

Europeana Learning Scenario

Title

Feel the Moment – touch the 19th century image and discover.

Author

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Summary

The Europeana Collections, a digital library, provides access to works of Art in the digital form that are unknown to many students and also impossible for many of them to enjoy in museums.

In Europeana we can find countless, extraordinary paintings, showing amazing places from all over Europe, painted by famous artists. This valuable content will undoubtedly enrich lessons of Geography, History, Art, a foreign language – English, or Computer Science.

Cultural heritage has a crucial role to play in education.

The aim of the lesson is to draw students' attention to the world cultural heritage and the resources in the Europeana Collections.

The solutions and tools provided in an interesting way are to encourage young people to open themselves to the cultural heritage of Europe.

The collections of the cultural heritage of Europe used in this scenario will enable students to simultaneously interact with the arts and in an innovative way to create something deeper. Students, through the use of various media, will be able to create a creative expression of a work of art.

Table of summary

Subject	ICT, Geography, Art, History, English
Topic	ICT (Computer Classes) – The use of modern IT tools in the creation of educational materials. Geography - Exceptional places in Europe captured by Impressionists. Art – 19th century in European Art. History – A nineteenth-century Europe through the eyes of artists. English - Expressing emotions through Art.
Age of students	14 - 18
Preparation time	60 min
Teaching time	90 min
Online teaching material	https://www.europeana.eu/ https://www.thinglink.com/ https://padlet.com/kwiatek_grabarska/9ki4n87pxkps
Offline teaching material	
Europeana resources used	https://www.europeana.eu/portal/pl/record/90402/SK_A_3680.html?q=Claude+Monet#dclid=1549452556466&p=1

http://www.europeana.eu/portal/pl/record/2064116/Museum_ProvidedCHO_Nationalmuseum_Sweden_18739.html?q=Vincent+van+Gogh#dclid=1549452556466&p=1
http://www.europeana.eu/portal/pl/record/2064116/Museum_ProvidedCHO_Nationalmuseum_Sweden_19182.html?q=Claude+Monet#dclid=1549452556466&p=1
http://www.europeana.eu/portal/pl/record/2064116/Museum_ProvidedCHO_Nationalmuseum_Sweden_19544.html?q=Claude%20Monet&channel=art#dclid=1549452556466&p=1
https://www.europeana.eu/portal/pl/record/90402/SK_A_1892.html?q=Claude+Monet#dclid=1549452556466&p=1
http://www.europeana.eu/portal/pl/record/2064116/Museum_ProvidedCHO_Nationalmuseum_Sweden_19216.html?q=Vincent+van+Gogh#dclid=1549452556466&p=1
<https://www.europeana.eu/portal/pl/explore/galleries/rivers-and-canals#lq=1&slide=7>
https://www.europeana.eu/portal/hr/record/2021642/Atlantispublik_Default.aspx_detail_59151508.html
https://www.europeana.eu/portal/pl/record/2063618/FI_280_003.html

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Integration into the curriculum

ICT/Computer Science - Ability to efficiently use modern information and communication technologies, including care for respect for copyright and safe navigation in cyberspace

Geography - Understanding the basic relationships between elements of geographical space (nature, socio-economic and cultural one) on a local, regional, national and global scale. Understanding the principles of rational management of natural resources and preservation of cultural heritage.

History - Shaping the respect for national heritage; making a sense of caring for souvenirs and historical monuments, arousing interest in your own past, your family's past and local and regional history,

Art - Creative expression based on contemporary visual communication tools. Acquainting with the collections of the most important museums and collections of works of art in the world, acquainting with the achievements of the most outstanding authors of art.

English - Using sources of information in a modern foreign language (eg from an encyclopedia, media, instruction manuals), also by means of information and communication technologies. Using a rich language resource enabling the implementation of other general requirements in the scope of the following topic: culture, e.g. cultural fields, creators and their works, protection of copyright, participation in culture, traditions and customs, media.

ALL subjects - the ability to independently access information, make a selection, synthesis and evaluation, reliable use of sources, ability to cooperate in a group and take individual actions, improving mental-linguistic skills, such as: reading comprehension, creative writing, formulating questions and problems, using criteria, justifying, explaining, classifying, deducing, defining, using examples, developing student's personal interests and integrating subject knowledge in different disciplines, developing social, moral and aesthetic sensitivity, developing thought tools that enable students to interact with and understand culture, making pupils respect their knowledge, developing a passion for learning about the world and encouraging the practical application of the information acquired

Aim of the lesson

The aim of the lesson is to draw students' attention to the world cultural heritage and the resources in the Europeana Collections.

The solutions and tools provided in an interesting way are to encourage young people to open themselves to the cultural heritage of Europe. Students, through the use of various media, will be able to create a creative expression of a work of art.

Trends

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

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

Visual Search & Learning: images and multimedia are more powerful than verbal stimuli.

Snack Learning: small and attractive bits of learning rather than pro-longed forms of study.

21st century skills

Information literacy – students understand facts, they learn about ethical use of digital resources, students look for reliable information

Media literacy – students understand the methods and outlets in which information is published

Technology literacy - students understand the machines that make information possible, they use new tools for learning – the Thinglink App

Communication – students use the second language for communication: the ability to use English vocabulary related to Geographical, Art, History or ICT terminology; students talk to each other

Social skills – students meet and cooperate with others for mutual benefit

Creativity - awakening of artistic sensitivity in students' minds

Initiative – students start projects and plan on their own

Productivity - maintaining efficiency, students complete work in an appropriate amount of time

Activities

Name of activity	Procedure	Time
Getting Started.	Students enter the classroom and draw numbers - from 1 to 4. There are as many numbers as there are students. The teacher instructs students to sit at computers	3 min
Introduction to the lesson topic.	The teacher makes an introduction to the lesson and explains the issue of cultural heritage.	5 min
Implementation phase - 1	Students receive a link to the Padlet. The full instruction for pupils can be found in the Padlet. Students choose one out of two images to which the links are located under the name of the group they have drawn. Students go to the Europeana Collections website.	5 min
Implementation phase - 2	Students learn about the site and its resources - the teacher explains what the web page is about, then students learn about the selected image and check the license. Here the teacher explains why it is important. It introduces the concept of licenses and indicates copyright.	15 min

Phase to produce the final product - 1	Then they create in the Padlet, in their column, a post with information about the image - the author, when it was created, what it presents and what kind of license it has - in accordance with the enclosed example - column 5.	5 min
Phase to produce the final product - 2	Then, students launch the Thinglink App. They upload the selected image and create an interactive space enriched with descriptions, media - films, music, pictures. The idea is to immerse oneself in the depths of a 19th century work and use modern materials to revive it. One of the mandatory elements must be a description in the image such as in the post and a link to the source material. The rest of the interpretation is optional.	30 min
Summary - Evaluation	Then, after completing the work, students present their works to other students, they explain why they used such associations. They do it on the big screen. Students are asked to say briefly if they liked the lesson, what they found difficult and what part was the most interesting one for them.	30 min

Learners search, select and analyze information.

Learners study what cultural heritage is.

Learners know how to use resources placed on the web. They respect copyright.

Learners are able to use modern information and communication technology.

Learners use a foreign language and acquire knowledge and skills in the use of geographic, arts, history or ICT terminology in English.

Learners use different sources of knowledge.

Learners can use maps, photographs, drawings, movies, source texts and ICT technology to collect, process, create and present.

Learners use Thinglink and Padlet applications.

Assessment

After doing the work, the students are asked to say briefly if they liked the lesson, what they found difficult and what part was the most interesting for them. They do that after the presentation of their works.

Student feedback

According to the scenario, the students were asked to rate the lesson.

They agreed that the lesson was interesting, mainly because it was different than usual.

The students liked the possibility of using new applications. Before they had not had contact with the ThingLink Application.

The students said that they had some difficulty in handling the application and creating an account on it, but at a later stage it became very intuitive for them.

They were very positive about the resources of the Europeana Collection. I saw that they also looked at other materials with curiosity.

The students also stated that they would be willing to work longer and asked if they could finish their work at home.

Teacher's remarks

The lesson was conducted at a computer science class in a group of sixteen-year-old students.

I would like to warn you that it may take a while to set up an account in the ThingLink Application and learn about its functions. If the students have not done it before, I suggest extending the time of the lesson or this part to be completed in another unit.

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.