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Histadrut, The General Federation of Labour In Israel

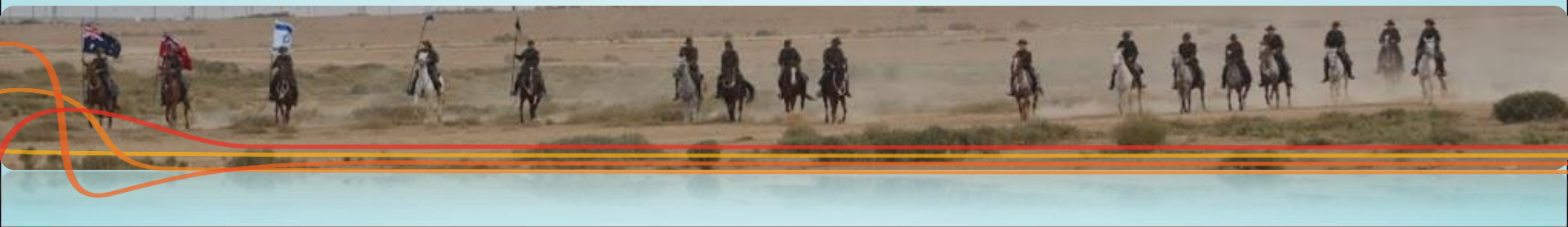
Reviving the Memory

Commemoration as a Way to Study History

Amal Multidisciplinary School, Beer Sheva

Project objective

The project aims to implement experiential and creative learning, that makes topics from history accessible and relative to today's students.



One day, Out of the blue, a group of **Australian soldiers on horseback** arrived at the city of Be'er Sheva ...



We began to make inquiries!

*We asked friends, parents, and even the teachers,
but we did not get Satisfactory answers*

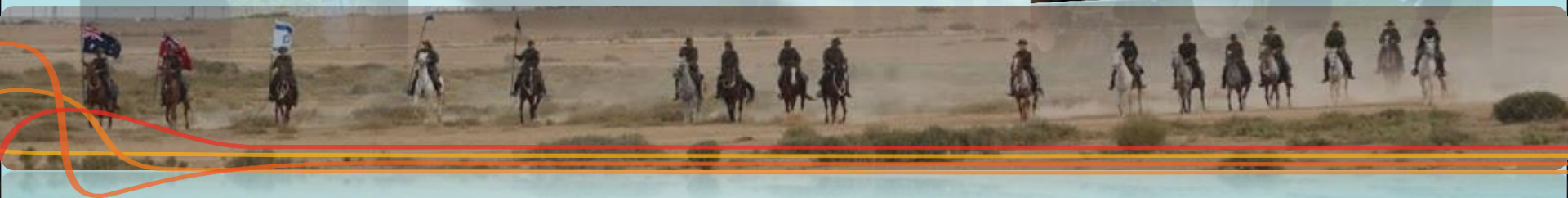
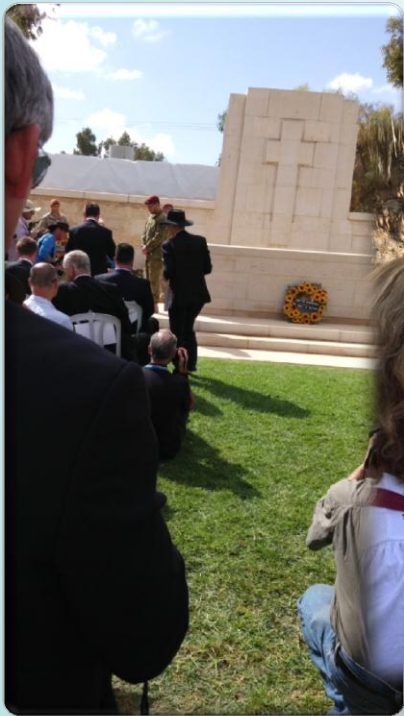
*We opened the Internet, the books,
and even listened to experts!*

*We toured sites, and suddenly discovered that people
from all over the world knew the stories*

Yet, we – residents of the city– did not!



We found out, that on October 31, there are **international state ceremonies** to mark the **99th anniversary of World War I** and we decided to take a part



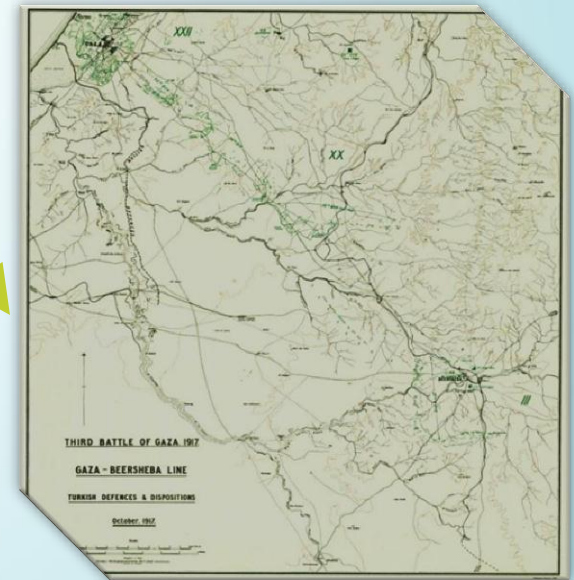
Primary work products

Sites on map; QR code for interactive images to be built in the THINGLINK app, showing the place and information about the battles that took place there

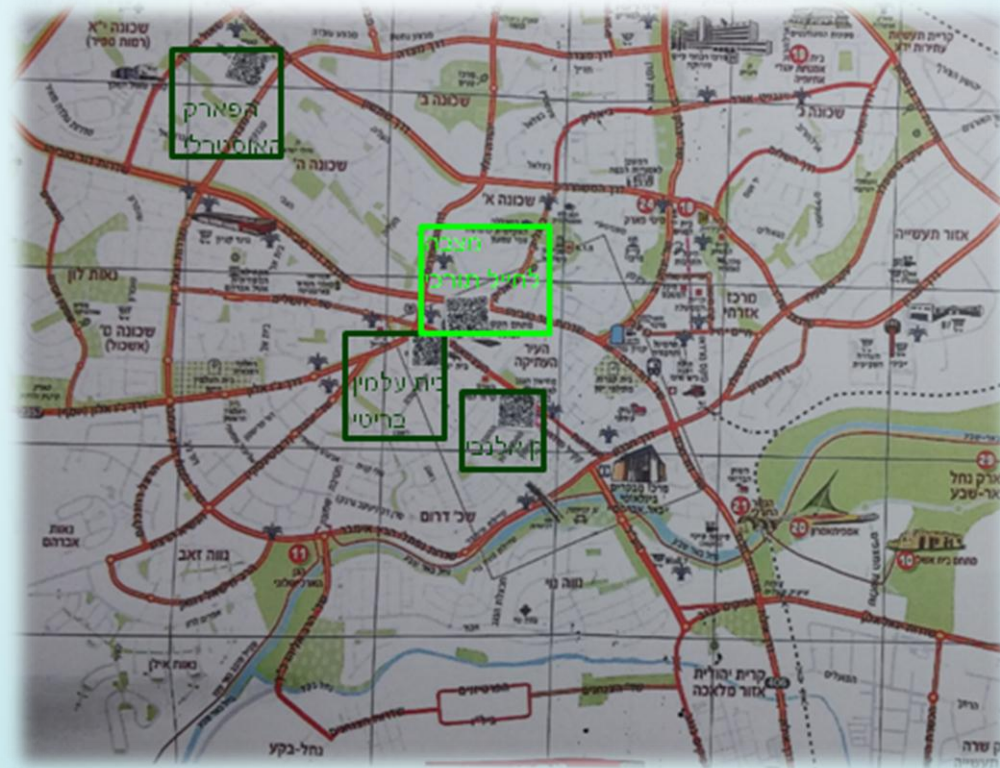


A map with a QR code explaining the connection between the place and World War I.

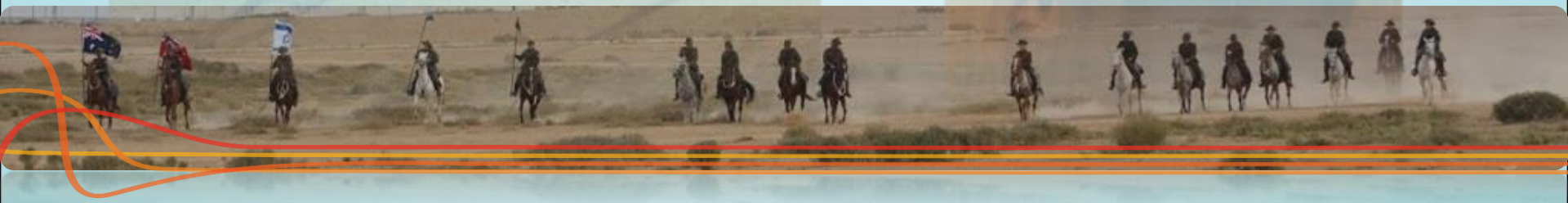
A map describes the battles for the conquest of Beersheba on October 31, 1917.



First Product (not final) – Site Map



Interactive picture of Allenby Park



What next?

Contact the **Chairman of the World War I Heritage Organization**, in order to interest them in distributing the interactive maps in various languages for the events of **the 100th anniversary** of the conquest of **Be'er Sheva**.

Contact the **Be'er Sheva municipality** with the aim of **integrating the maps in tours in Be'er Sheva**, and to determine QR code for relevant **commemorative sites**, including the historical story to be submitted by the students.

