

Work Unit: The Manufacture of Artisanal Cheese Teaching Guide

AGE: 10 to 14 years old.

TOPIC/JUSTIFICATION/INTRODUCTION

Our autonomous community stands out for the quality of its food, acquired after centuries of know-how and the dedication of our ranchers, farmers and cheese masters. The manufacture of Artisan Cheese is one of the main elements of the Cultural and Social Heritage of our region, exceeding our borders and being known worldwide.

Today, in which the industrial production of food has prevailed in the sector, there are still Castilian-La Mancha companies that are committed to the artisanal process, and that are rewarded for this by both consumers, critics and restaurateurs.

In this Work Unit, students will be able to navigate through Virtual Reality through a 360º visit, increase their knowledge through interactive images, or check what they have learned through highly motivating evaluation dynamics.

OBJECTIVES

- Increase knowledge about the Cultural Heritage of Castilla-La Mancha.
- Know effective mechanisms of food transformation, historical basis of industrial processes currently in use.

PROFICIENCIES

- Digital competence.
- Learn to learn.
- Awareness and cultural expressions.

TIMING

This Work Unit is initially programmed to be developed in two sessions of 50-60 minutes, both in the Ordinary Classroom and through Virtual Distance Learning.

MATERIALS

- Computer, Tablet or Smartphone.
- Internet connection.
- Projector/Interactive Screen (Optional).
- Virtual Reality Glasses (Optional).

RECOMMENDATIONS

The Work Unit is based on an interactive multimedia presentation, on which the student will be able to progress in the contents to work independently.

This presentation is divided into three clearly sequenced and ordered parts, which are:

- Contextual introduction: Students will be able to acquire basic contents about the process of making artisan cheese, which will prepare them for later phases of interactive learning.
- Free navigation through the learning scenario: Students will be able to freely navigate through the artisan cheese factory. In this part of the presentation, the student immerses themselves in real space, and is also given information about the different steps in making cheese.
- Strengthening of contents through gamification or self-evaluation: Finally, in this third and last part, students are presented with a series of evaluation dynamics, in which they are put to the test about the contents previously offered.



NUESTRA SALUD
ESTÁ EN TUS MANOS