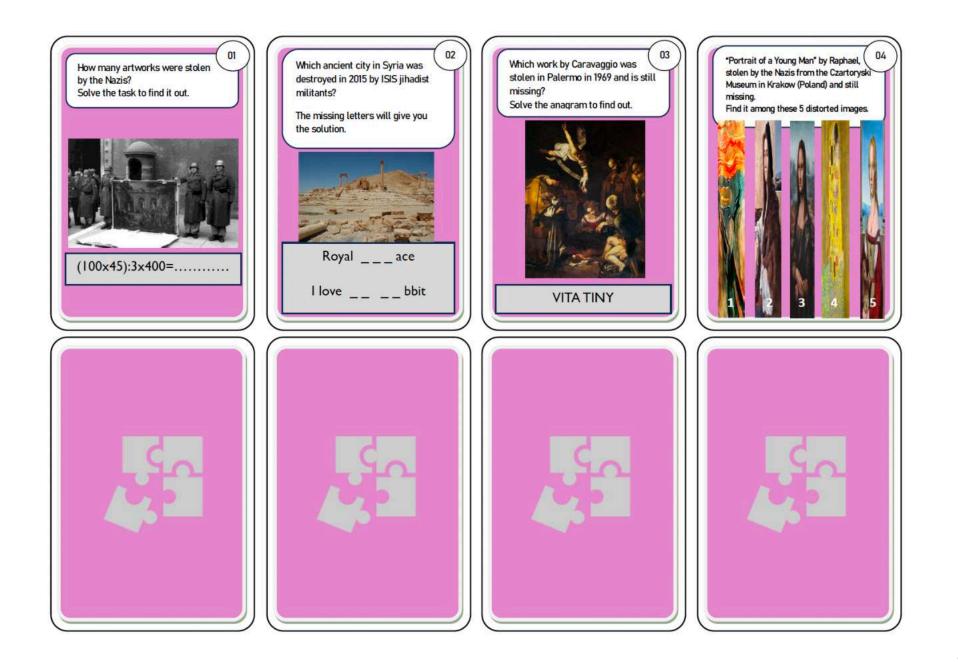
4

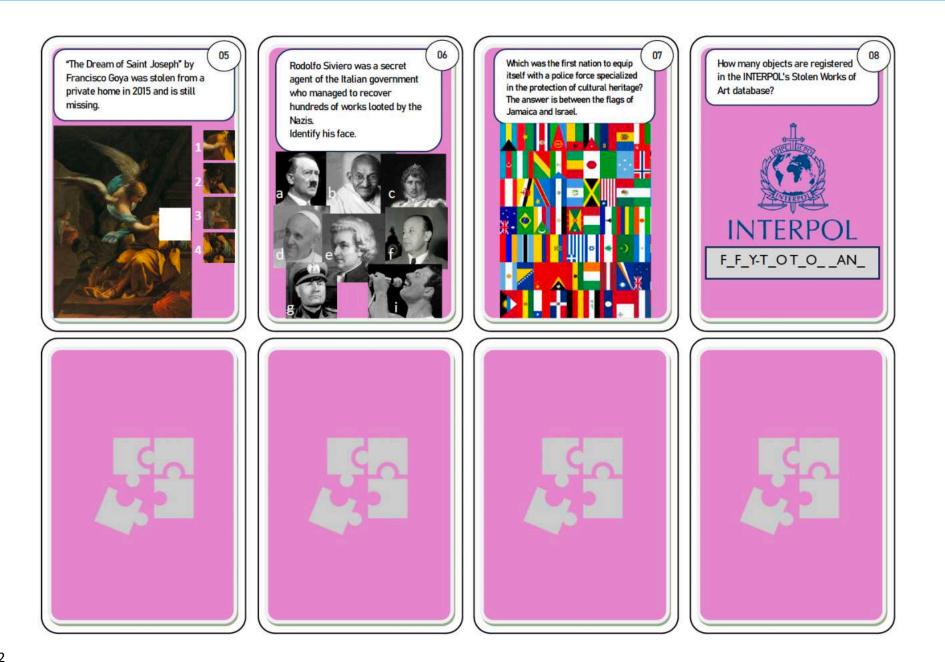
the grave robber began to stick a large "pin" into the ground in search of a tomb that he remembered having seen during his clandestine excavations but found the wrong site. Before being taken home by the Carabinieri, fearing he would end up in prison, he begged to be able to make one last attempt and finally found access to the right tomb. This was an extraordinary discovery.

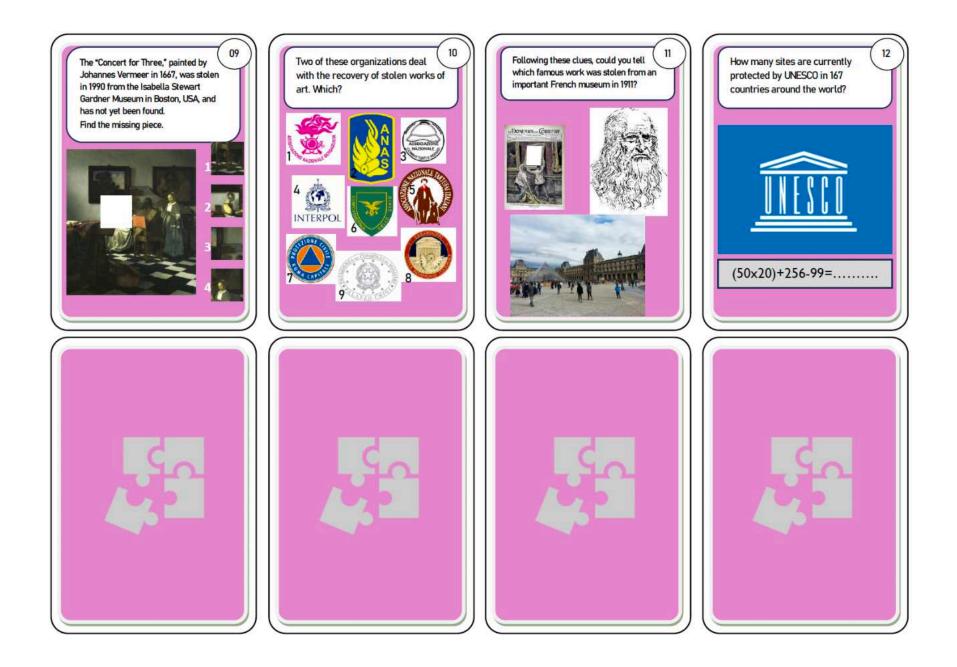


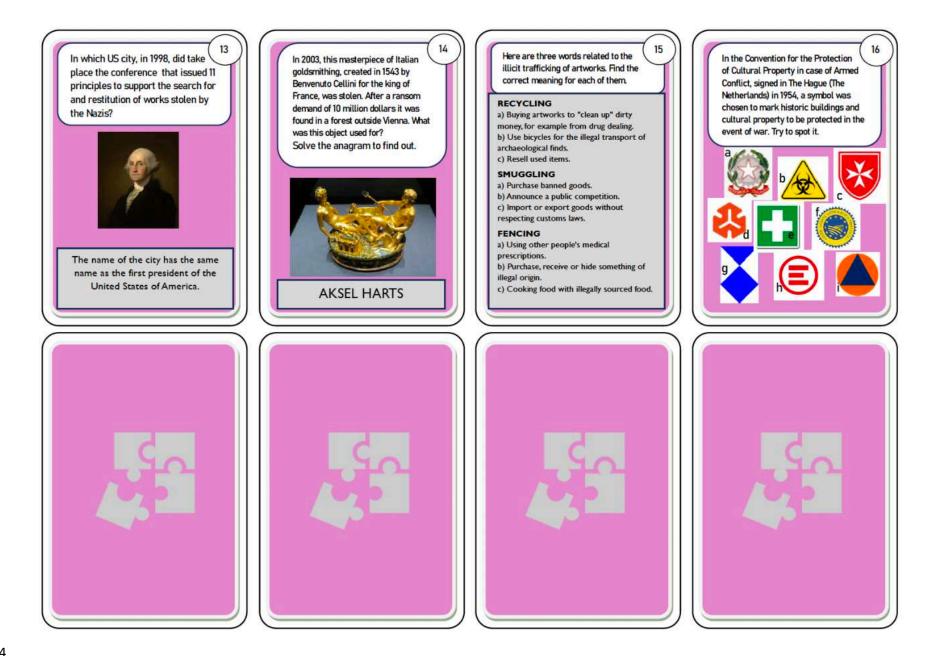
5

The Tomb of the Roaring Lions is the oldest painted tomb in Etruria, dating from between 700 and 690 BC. It owes its name to the frieze of wild beasts painted in the burial chamber: four lions with gaping jaws and sharp teeth. What remains of its funerary equipment, which survived the looting of grave robbers, is exhibited in the Museum of Villa Giulia. Annex 4: Activity cards









In the FBI's Top Ten Art Crimes there is an object, stolen in 1995 from the apartment of the musician Erica Morini, valued at 3 million dollars. Try t spot it.



Which of these types of analyses are used to verify whether a painting is authentic or a fake? Identify the three correct answers.

a) Texture of the canvas (the material the canvas is made of and how it was produced are issues to be analysed).

b) Floating (the painting is immersed in water and if it floats it means it is authentic).

c) Type of brushstroke (the type of brush used, the size of the stroke... are analysed).

d) Colors used (the experts study when and how they were produced, whether they are artisanal or industrial...).

e) Smell of glues (the experts smell the painting to understand if the colors were mixed with egg, oil or other products as a binder).

f) Solar refraction (exposure of the painting to the sun to see how it reflects sunlight).

Here are three words related to the world of cultural heritage. Find the right meaning for each of them.

INALIENABLE

a) It cannot be inhaled through the nose.b) It cannot travel in space.c) It cannot be sold or given away.

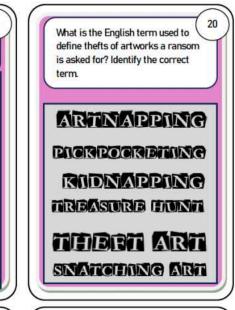
BOUND

a) It can be the prize for a major sporting competition. b) It is subject to restrictions (may not be destroyed, damaged or modified without permission).

b) It refers to a container for wine.

PROTECTED a) Protected and preserved. b) Sold respecting the laws of the black market. c) Hidden in special tunnels called

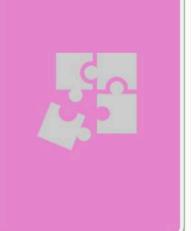
bunkers.











Annex 5: Quiz cards

In your opinion, what is the meaning of the expressions "cultural goods" and "cultural heritage"?

A) Both expressions indicate works of art and monuments, libraries and museums, parks and natural environments, and much more; these are resources that the community undertakes to safeguard (i.e. protect) and enhance.

B) The expressions indicate the activity of studying, which is good for health, hence "cultural good", and the money earned by museums that exhibit works of art.

C) The expressions indicate the care (the "good) that must be shown towards works of art, and all the economic resources that the State invests in culture. Are archaeological finds a "cultural asset"? Are they part of the "cultural heritage"?

02

A) No, archaeological finds are only of interest to historians and scholars of the past.

B) Yes, archaeological finds have an inestimable value, since they are precious and unique historical and artistic testimonies, and are therefore a very important element of the cultural heritage in general.

C) Only partially, since archaeological finds are a cultural asset interesting only for museums that would like to exhibit them.

What is the meaning of "archaeomafias"?

A) They are criminal organizations that intentionally damage works of art in museums.

03

B) They are criminal organizations acting according mafia-like methods in the sector of clandestine excavations, theft and international illicit trafficking of works of art and archaeological finds

C) In ancient times they were criminal organizations that took care of stealing works of art from populations defeated in battle.

Who were the Monuments Men and Monuments Women?

04

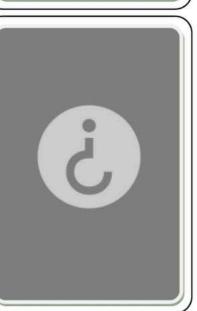
A) A group of actors and actresses who played live the characters of great artworks, especially statues or paintings, reproducing the famous "tableaux vivants" (living paintings).

B) A group of enthusiasts who collected artworks purchased only from the official catalogs of auction houses.

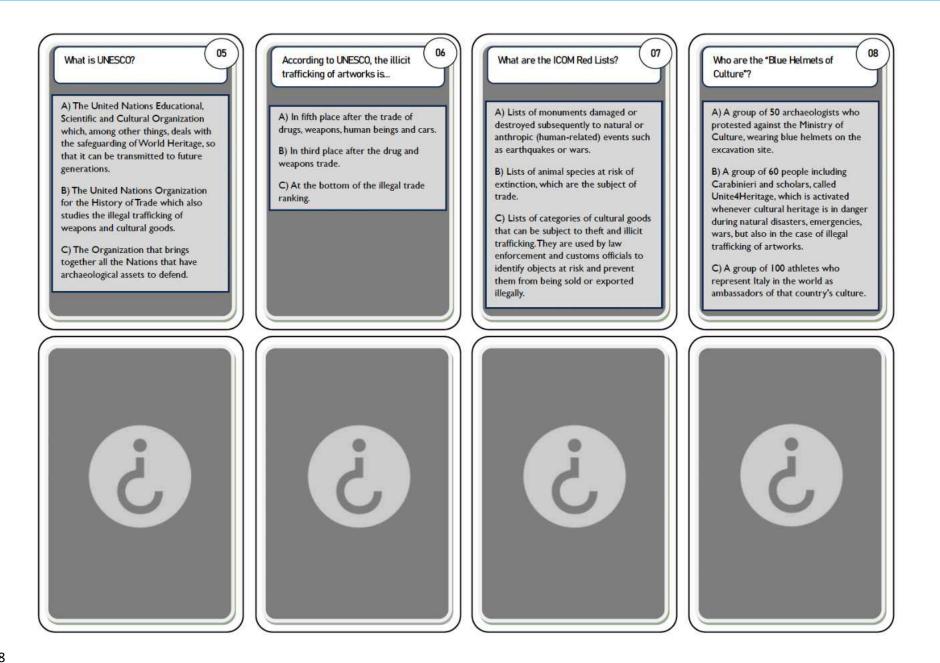
C) A group of approximately three hundred and fifty men and women (restorers, archivists, museum directors, archaeologists) who were sent to Europe from the United States with the task of recovering art masterpieces stolen by the Nazis during the Second World War.

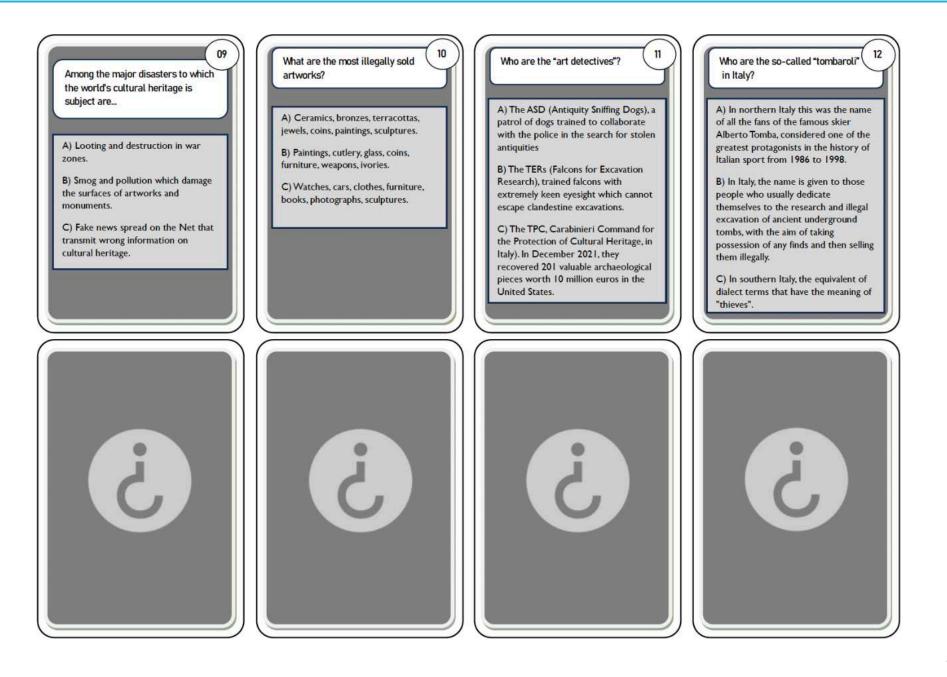


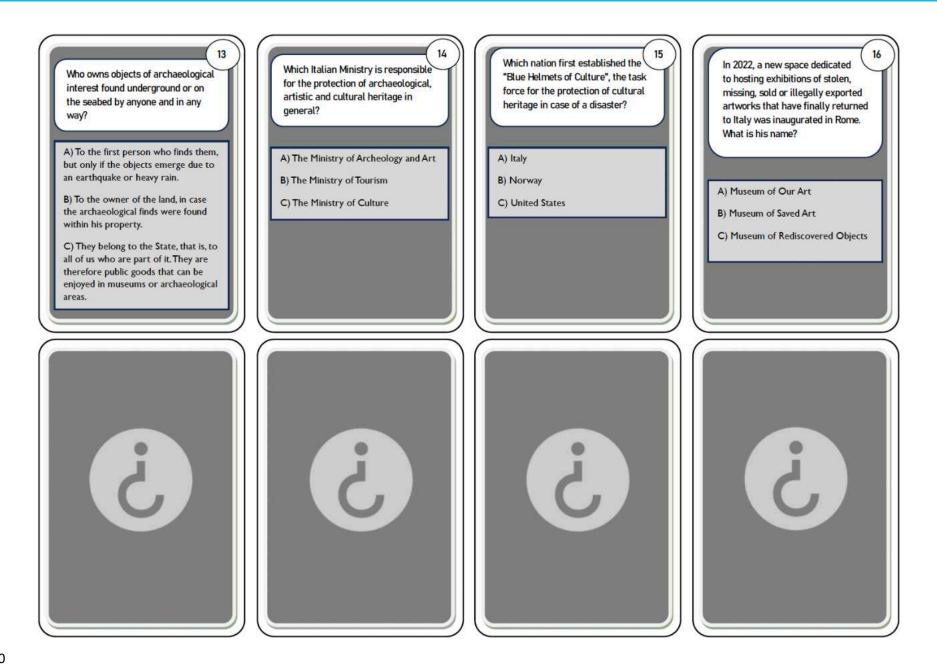












Cultural assets, both public and private, are bound by Superintendencies (institutes of the Ministry of Culture). What does it 17

A) Movable cultural assets are protected by the State and therefore can be sold and exported without the authorization of Superintendencies.

B) Cultural assets, both movable and immovable, are protected by the State and therefore cannot be sold, exported, modified, damaged or destroyed without the authorization of the Superintendency.

C) Immovable cultural assets can be exported or destroyed 180 days after the request for authorization from the Superintendence. What should be done in the event of an "accidental" (random) discovery of an artifact or artwork?

A) The discoverer must contact the competent public authorities and protect the property until their arrival.

B) The discoverer informs the competent authorities but first keeps part of the asset for himself as a reward.

C) The discoverer must bring the goods to the offices of the competent public authorities who will offer him compensation based on the weight of the work. An Italian law from 1999 establishes how you should behave in case of an "accidental discovery" of an artifact or work of art. What does this expression mean?

19

A) The discovery of particularly large and heavy sculptures found by very physically strong people, therefore capable of lifting large weights.

B) A lucky discovery as it relates to the discovery of a very valuable asset, for example a chest full of jewels or gold coins.

C) The completely random discovery of an artifact, for example a coin, a sculpture, an amphora or a tomb. What is ICOM (International Council of Museums)?

20

A) The most important international organization representing museums and their professionals, committed to defining international standards and policies to support institutions.

B) An annual congress during which representatives of the most important museums in the world meet to establish the prices of admission tickets.

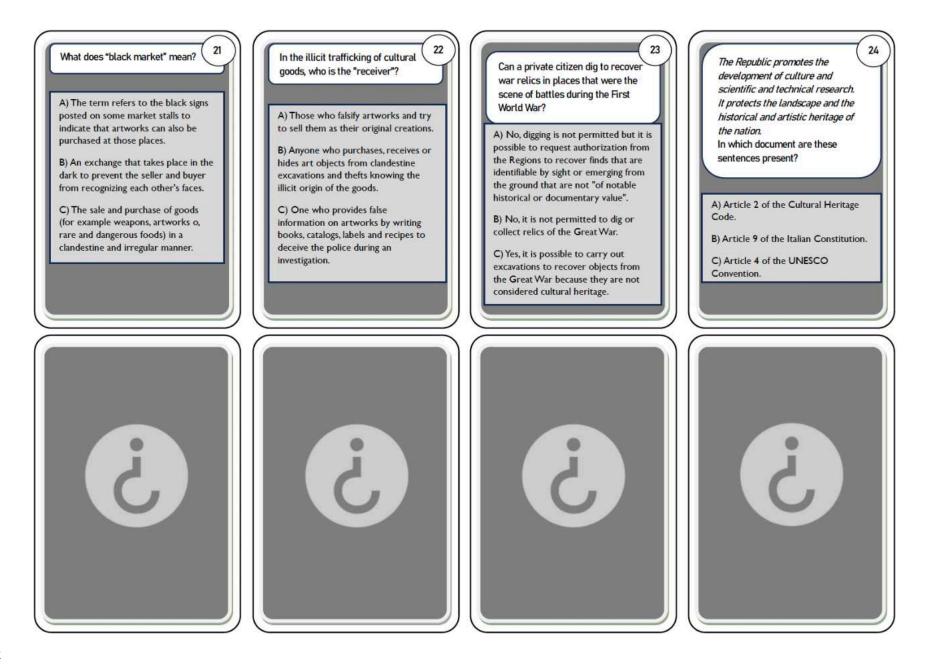
C) A rich online catalog that collects cards and images of the works preserved in museums around the world.

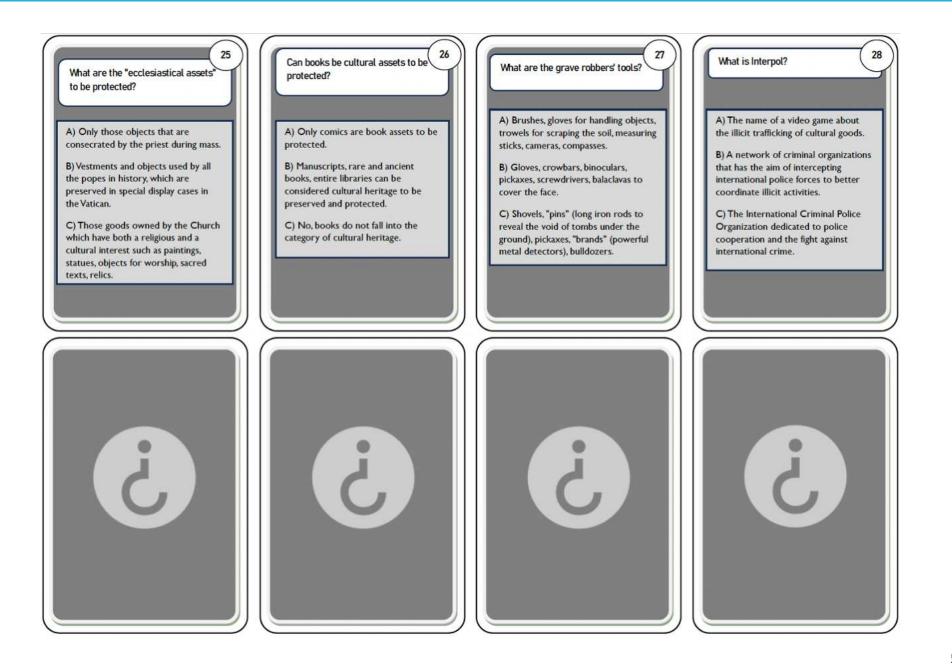


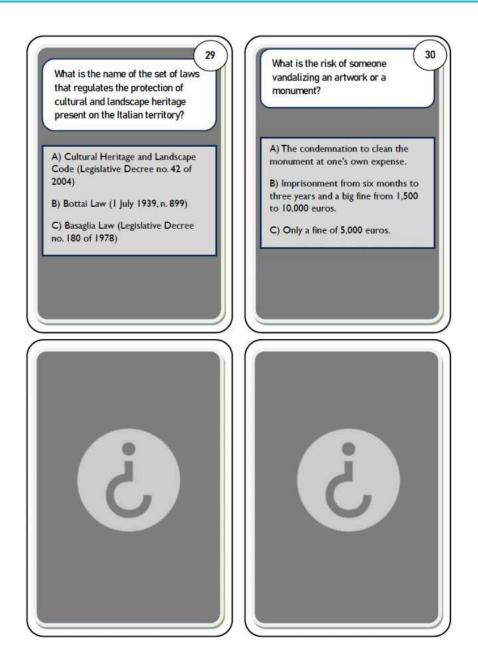




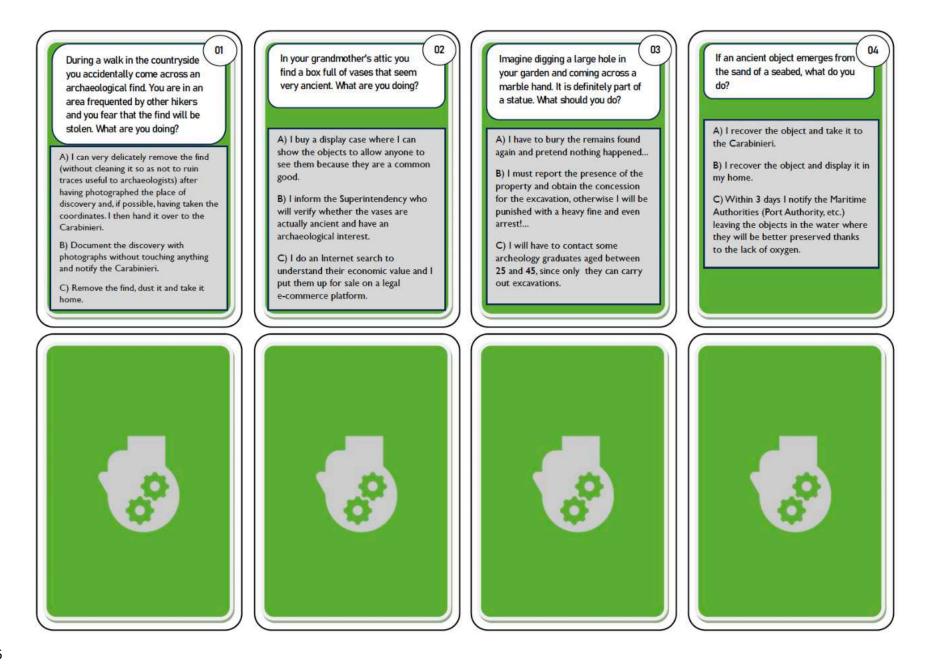








Annex 6: Scenario and Superchallenge cards



Your friend's family wants to build a swimming pool in their villa in the Appia Antica Park. What do you advise him to do?

05

A) To begin excavation for the swimming pool and immediately notify the authorities in case of archaeological discoveries.

B) To choose a landscape architect who designs a swimming pool similar to an ancient thermal bath.

C) To request authorization for the excavation from the Superintendence because the Appia Antica area is legally bound due to its value (an area of particular historical and naturalistic value. You are visiting the Etruscan Necropolis of Cerveteri when you see a tourist taking a small metal detector out of his backpack. What are you doing?

06

A) I advise him that objects of archaeological interest, found by anyone and in any way, underground or on the seabed, belong to the State.

B) I tell him that in Italy there is an absolute ban on using metal detectors near archaeological sites.

C) I warn him that he will have to pay an additional ticket for bringing a metal detector to an archaeological site. You are on a school trip to see the Roman Forum when you see a boy carving his name on a column with a key. What are you doing?

A) I pretend nothing happened and continue my visit.

B) I warn him that he risks a heavy fine and even prison and I call the custodians of the archaeological area.

C) I document the writing he made with a photo and publish it on the Internet to make it clear what damage is caused by vandalism on archaeological assets. You are on holiday with your familyin Trentino (Northeastern Italy). During a walk in the mountains your group finds some objects from the First World War were found. What are you doing? 08

A) If you believe they are objects "of considerable historical or documentary value" you inform the Municipality about your discovery, specifying the collection place, within 60 days.

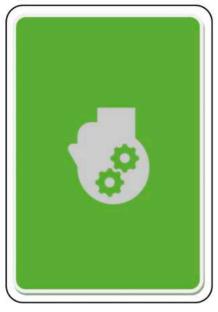
B) Since these are relics of the Great War they cannot be considered cultural goods and you take them home as a souvenir.

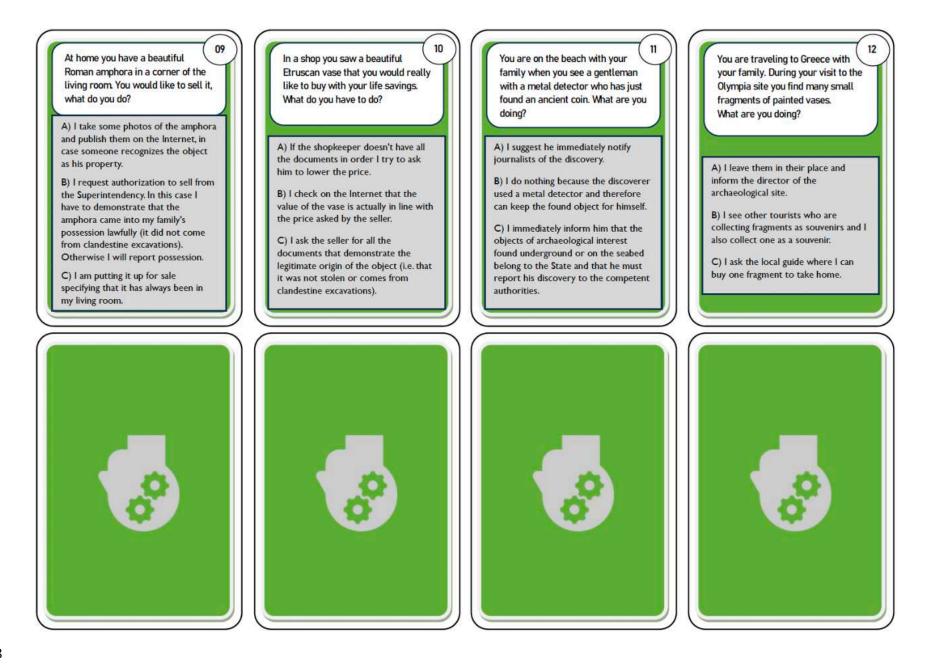
C) You leave them in place, hiding them from the sight of other walkers to prevent them from being taken away by criminals.











Your family has inherited an important painting from distant relatives. What can you do to verify its value?

A) I check on the Internet if there are similar works and how much they are worth.

B) I take it to a professional who is able to recognize whether it is an original or a copy, the artist, the age of the painting and its state of conservation.

C) I take it to school where the teacher will certainly be able to understand the value of the work. If you want to concretely help the Carabinieri Protection Unit, what can you do?

A) Consult the online bulletin and the database of missing works, report suspicious activities and incorrect or illicit behavior and obviously report any findings.

B) Call the Carabinieri if there is overcrowding in the museum and the safety of the people and preserved works is at risk.

C) Consult all online sales sites and report directly to the Carabinieri all those who sell art objects. In your city there is an antiques market where you find an original painting by the famous painter Vincent Van Gogh for sale. What do you do?

A) It is certainly an opportunity not to be missed and I am trying to purchase it and then have it evaluated by a professional.

B) It is almost certainly a fake but it is so well made that it could fool anyone; so I try to buy it and then resell it at a higher price.

C) It is most likely a fake, I won't buy it and I warn the seller that, if the painting is not original, by law he must declare that it is a copy. Your family is about to move abroad and you want to bring a valuable painting that belonged. to your great grandparents into the new home. What do you do?

16

A) We pack it in a wooden crate to prevent it from being damaged during transport and entrust it to the mail service..

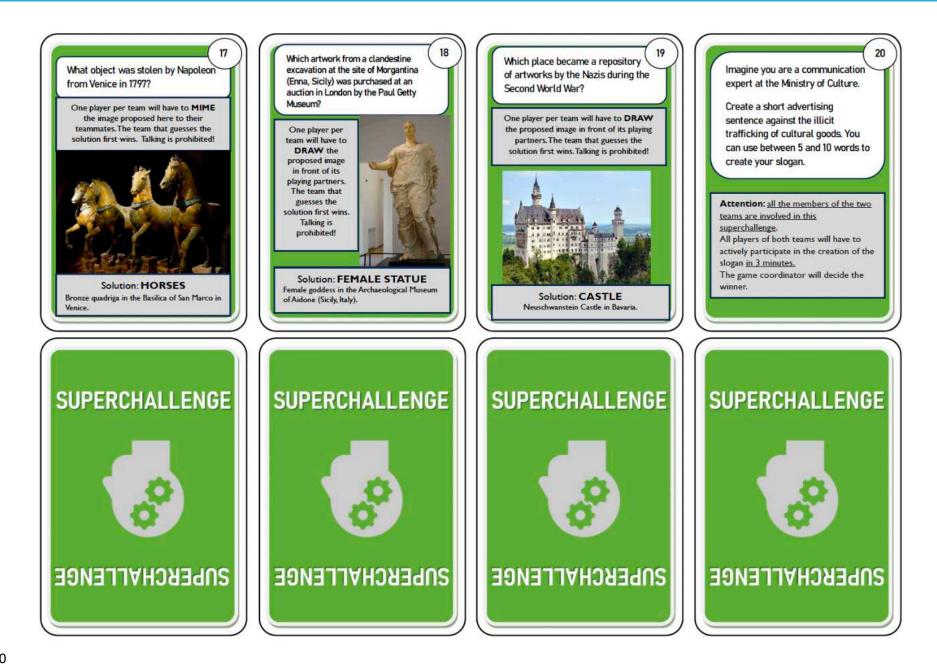
B) We request authorization for the exit of the work from Italy from the Export Office of the Superintendence.

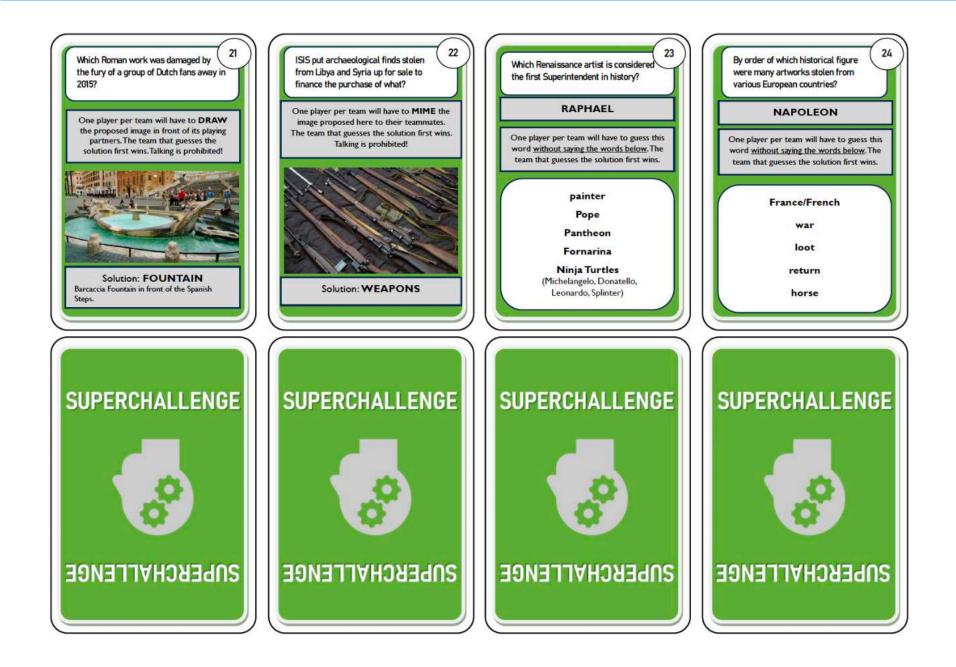
C) We hide it in our luggage to avoid customs checks.











Annex 7: Answers sheet

STORY Cards

STORY Cards					
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QUIZ Cards

2012					
1	А	11	С	21	С
2	В	12	В	22	В
3	В	13	С	23	А
4	С	14	С	24	В
5	А	15	А	25	С
6	В	16	В	26	В
7	С	17	В	27	С
8	В	18	А	28	С
9	А	19	С	29	А
10	А	20	А	30	В

SCENARIO Cards

1	А	9	В
2	В	10	С
3	В	11	С
4	С	12	А
5	С	13	В
6	В	14	А
7	В	15	С
8	А	16	В

ACTIVITY Cards

1	600.000	11	MONA LISA, by Leonardo da Vinci
2	PALMYRA	12	1157
3	ΝΑΤΙVITY	13	WASHINGTON
4	2	14	SALT SHAKER
5	2	15	a, c, b
6	f	16	g
7	ITALY	17	Davidoff-Morini Stradivari violin (b)
8	52.000	18	a, c, d
9	2	19	c, b, a
10	Interpol (4), Carabinieri Protection Unit (8)	20	Artnapping

Annex 8: Playing pieces and stop markers

