

Europeana Learning Scenario

Title

Why don't we create a Museum?

Author(s)

Aarón Bernárdez

Summary

Table of summary

Subject	Spanish Language, Technology and Arts.
Topic	Museum, Art
Age of students	11-12 years old
Preparation time	1 Session: teacher prepares the lesson
Teaching time	5 Sessions <ul style="list-style-type: none"> • 1 Sessions to teach cospaces to the students • 2 Sessions to look for a picture in Europeana and elaborate a small text description (one per student). • 1 Session to design and sketch the museum • 2 Sessions to use cospaces and make the museum • 1 Session for evaluation
Online teaching material	"Cospaces": https://cospaces.io/edu/ Kahoot: https://kahoot.it or SurveyMonkey: https://es.surveymonkey.com or Plickers: https://get.plickers.com
Offline teaching material	Museum's sketches made by them
Europeana resources used	https://www.europeana.eu/portal/en/collections/art

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Integration into the curriculum

Language:

- Produce texts: description, orthography, written expression.
- Reproduce orally short texts: poems.
- Use a proper vocabulary.
- Work collaboratively.

Technology:



- Use technology safely and creatively for creating artistic products.
- Work with apps and programs: cospace
- See with VR museums.

Social Sciences:

- Understand what is a museum, what is its function and appreciate its role by contemplating artistic works.

Plastic:

- Elaborate documents related to works, creators, and artistic manifestations
- Explore digital resources for creating products
- Describe images.

Maths:

- Graphic and space in 3D plane with vectors X, Y, Z

Aim of the lesson

With this lesson, the students will select and describe an artistic work and create their own VR museum with their products.

Trends

Project Based Learning. Collaborative Learning, STEAM.

21st century skills

- 1. Content Knowledge and 21st Century Themes:** Language, Technology and Art.
- 2. Learning and Innovation Skills:** Work creatively with others. Innovation and communication
- 3. Information, Media and Technology Skills:** ICT
- 4. Life and Career Skills:** Social & Cross-Cultural Skills, Critical Thinking.

Activities

Name of activity	Procedure	Time
INTRO	1 Session to learn what is cospace and how to work with it.	1 hour
Look for information	2 Sessions to look for pictures and create small descriptions (one per student) In small groups they can choose one artistic movement (romanticism, renaissance, etc.)	2 hours
Make our sketches	1 Session to create the museum sketch	1 hour
Make our museum	2 Sessions to collaboratively use cospaces and make the museum	2 hours
Evaluation	1 Session for evaluation of the activity using Kahoot, Survey monkey or Plickers	1 h

Assessment

	4	3	2	1	0
IMAGE	Chosen image corresponds to selected time or artistic movement		Chosen image is poor		Task not done.
TEXT	Written text has all the priorly mentioned and a personal opinion.	Written text has date, author and description	Written text has date and author	Text is poorly written	Task not done.
SKETCHES	Very good design with detailed elements: floor, wall, door, etc.	Design is good but needs some improvement	Design has form, colour and space, but needs quite improvement.	Badly painted and untidy	Task not done.
GROUP WORK	Children works and conflicts were solved by talking and no teacher intervention is needed to solve them.	Children work and conflicts were solved by talking and teacher intervention is needed to solve them.	Children work, and conflicts were solved with teacher intervention.	Children work together but conflicts were not properly solved	The group didn't manage to work together

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

Student feedback

Add here the method with which your students will be able to give you feedback and discuss the lesson.

Teacher's remarks

*Add here your comments and evaluation **AFTER** the implementation of this lesson. You can always use a rubric for self-assessment.*

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.