

Europeana Learning Scenario

Title DISCOVER! UNCOVER! SHARE!

Author(s) Agnieszka Pielorz

Summary This scenario is intended for students who do not know anything about Europeana.

Table of summary

Subject	This learning scenario could be used during various subjects: Civics, Arts, English, ICT. The teacher can also use it during some additional classes like tutor’s lessons or substitutions. Originally it was used with a group of students having lessons of Civics in English.
Topic	Cultural heritage.
Age of students	15 – 19 years old
Preparation time	30 minutes – 1 hour.
Teaching time	3 x 45 minutes
Online teaching material	<p>http://www.hangman.no/ play code: hetccbdjjbfb Part 1 https://www.youtube.com/embed/-fND3_CEDvg https://dotstorming.com/ https://padlet.com/</p> <p>http://hi.st/Er - Lesson Scenario 2 (students can use the scenario for links) which includes: https://www.tricider.com/ https://www.youtube.com/embed/mgFlaYj34vs?rel=0 https://goo.gl/forms/y11yKLFcxmao2qXc2 https://padlet.com/</p> <p>Lesson Scenario 3 includes: https://padlet.com/ https://mentimeter.com/</p>
Offline teaching material	Worksheets prepared by the teacher: students’ and teacher’s versions. Students’ worksheet: https://drive.google.com/file/d/1dsItR7n6LwBERBZYxfBEHddWI-6tWSKe/view?usp=sharing Teacher’s worksheet:



	https://drive.google.com/file/d/1dZbnN6IXRAQhMfs_TfCrNuVpmoOAxaLQ/view?usp=sharing
Europeana resources used	Links found by students.

Licenses

Attribution ShareAlike CC BY-SA.

Integration into the curriculum

As far as the Polish curriculum is concerned, the lesson fits in it. The first part is connected with the material covered by the subject of Civics, the second part could be used during ICT and the third part in Arts.

Aim of the lesson

Students

- will be more aware of different possibilities of using the Europeana portal and licences
- will have more possibilities of creating and re-creating arts

Trends

List the relevant trends that the lesson incorporates: <http://www.allourideas.org/trendiez/results>

Cloud Based Learning: data, tools, software is all online and can be reached and modified from different devices.

Open Source Learning: teachers copy, share, adapt, and reuse free educational materials.

Learning materials: shift from textbooks to web resources and open source books.

21st century skills

Creativity and innovation – ICT tools are used to motivate students to get to know about culture and some possible ways of getting involved in it.

Information and Communication Technology literacy – students are aware of using licences.

Productivity and accountability – students can produce and share their own pieces of art.

Activities

Name of activity	Procedure	Time
Pre-activity	The teacher distributes blank worksheets to students. The teacher asks students to guess the topic of today's lesson. http://www.hangman.no/ play code: hetccbdjjfbf – students play Hangman to solve the main topic of the lesson.	5 – 10 minutes
Presentation	The first part – DISCOVER! The teacher asks students what culture is and they try to find the best definition – they write the definition in their worksheet.	10 – 20 minutes

	<p>Students watch the film https://www.youtube.com/embed/-fND3_CEDvg and enumerate all the examples of culture/cultural heritage they can observe.</p> <p>The teacher asks students: What kinds of culture do we have? Which of them can be observed in the film?</p> <p>Students write the types of culture in the worksheet.</p> <p>What types of culture do we have contemporarily?</p> <p>Students write the answers in the worksheet.</p>	
Practice	<p>Task 1</p> <p>Why is culture important?</p> <p>https://dotstorming.com/</p> <p>The teacher, together with students, tries to sum up the ideas of culture and cultural heritage. Students can vote for the best opinion.</p> <p>Task 2</p> <p>Students look at the logo of Europeana and try to guess what it is about.</p> <p>Task 3</p> <p>Students find out what Europeana is.</p> <p>They browse through Europeana for a while.</p>	10 – 15 minutes
Homework	<p>Find something interesting for you in the Europeana portal and publish a link to it on the Padlet.</p>	
Practice	<p>The second part – UNCOVER!</p> <p>Task 1</p> <p>Checking homework</p> <p>Task 2</p> <p>What can we use Europeana for?</p> <p>Students write their suggestions in Tricider.</p> <p>Students vote for the best option.</p> <p>Task 3</p> <p>Students get to know about creative commons licences.</p> <p>Task 4</p> <p>Students revise their padlet links from the homework and fill in the google form to check if they understand the idea of licences.</p> <p>Task 5 / HOMEWORK</p> <p>Students find something in the Europeana portal that they would like to give to / share with their friend. They make sure that it has the "public domain" licence. They may use a simple image editor and make it more personalised for their friend. For example, they may add a text or an image. It is necessary to write from whom to whom it is.</p>	30 minutes
	<p>The third part – SHARE! Europeana exhibition!</p> <p>Before the lesson the teacher divides students into groups so they can present their gifts to their friends and explain the motivation behind the present.</p> <p>The teacher talks with students about the feelings/thoughts which art creates in their minds and hearts.</p> <p>As the final activity students can do the survey:</p> <p>https://www.menti.com code: 894393</p>	30 minutes

Assessment

Peer to peer assessment by working in groups.

The teacher can motivate students by marking them for the involvement.

***** AFTER IMPLEMENTATION *****

Student feedback

Survey. Students choose from 1 to 5, where 1 means “Strongly disagree” to 5, which means “Strongly agree”. The sentences are:

- I really enjoyed the lessons about culture.
- I am very happy to know about the Europeana portal.
- I am happy to know about licences.
- These lessons made me more aware of culture!

Teacher’s remarks

I think it is very important to let students know more about culture and how to become a responsible user and creator of it.

About the Europeana DSI-4 project

[Europeana](#) is Europe’s digital platform for cultural heritage, providing free online access to over 53 million digitised items drawn from Europe’s museums, archives, libraries and galleries. The Europeana DSI-4 project continues the work of the previous three Europeana Digital Service Infrastructures (DSIs). It is the fourth iteration with a proven record of accomplishment in creating access, interoperability, visibility and use of European cultural heritage in the five target markets outlined: European Citizens, Education, Research, Creative Industries and Cultural Heritage Institutions.

[European Schoolnet](#) (EUN) is the network of 34 European Ministries of Education, based in Brussels. As a not-for-profit organisation, EUN aims to bring innovation in teaching and learning to its key stakeholders: Ministries of Education, schools, teachers, researchers, and industry partners. European Schoolnet’s task in the Europeana DSI-4 project is to continue and expand the Europeana Education Community.

