

Europeana Learning Scenario

Title

The Unforgettable Battle

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Summary

Table of summary

Subject	English- History
Topic	Simple Past Tense Cultural History
Age of students	16
Preparation time	10 minutes
Teaching time	2x40 minutes
Online teaching material	A video for ice-breaker https://www.youtube.com/watch?v=8UwkqHXjBv8 https://www.europeana.eu/portal/en/record/08622/IWM_1058.html?q=Gallipoli#dclid=1548070875178&p=1 https://tr.padlet.com/
Offline teaching material	Paper/ Pen
Europeana resources used	https://www.europeana.eu/portal/en/record/08622/IWM_1058.html?q=Gallipoli#dclid=1548070875178&p=1

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Integration into the curriculum

The Gallipoli Battle has an important role in our History lesson curriculum. Besides, we have a national celebration day about it called 18th March Canakkale Victory Day, we organize some special events annually.

Aim of the lesson

Specific aims related to History lesson: The students are able to identify the conditions of life during WW1; understand how this event affected the life conditions of people; allow students to have a clear idea of the devastation that the Gallipoli battle brought to humankind; Identify some of countries involved in this historic event.

To English lesson: The students have learned Past Simple tense, irregular verbs and their uses. They will implement the Past Simple tense knowledge while they are writing the scenario.

General aims: The students are able to use Europeana collections to search for information related to this topic; understand the importance of working collaboratively; develop English language skills; understand and apply the basic principles of copyrights; develop their ICT skills regarding the development of digital products; realize how important cultural heritage in order to create a better future.

Trends

PBL: Project Based Learning- The students learn by developing a project in groups, based on a driving question.

Collaborative Learning: They work as a group and learn by sharing ideas

Peer Learning: Students learn from peers and give each other feedback

BYOD: Students bring their own mobile devices to search on the net and download some data on their Google Drive account to use later.

21st century skills

Collaboration: by working in teams, students will need to interact, plan, make decisions as a group to develop the tasks of this learning scenario.

Creativity: they write a script about a war scene which they will act it out later.

Communication: students will have to present the play to their peers. This will allow them to develop communication skills.

Curiosity: They need to search for some information about the event to write a script and also they need to learn about the effects of the event on people so that they can act.

Critical Thinking: The students will discuss about the effects of the war on people and they will talk about the possible situations if the war had happened in a different situation.

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
1. Warmup	The teacher shows the Youtube video Ask the students what they already know about the event	10min
2. Introduction	The teacher presents the main goal of this learning activity: <i>to able to identify the conditions of life during WW1; understand how this event affected the life conditions of people; allow students to have a clear idea of the devastation that the Gallipoli battle brought to humankind; Identify some of countries involved in this historic event, to implement the Past Simple tense knowledge while they are writing the scenario,</i> The teacher presents the Europeana project, the website, what it is for, explains how to search for information	10 min
3. Discussion	The students create teams of two. One consists of the soldiers who fight in the battle, and one consists of the public who suffered from the battle. Then, they assign team managers for each team and responsible for the communication of the team. They decide the roles- whom will download materials, whom to bring the information together, whom to organize what to use, whom to play the roles, whom acts who, what to say etc.	10 min
4. Search	The teams develop a plan that will be their guide during the process. On a Padlet wall students will write a sentence about the work they will do, maybe videos that can record and publish. They will research and investigate about the Gallipoli Battle, the reasons, the results, the effects on people through using both Europeana and other websites	10min
5. Data Collecting	The students will collect and select relevant all the relevant data needed to write the play according to their investigation on Europeana, and the plan designed previously. They decide what to use and the plot of the play. They will decide how to share the roles of the characters.	10min
6. Development of Script	The students begin to write a five minutes scene which tells about an imaginary scene from the war by using all the information collected.	10 min
7. Acting Out	The students act out the scenario that they have written	10 min
8. Discussion	The students discuss about the topic- the possible results if the battle had happened in a different situation, what would they change if they had the chance?	10 min

Assessment

Peer assessment is applied. After both groups' acting, students discuss about the effects of the battle, effects of any battle, this event's cultural importance and about the heritage which was passed down to us.

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

Student feedback

The teacher creates a Padlet for this topic and students leave their recording information, comments about the war and its effects on people.

Teacher's remarks

The most useful way to do this is to write a post for the school Facebook page or institutional website. Or the teacher creates a flip on Flipgrid. The students will use it to comment on the topic, on Europeana project and how useful it was to them. They can assess and evaluate the lesson.

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.