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

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Version

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Images

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Disclaimer

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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 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:

https://www.pitcher-project.eu

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:

	♣ ↑ 7-11	† † 11-14	14-18
All the themes		Case Studies	Case Studies
		The Raiders of the Lost Art	
Theft of antiques and works of art	The Mysterious Theft	The Mysterious Theft	Guilty Treasures
	Vade-mecum Educational project	Vade-mecum Educational project	Vade-mecum Educational project
	Traffic 'Art	Traffic 'Art	Traffic 'Art
		Protect the sites!	Protect the sites!
		Crossed interviews	Crossed interviews
		Journey of a Stele	Journey of a Stele
Sale of stolen objects	Traffic 'Art	Traffic 'Art	Traffic 'Art
		Journey of a Stele	Journey of a Stele
			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
			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	
Provenance research and traceability		Crossed interviews	Crossed interviews	
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	
Why it is forbidden, what consequence	Vade-mecum Educational project	Vade-mecum Educational project	Vade-mecum Educational project	
		Crossed interviews	Crossed interviews	
		Protect the sites!	Protect the sites!	
		Journey of a Stele	Journey of a Stele	

Summary: The Raiders of the Lost Art

Theft of antiques and works of art (but all the themes are treated)			
11-14			
Civic education			
60-90 minutes			
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			
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			
 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. 			

1 11-14

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

Mat	terials (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.

QUIZ 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.
- 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.
- 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.
- Each team chooses its own playing piece and places it on the "START" space. 2.
- 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 $oldsymbol{Q}$



Activity card → lilac area marked with



Scenario and superchallenge card → 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 , 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.

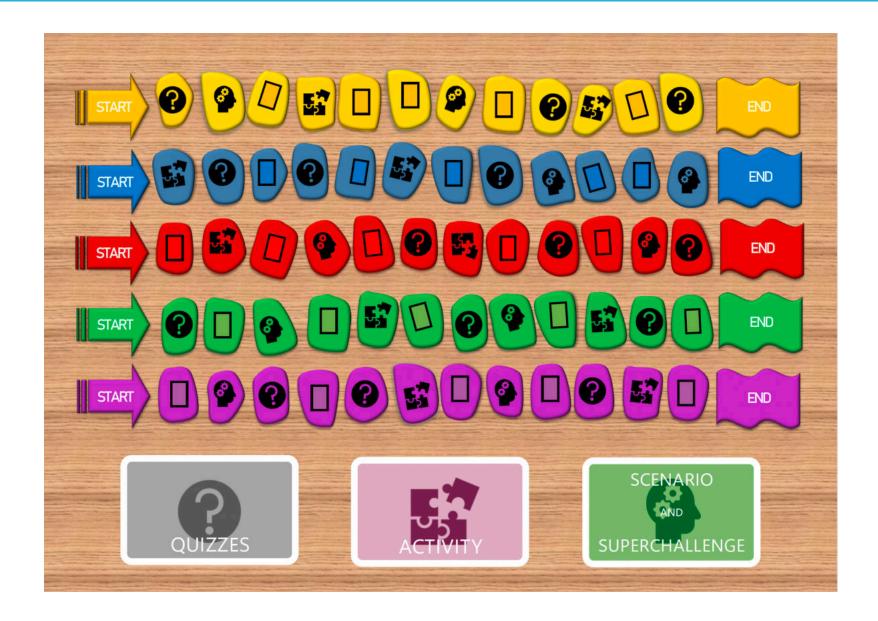
Suggestions for further activities

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

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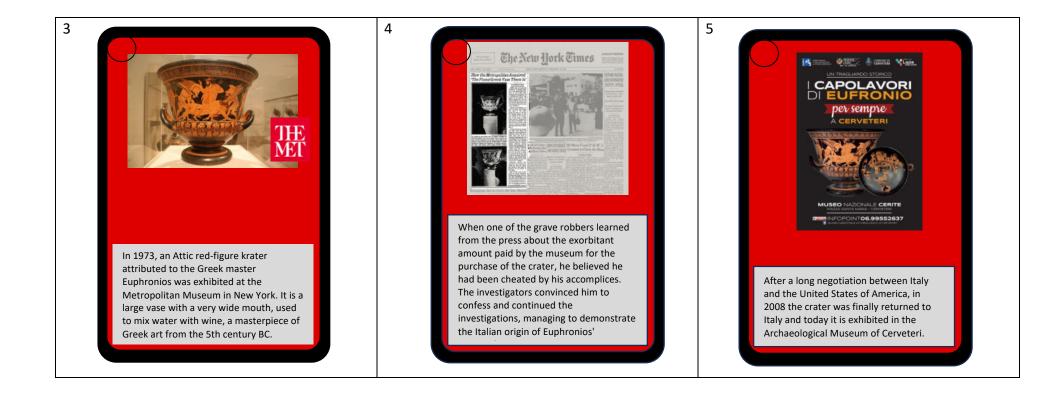
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Annex 3: Story cards

STORY CARDS The Vase of Euphronius

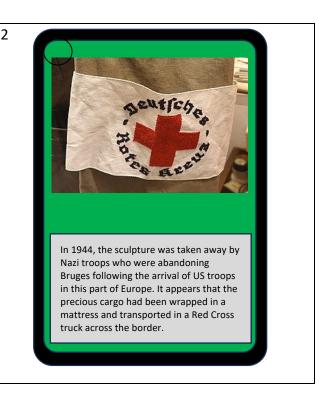


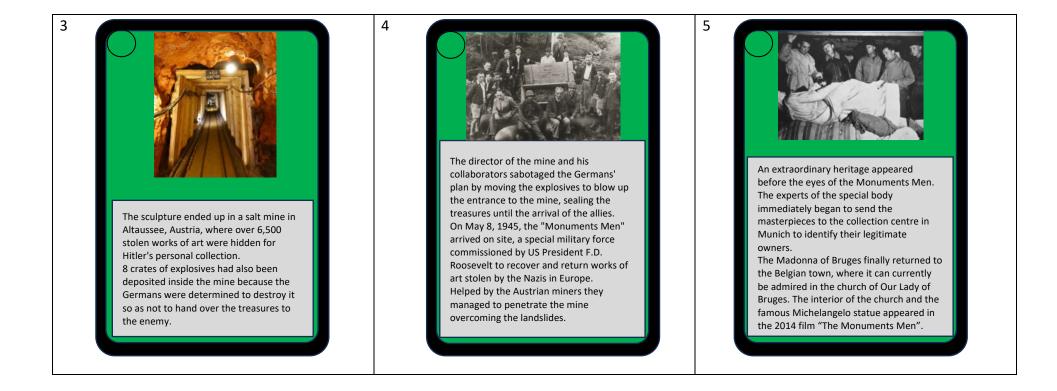




STORY CARDS The Madonna of Bruges

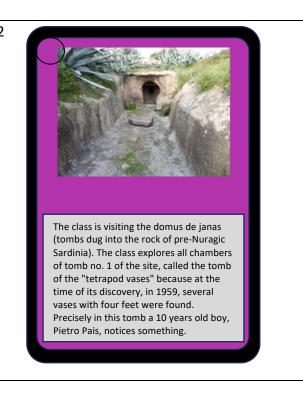


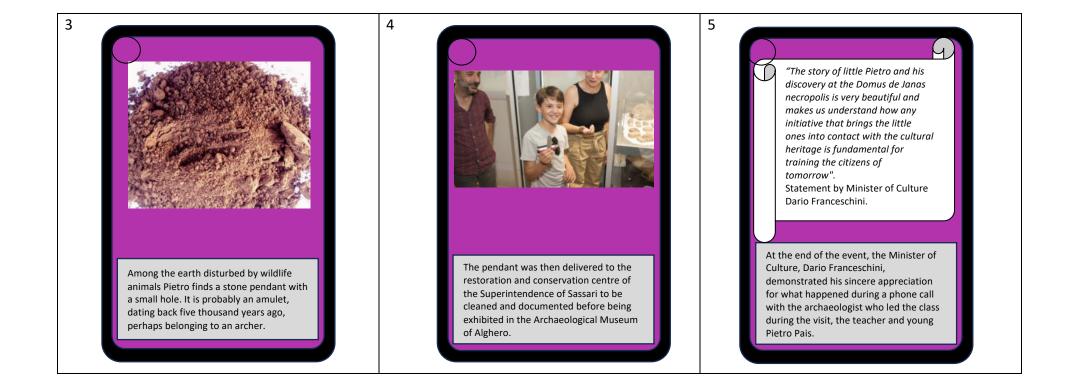




STORY CARDS The archer's amulet







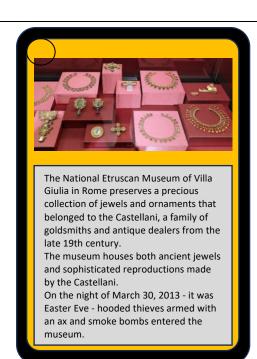
STORY CARDS The treasure of the Nuestra Señora of Mercedes



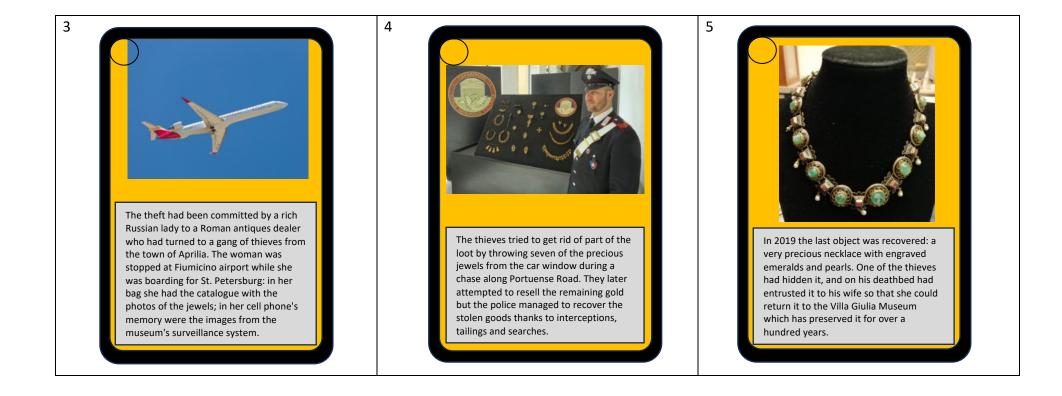




STORY CARDS Villa Giulia Operation

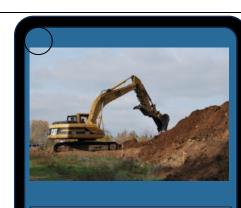






STORY CARDS Juno operation

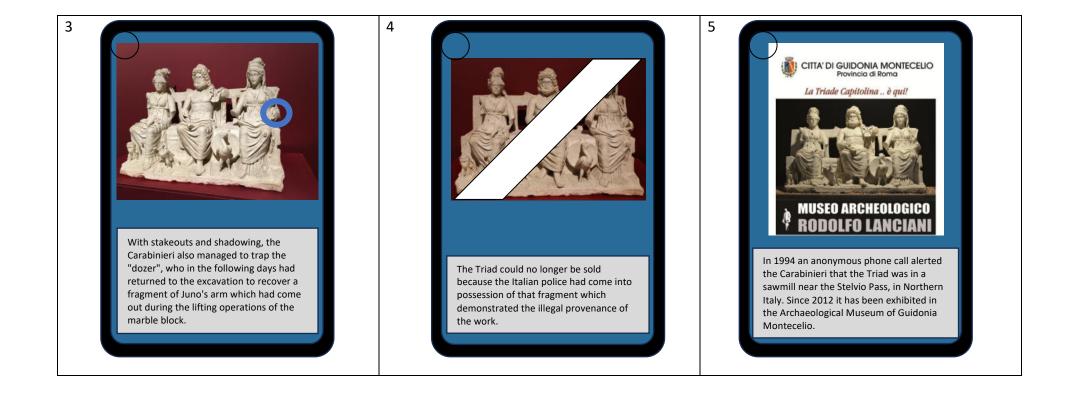
Print and cut out



In 1992 a group of grave robbers, digging 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.

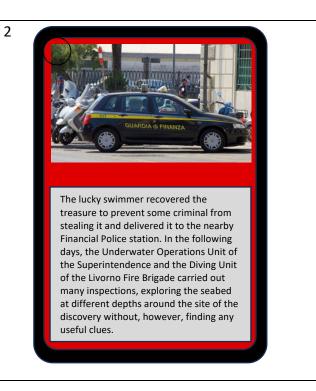


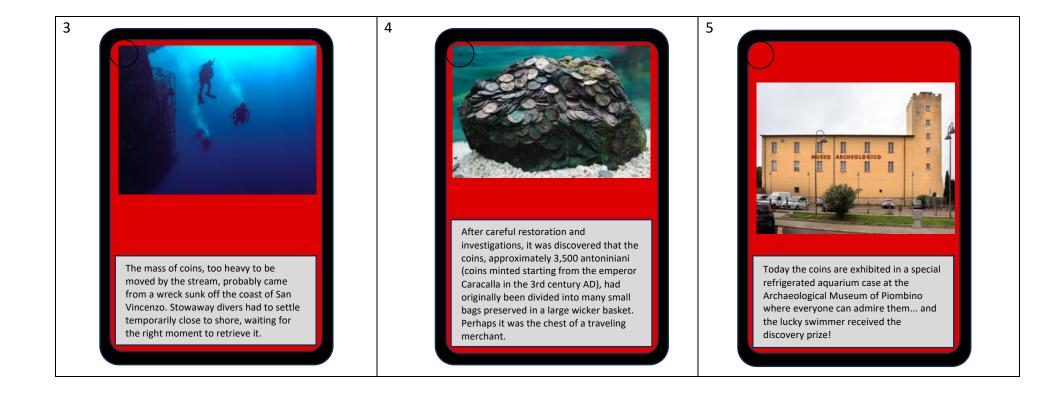
The police managed to arrest the leader of the gang and draw an identikit of the stolen work thanks to the description given by one of the suspects. In the meantime, thanks to "Scotch whisky", a member of the gang who owned a transport company, the triad had left Italy and been sold to a Swiss antiques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



STORY CARDS The treasure of Rimigliano

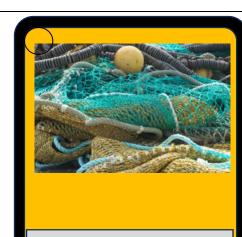




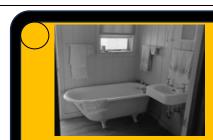


STORY CARDS The athlete from Fano

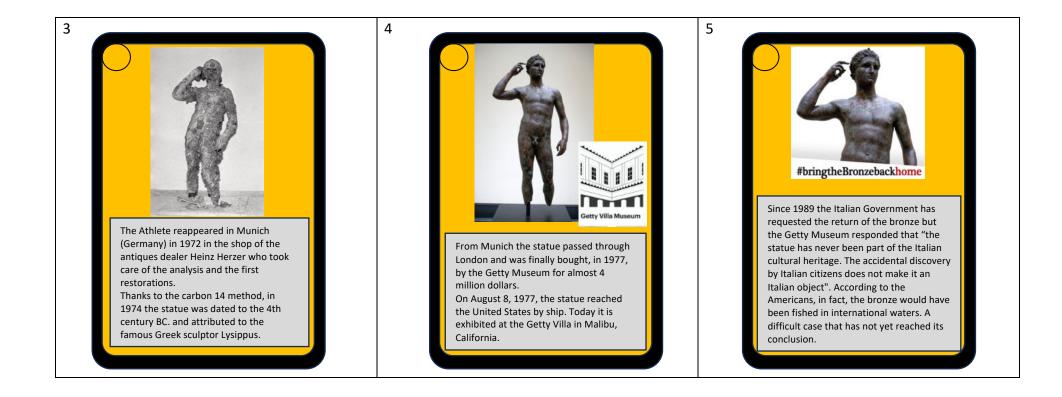
Print and cut out



In 1964 the bronze statue of an athlete got caught in the nets of a Fano fishing boat off the coast of the Marche region.
The statue was first hidden under the stairs of the owner of the boat and then in a cabbage field, for fear that the Financial Police could locate it.



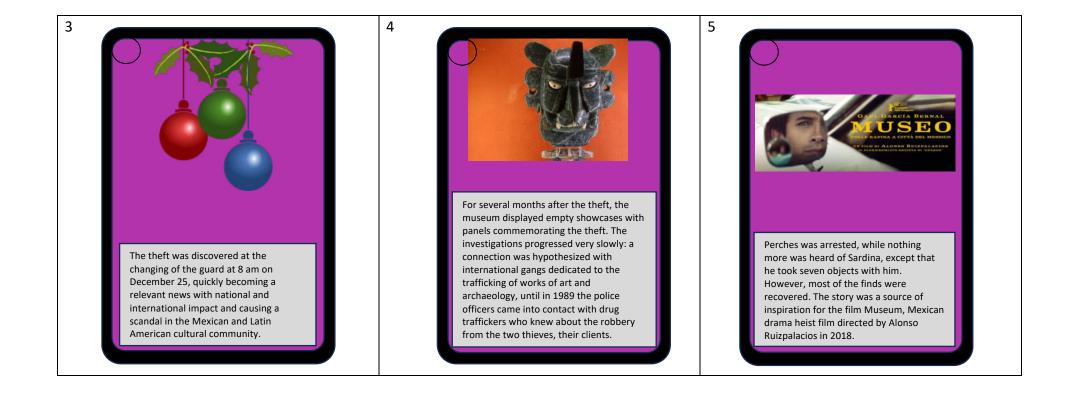
The news of the discovery emerged and reached the ears of the Barbetti, a family of wealthy manufacturers from Gubbio, who purchased the statue for three and a half million lire and kept it hidden for a long time in the bathtub of the rectory of the Gubbio's church. Afterwards they resold it to an antique dealer in Milan, who remained unknown. According to another version, the Athlete left Gubbio in a container of medical supplies sent to Brazil to a missionary relative of the Barbetti.



STORY CARDS The robbery of the century in Mexico



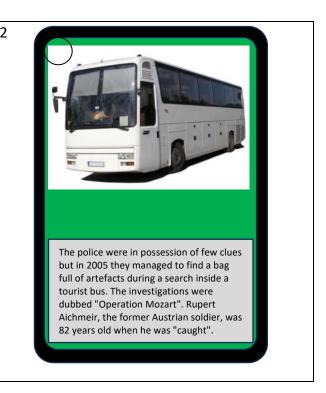


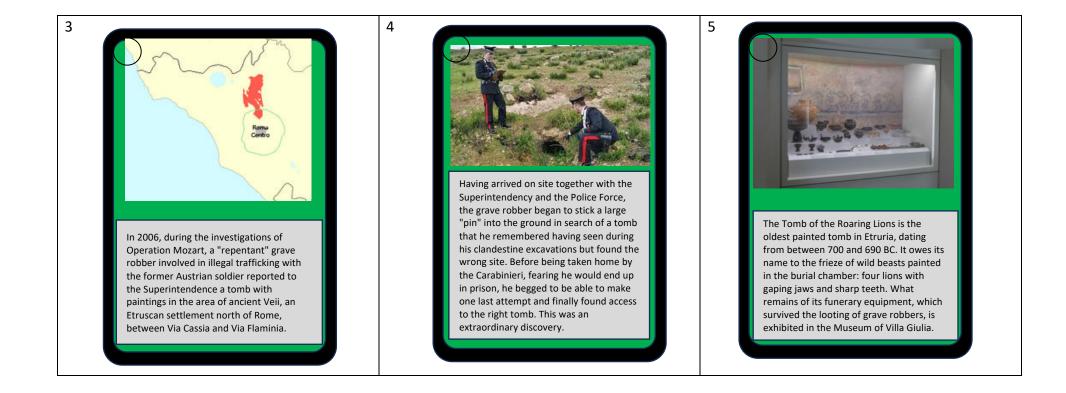


STORY CARDS Mozart Operation

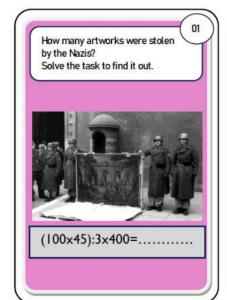
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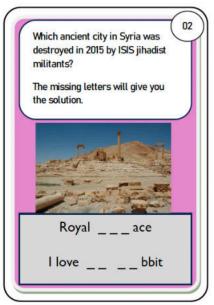






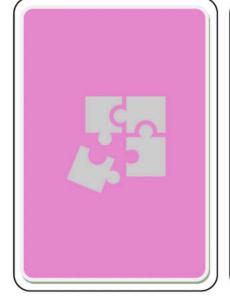
Annex 4: Activity cards

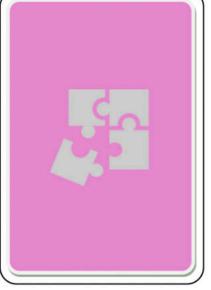




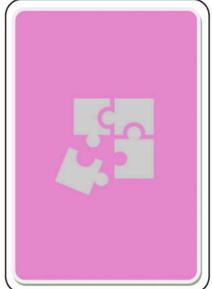




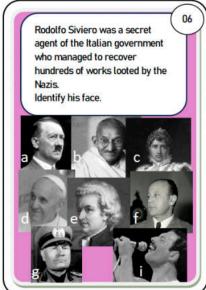


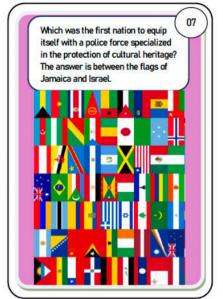


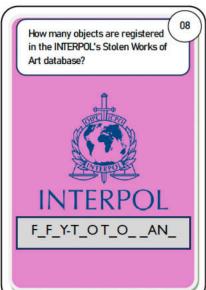




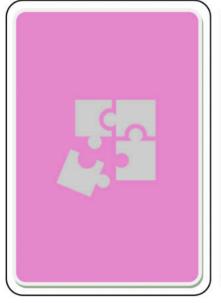


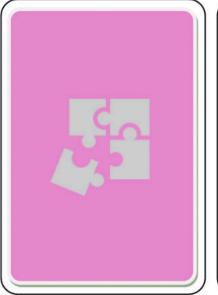






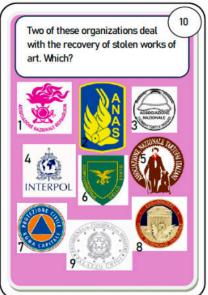


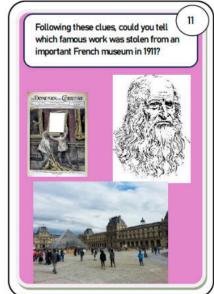


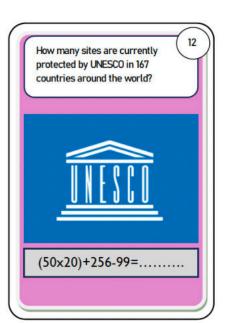






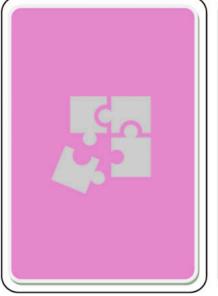














In which US city, in 1998, did take place the conference that issued 11 principles to support the search for and restitution of works stolen by the Nazis?



The name of the city has the same name as the first president of the United States of America.

In 2003, this masterpiece of Italian goldsmithing, created in 1543 by Benvenuto Cellini for the king of France, was stolen. After a ransom demand of 10 million dollars it was found in a forest outside Vienna. What was this object used for?

Solve the anagram to find out.



Here are three words related to the illicit trafficking of artworks. Find the correct meaning for each of them.

RECYCLING

- a) Buying artworks to "clean up" dirty money, for example from drug dealing.
- b) Use bicycles for the illegal transport of archaeological finds.
- c) Resell used items.

SMUGGLING

- a) Purchase banned goods.
- b) Announce a public competition.
- c) Import or export goods without respecting customs laws.

FENCING

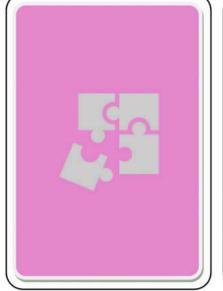
- a) Using other people's medical prescriptions.
- prescriptions.
- b) Purchase, receive or hide something of illegal origin.

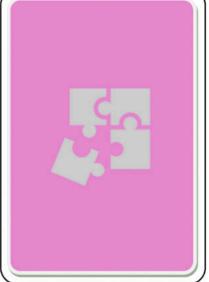
c) Cooking food with illegally sourced food.

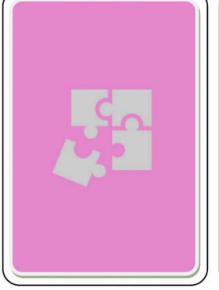
In the Convention for the Protection of Cultural Property in case of Armed Conflict, signed in The Hague (The Netherlands) in 1954, a symbol was chosen to mark historic buildings and cultural property to be protected in the event of war. Try to spot it.













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
- 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
- c) Hidden in special tunnels called

What is the English term used to define thefts of artworks a ransom is asked for? Identify the correct



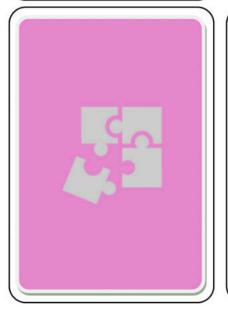
PACKPOCKETANG

KIDNAPPING

TREASURE HUNT

THERT ART

SNATCHING ART









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"?

- 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.

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- 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?

- 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.









What is UNESCO?

A) The United Nations Educational, Scientific and Cultural Organization

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which, among other things, deals with the safeguarding of World Heritage, so that it can be transmitted to future generations.

B) The United Nations Organization for the History of Trade which also studies the illegal trafficking of weapons and cultural goods.

C) The Organization that brings together all the Nations that have archaeological assets to defend.

According to UNESCO, the illicit trafficking of artworks is...

A) In fifth place after the trade of drugs, weapons, human beings and cars.

B) In third place after the drug and weapons trade.

C) At the bottom of the illegal trade ranking.

What are the ICOM Red Lists?

A) Lists of monuments damaged or destroyed subsequently to natural or anthropic (human-related) events such as earthquakes or wars.

B) Lists of animal species at risk of extinction, which are the subject of trade.

C) Lists of categories of cultural goods that can be subject to theft and illicit trafficking. They are used by law enforcement and customs officials to identify objects at risk and prevent them from being sold or exported illegally.

Who are the "Blue Helmets of Culture"?

A) A group of 50 archaeologists who protested against the Ministry of Culture, wearing blue helmets on the excavation site.

B) A group of 60 people including Carabinieri and scholars, called Unite4Heritage, which is activated whenever cultural heritage is in danger during natural disasters, emergencies, wars, but also in the case of illegal trafficking of artworks.

C) A group of 100 athletes who represent Italy in the world as ambassadors of that country's culture.









Among the major disasters to which the world's cultural heritage is subject are...

- A) Looting and destruction in war zones.
- B) Smog and pollution which damage the surfaces of artworks and monuments.
- C) Fake news spread on the Net that transmit wrong information on cultural heritage.

What are the most illegally sold artworks?

- A) Ceramics, bronzes, terracottas, jewels, coins, paintings, sculptures.
- B) Paintings, cutlery, glass, coins, furniture, weapons, ivories.
- C) Watches, cars, clothes, furniture, books, photographs, sculptures.

Who are the "art detectives"?

- A) The ASD (Antiquity Sniffing Dogs), a patrol of dogs trained to collaborate with the police in the search for stolen antiquities
- B) The TERs (Falcons for Excavation Research), trained falcons with extremely keen eyesight which cannot escape clandestine excavations.
- C) The TPC, Carabinieri Command for the Protection of Cultural Heritage, in Italy). In December 2021, they recovered 201 valuable archaeological pieces worth 10 million euros in the United States.

Who are the so-called "tombaroli" in Italy?

- A) In northern Italy this was the name of all the fans of the famous skier Alberto Tomba, considered one of the greatest protagonists in the history of Italian sport from 1986 to 1998.
- B) In Italy, the name is given to those people who usually dedicate themselves to the research and illegal excavation of ancient underground tombs, with the aim of taking possession of any finds and then selling them illegally.
- C) In southern Italy, the equivalent of dialect terms that have the meaning of "thieves".









Who owns objects of archaeological interest found underground or on the seabed by anyone and in any way?

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- A) To the first person who finds them, but only if the objects emerge due to an earthquake or heavy rain.
- B) To the owner of the land, in case the archaeological finds were found within his property.
- C) They belong to the State, that is, to all of us who are part of it. They are therefore public goods that can be enjoyed in museums or archaeological areas.

Which Italian Ministry is responsible for the protection of archaeological, artistic and cultural heritage in general?

- A) The Ministry of Archeology and Art
- B) The Ministry of Tourism
- C) The Ministry of Culture

Which nation first established the "Blue Helmets of Culture", the task force for the protection of cultural heritage in case of a disaster?

- A) Italy
- B) Norway
- C) United States

In 2022, a new space dedicated to hosting exhibitions of stolen, missing, sold or illegally exported artworks that have finally returned to Italy was inaugurated in Rome. What is his name?

- A) Museum of Our Art
- B) Museum of Saved Art
- C) Museum of Rediscovered Objects









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

- 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?

- 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)?

- 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.









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What does "black market" mean?

A) The term refers to the black signs posted on some market stalls to indicate that artworks can also be

purchased at those places.

B) An exchange that takes place in the dark to prevent the seller and buyer from recognizing each other's faces.

C) The sale and purchase of goods (for example weapons, artworks o, rare and dangerous foods) in a clandestine and irregular manner. In the illicit trafficking of cultural goods, who is the "receiver"?

A) Those who falsify artworks and try to sell them as their original creations.

B) Anyone who purchases, receives or hides art objects from clandestine excavations and thefts knowing the illicit origin of the goods.

C) One who provides false information on artworks by writing books, catalogs, labels and recipes to deceive the police during an investigation.

Can a private citizen dig to recover war relics in places that were the scene of battles during the First World War?

A) No, digging is not permitted but it is possible to request authorization from the Regions to recover finds that are identifiable by sight or emerging from the ground that are not "of notable historical or documentary value".

B) No, it is not permitted to dig or collect relics of the Great War.

C) Yes, it is possible to carry out excavations to recover objects from the Great War because they are not considered cultural heritage. The Republic promotes the development of culture and scientific and technical research. It protects the landscape and the historical and artistic heritage of the nation.

In which document are these sentences present?

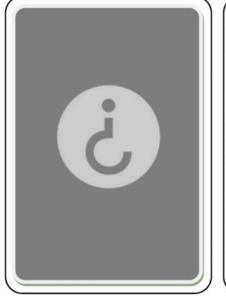
A) Article 2 of the Cultural Heritage Code.

B) Article 9 of the Italian Constitution.

C) Article 4 of the UNESCO Convention.









What are the "ecclesiastical assets" to be protected?

- A) Only those objects that are consecrated by the priest during mass.
- B) Vestments and objects used by all the popes in history, which are preserved in special display cases in the Vatican.
- C) Those goods owned by the Church which have both a religious and a cultural interest such as paintings, statues, objects for worship, sacred texts, relics.

Can books be cultural assets to be protected?

- A) Only comics are book assets to be protected.
- B) Manuscripts, rare and ancient books, entire libraries can be considered cultural heritage to be preserved and protected.
- C) No, books do not fall into the category of cultural heritage.

What are the grave robbers' tools?

- A) Brushes, gloves for handling objects, trowels for scraping the soil, measuring sticks, cameras, compasses.
- B) Gloves, crowbars, binoculars, pickaxes, screwdrivers, balaclavas to cover the face.
- C) Shovels, "pins" (long iron rods to reveal the void of tombs under the ground), pickaxes, "brands" (powerful metal detectors), bulldozers.

What is Interpol?

- A) The name of a video game about the illicit trafficking of cultural goods.
- B) A network of criminal organizations that has the aim of intercepting international police forces to better coordinate illicit activities.
- C) The International Criminal Police Organization dedicated to police cooperation and the fight against international crime.









What is the name of the set of laws that regulates the protection of cultural and landscape heritage present on the Italian territory?

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- A) Cultural Heritage and Landscape Code (Legislative Decree no. 42 of 2004)
- B) Bottai Law (1 July 1939, n. 899)
- C) Basaglia Law (Legislative Decree no. 180 of 1978)

What is the risk of someone vandalizing an artwork or a monument?

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- A) The condemnation to clean the monument at one's own expense.
- B) Imprisonment from six months to three years and a big fine from 1,500 to 10,000 euros.
- C) Only a fine of 5,000 euros.





Annex 6: Scenario and superchallenge cards

During a walk in the countryside you accidentally come across an archaeological find. You are in an area frequented by other hikers and you fear that the find will be stolen. What are you doing?

- A) I can very delicately remove the find (without cleaning it so as not to ruin traces useful to archaeologists) after having photographed the place of discovery and, if possible, having taken the coordinates. I then hand it over to the Carabinieri.
- B) Document the discovery with photographs without touching anything and notify the Carabinieri.
- C) Remove the find, dust it and take it

In your grandmother's attic you find a box full of vases that seem very ancient. What are you doing?

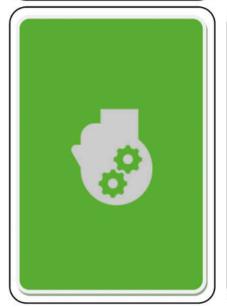
- A) I buy a display case where I can show the objects to allow anyone to see them because they are a common good.
- B) I inform the Superintendency who will verify whether the vases are actually ancient and have an archaeological interest.
- C) I do an Internet search to understand their economic value and I put them up for sale on a legal e-commerce platform.

Imagine digging a large hole in your garden and coming across a marble hand. It is definitely part of a statue. What should you do?

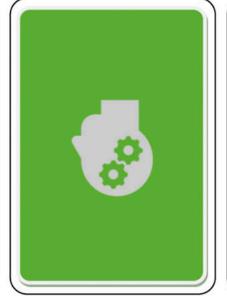
- A) I have to bury the remains found again and pretend nothing happened...
- B) I must report the presence of the property and obtain the concession for the excavation, otherwise I will be punished with a heavy fine and even arrest!...
- C) I will have to contact some archeology graduates aged between 25 and 45, since only they can carry out excavations.

If an ancient object emerges from the sand of a seabed, what do you do?

- A) I recover the object and take it to the Carabinieri.
- B) I recover the object and display it in my home.
- C) Within 3 days I notify the Maritime Authorities (Port Authority, etc.) leaving the objects in the water where they will be better preserved thanks to the lack of oxygen.









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?

- 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?

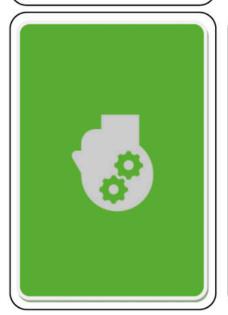
- A) I advise him that objects of archaeological interest, found by anyone and in any way, underground or on the seabed, belong to the State.
- B) I tell him that in Italy there is an absolute ban on using metal detectors near archaeological sites.
- C) I warn him that he will have to pay an additional 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.

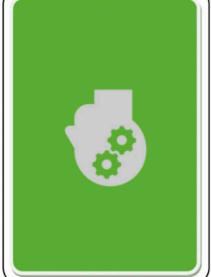
You are on holiday with your familyin Trentino (Northeastern Italy). During a walk in the mountains your group finds some objects from the First World War were found. What are you doing?

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









At home you have a beautiful
Roman amphora in a corner of the
living room. You would like to sell it,
what do you do?

- A) I take some photos of the amphora and publish them on the Internet, in case someone recognizes the object as his property.
- B) I request authorization to sell from the Superintendency. In this case I have to demonstrate that the amphora came into my family's possession lawfully (it did not come from clandestine excavations). Otherwise I will report possession.
- C) I am putting it up for sale specifying that it has always been in my living room.

In a shop you saw a beautiful
Etruscan vase that you would really
like to buy with your life savings.
What do you have to do?

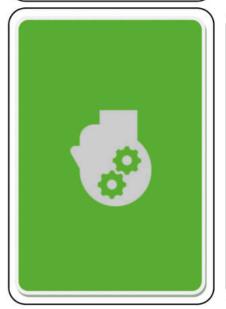
- A) If the shopkeeper doesn't have all the documents in order I try to ask him to lower the price.
- B) I check on the Internet that the value of the vase is actually in line with the price asked by the seller.
- C) I ask the seller for all the documents that demonstrate the legitimate origin of the object (i.e. that it was not stolen or comes from clandestine excavations).

You are on the beach with your family when you see a gentleman with a metal detector who has just found an ancient coin. What are you doing?

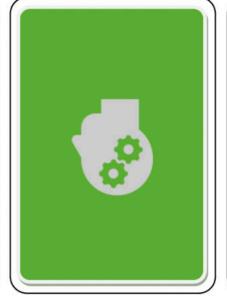
- A) I suggest he immediately notify journalists of the discovery.
- B) I do nothing because the discoverer used a metal detector and therefore can keep the found object for himself.
- C) I immediately inform him that the objects of archaeological interest found underground or on the seabed belong to the State and that he must report his discovery to the competent authorities.

You are traveling to Greece with your family. During your visit to the Olympia site you find many small fragments of painted vases. What are you doing?

- A) I leave them in their place and inform the director of the archaeological site.
- B) I see other tourists who are collecting fragments as souvenirs and I also collect one as a souvenir.
- C) I ask the local guide where I can buy one fragment to take home.









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?

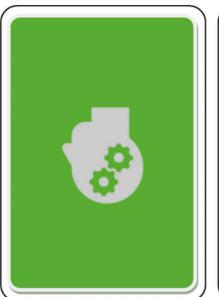
- A) Consult the online bulletin and the database of missing works, report suspicious activities and incorrect or illicit behavior and obviously report any findings.
- B) Call the Carabinieri if there is overcrowding in the museum and the safety of the people and preserved works is at risk.
- C) Consult 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?

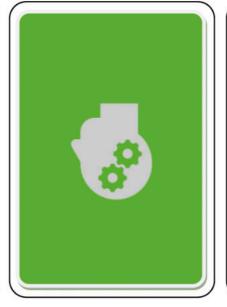
- A) It is certainly an opportunity not to be missed and I am trying to purchase it and then have it evaluated by a professional.
- B) It is almost certainly a fake but it is so well made that it could fool anyone; so I try to buy it and then resell it at a higher price.
- C) It is most likely a fake, 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?

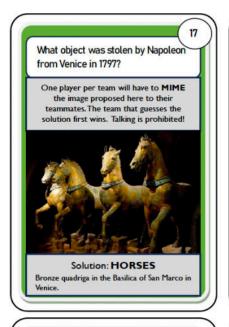
- A) We pack it in a wooden crate to prevent it from being damaged during transport and entrust it to the mail service..
- B) We request authorization for the exit of the work from Italy from the Export Office of the Superintendence.
- C) We hide it in our luggage to avoid customs checks.





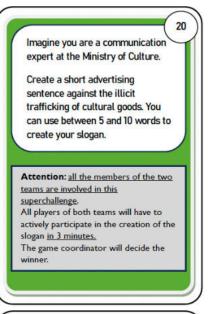






















SUPERCHALLENGE

SUPERCHALLENGE



ISIS put archaeological finds stolen

from Libya and Syria up for sale to

One player per team will have to MIME the

image proposed here to their teammates.

The team that guesses the solution first wins.

Talking is prohibited!

finance the purchase of what?

22





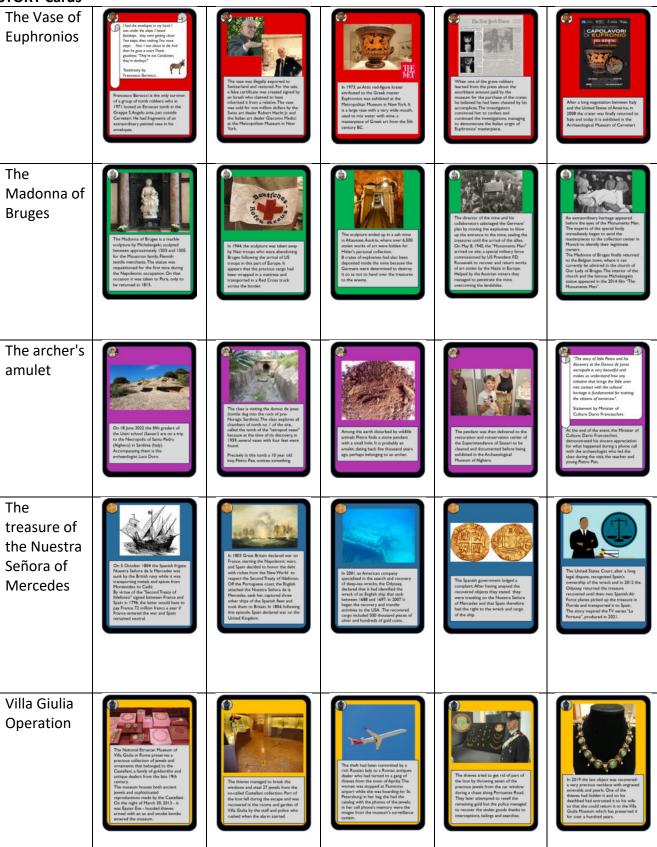






Annex 7: Answers sheet

STORY Cards



Juno operation The treasure of Rimigliano The athlete from Fano The robbery of the century in Mexico Mozart Operation

QUIZ Cards

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

_	i i caius		
1	600.000	11	MONA LISA, by Leonardo da Vinci
2	PALMYRA	12	1157
3	NATIVITY	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

