

Europeana Learning Scenario

Title

ReFake It <https://www.symboloo.com/mix/petrikeuropeana>

Author(s)

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Summary

This project aims at incorporating Arts into the world of IT and technology. After some brainstorming and research, students have to search for a painting that can be recreated or refaced according to modern style. When done, they write a piece of fake news related to this picture: if the picture had been made these days, what kind of news would have accompanied it? We collect all the pieces of news into a shared document and convert it into a flipbook. Then we use an online application for creating mobile quizzes related to the original painting i.e. its historical era, the painter, the characters on the painting. The online app uses Scratch-like programming language to create apps for Android devices. When done, we make a QR code and attach it to the refaced painting and put them on display at school.

Table of summary

Subject	English as a foreign language Arts Literature History ICT Social Skills
Topic	Fake news, social media awareness, mobile apps in education
Age of students	14-16
Preparation time	1 hour
Teaching time	4/5x45 minutes
Online teaching material	Lino table Answergarden Ted-Ed https://ed.ted.com/lessons/who-decides-what-art-means-hayley-levitt Classtools.net random name picker Lino table ifaketextmessages.com Beekast http://factitious.augamestudio.com/#/ https://www.thefakenewsgenerator.com/ https://newspaper.jaguarpaw.co.uk/ https://www.homemade-gifts-made-easy.com/newspaper-generator.html Google Docs, anyflip MIT Companion QR code generator
Offline teaching material	-

Europeana resources used

List here links ALL of the Europeana resources used for this learning scenario.

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Integration into the curriculum

Curriculum for 9th grade- skill development:

- *problem-solving using ICT tools*
- *teamwork*
- *communication skills*
- *expressing your opinion both in written and oral form*
- *self- and peer-evaluation*
- *looking for information online*

Development of oral and written communicational skills (social media and web vocabulary, asking questions)

Aim of the lesson

- *improving educational effectiveness*
- *teamwork*
- *cross curricular activities*

The aim of this project is to integrate Arts in vocational education, to somehow combine this field with their area of expertise. The class that takes part in it are preparing for their secondary education so this project might give a whole insight into the field of technology combined with other subjects. My aim is to develop their creativity, to explore their own boundaries and work on a project that does not feel like learning whereas they do learn a lot by experimenting. The students are used to working in projects as we already had 2 this year, but this might give them new challenges and a new perspective of learning. As this is the class's first year at school, it can also serve as a team-building activity.

Trends

- collaborative learning
- project-based learning
- flipped classroom
- mobile learning
- assessment
- cloud-based learning

21st century skills

- entrepreneurship
- creativity
- life and career skills (using your professional knowledge for a specific purpose)
- innovation (being in a project)
- IT skills (using IT for specific purposes not just facebook)
- social awareness
- collaboration (group work, pair work)
- responsible decision-making (work in a group and divide the roles)

Activities

Describe here in detail all the activities during the lesson and the time they require. Remember, that your learning scenario needs to use Europeana resources.

Name of activity	Procedure	Time
Lesson 1: Pre-project evaluation	Lino table: what do you think will happen during these lessons? http://linoit.com/users/evatoth/canvases/Europeana	5 n
Brainstorming	Answergarden: what does art mean to you? https://answergarden.ch/859708	5 mins

Exploring Europeana website	<ul style="list-style-type: none"> - getting to know creative commons - search options: image, portrait, free re-use, CC BY, "painting" https://www.europeana.eu/portal/en/collections/art	20 mins
What does art mean?	Ted-Ed https://ed.ted.com/lessons/who-decides-what-art-means-hayley-levitt	5 mins
Dividing into groups	Classtools.net random name picker	5 mins
Homework: creating the painting remakes	<p>Choose a painting from Europeana on the following criteria: at least 2 people in it. Recreate the painting to modern-day thought and environment.</p> <p>examples:</p> <p>https://www.boredpanda.com/famous-painting-remakes/?utm_source=google&utm_medium=organic&utm_campaign=organic</p> <p>collecting the paintings</p> <p>https://padlet.com/evitoth84/wx04rge3iopf</p>	5 mins
Lesson 2:		
Reflection	Lino table- what was it like to remake the painting?	10 mins
Presentation of remakes	Present your remake of the Europeana painting	15 mins
Can you tell real from fake news?	http://factitious.augamestudio.com/#/	10 mins
Homework: Creating fake chat messages	ifaketextmessages.com	10 mins
Lesson 3:		
Brainstorming	Beekast: what makes news fake?	5 mins
Writing fake news	<p>https://www.thefakenewsgenerator.com/</p> <p>https://newspaper.jaguarpaw.co.uk/</p> <p>https://www.homemade-gifts-made-easy.com/newspaper-generator.html</p> <p>Write a fake piece of news to your remake of the Europeana painting</p>	25 mins
Compiling the fake articles	Google Docs, anyflip	15 mins
Lesson 4-5:		
MIT Companion: create your own Android quiz related to the painting!	<p>http://ai2.appinventor.mit.edu/</p> <p>Based on research on the painter/painting, create a quiz app for Android of 3-5 questions. Upload the .apk file to google drive. Use photos and paintings from Europeana</p> <p>Generate a QR code to your app</p>	40-60 mins
Self- and peer-evaluation	Lino: what have I learned in this project? What could I have done otherwise?	20 mins

Assessment

Lino table giving a frame to the project, using self- and peer evaluation.

Giving points on performance to students in Classdojo.

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

Student feedback

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

Lesson 1, 28 January:

“I have never learned with art and I don’t really know how can someone learn with it”

“We have learned them for a bit, but we didn't have an exam”

“I never used arts for learning in the past but I would like try out in the future”

Teacher’s remarks

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

Lesson 1, 28 January:

it was just as I expected: my IT students had no idea why they should learn anything related to Arts..most of them have encountered Arts during their studies but somehow it did not count as learning. The reply on ‘yes I learned arts but did not have an exam in it’ said it all on the way education works: does it count as learning, do I take it seriously only when I have to take an exam in it?

There were some slightly negative comments on why Arts, but the research on Europeana was better than expected. Since my students are in IT, it is essential that they come to terms with the notion of creative commons and it is always a constant battle with them to make them respect copyright online too. One part of the group found their painting easily and had some creative ideas, whereas for others it was rather a challenge to think outside the box. I am eager to see how they will cope, they have more than one week to make it happen.

Drawback: as always, when brainstorming students added some ‘bad’ or offensive words. I have worked with them in projects before and had the same issue. I think on one hand they are very young, in a new class at a new school, playing their own little battles over popularity, on the other hand they have to learn with the consequences of their acts. I had expected this to happen as I password-protected the Answergarten.

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.