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Nota di contenuto	Contents; 1. Lectures as Usual? Teaching Archaeology for Fun / Claire Smith and Heather Burke; Part I: Role Play; 2. Seven Degrees of Archaeology, or Diverse Ways of Interpreting the Past / Heather Burke and Claire Smith; 3. The Great Debate: Archaeology, Repatriation, and Nationalism / Morag M. Kersel; Part II: Games; 4. Grasp, or Happy Families, the Archaeological Way / Gail Higginbottom; 5. The Skin Game: Teaching to Redress Stereotypes of Indigenous People / Claire Smith and Heather Burke; 6. The Big Dig: Theoretically Speaking / Gail Higginbottom; Part III: Simulations 7. The Game of Context: Teaching the History of Archaeology Without Foregone Conclusions / John Carman 8. The Simulated Excavation: An Alternative to Archaeological Site Destruction / Bradley F. Bowman and Glenna Dean; 9. Digging Your Own Grave: Generic Skills from an Archaeological Simulation / Clive Orton; Part IV: Hands-on Activities; 10. Playing with Ochre: Some Problems Associated with the Analysis of Indigenous Rock Markings / Michael Diplock and Abigail Stein; 11.

Perspectives from a Pot: Introducing Archaeological Theory Through Visual Interpretation / Melinda Leach  
12. Culture of Litterbugs / M. Jay Stottman, Sarah E. Miller, and A. Gwynn Henderson  
13. Toilets as Tools of Teaching / H. Martin Wobst;  
14. Simple Ideas to Teach Big Concepts: 'Excavating' and Analyzing the Professor's Desk Drawer and Wastebasket / Larry J. Zimmerman; Part V: Creative Construction and Performance;  
15. The Draw-an-Archaeologist Test: Eliciting Student's Ideas About Archaeology / Susan Renoe;  
16. Using the Fictional Tale as a Learning Tool / Caryn M. Berg;  
17. Telling Stories About the Past: Archaeology and Museum Interpretation / Jane Lydon  
18. Scenarios for Archaeologists: A Teaching Tool / Mitch Allen Part VI: Critical Reflection;  
19. The Scrapbook Exercise: Teaching Archaeology of Death as Critical Thinking / Patricia E. Rubertone;  
20. Brain Candy / K. Anne Pyburn; Index; About the Contributors

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Sommario/riassunto

This book presents novel and interesting ways of teaching archaeological concepts and processes to college and university students. Seeking alternatives to the formal lecture format, the various contributions seek better ways of communicating the complexities of human behavior and of engaging students in active learning about the past. This collection of imaginative exercises designed by 20 master instructors on three continents includes role-playing, games, simulations, activities, and performance, all designed to teach archaeological concepts in interesting and engaging ways.

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