Europeana Learning Scenario

Title: Animated Storytelling - **Your Voices Count!**

Author(s): Ana Pina

Summary: Develop a pedagogical activity using the year´s focus on eTwinning: Democratic participation and creating a storytelling animated with Toontastic 3D

Table of summary

Subject	*Citizenship, Art and ICT*
Topic	*The main topic is about Democratic Participation*
Age of students	*11 - 13*
Preparation time	*3 hours*
Teaching time	*3 50-minute lessons*
Online teaching material	**Toontastic 3D** https://toontastic.withgoogle.com, creative storytelling app that empowers students to draw, animate, narrate, and record their own cartoons on their tablet, phone or Chromebook. **Padlet** https://padlet.com/ Online platform where students can share ideas about the work they will create. **Googledrive** https://www.google.com/drive/ This will be used to students write a collaborative story. **Mentimeter** https://www.mentimeter.com This will be used to students evaluate the work of their peers.
Offline teaching material	*iPad, Tablet, smartphone and computer*
Europeana resources used	**Europeana** https://www.europeana.eu/portal/en It will be used to collect data about the main topic of this LS. **Europeana blog** http://blog.europeana.eu/tag/robert-schuman/ http://blog.europeana.eu/2012/09/europeaceana-what-does-peace-mean-to-you/ https://www.europeana.eu/portal/pt/record/2024914/photography_ProvidedCHO_Ajuntament_de_Girona_543852.html?q=democracy https://www.europeana.eu/portal/pt/record/2025901/https___www_wir_waren_so_frei_de_index_php_Detail_Object_Show_object_id_641.html?q=peace

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Integration into the curriculum

In Portugal students have an ICT subject on the curriculum and one of the topics his "Create". The first part entitled "Digital citizenship and production" was developed using the following LS. Is suggested that its implementation be achieved through projects (PBL) and design thinking.

The LS "**Your Voices Count!**" was developed using the following approach: "Identification and formulation of the problem" → "Research and production "→" Presentation and evaluation ". Present and share the developed products, in group, with the class, using digital means of communication and collaboration - the collaborative environments of learning must be closed and controlled, considering the student's age group. The story focus on helping students become actively engaged, by learning about their rights and responsibilities, by connecting with others and by learning how to think and act with respect for themselves and other people.

Aim of the lesson

Generics aims:

- Use Europeana repository to search information related with this topic
- Understand the importance of working collaboratively
- Develop skills about a second language in this case: English
- Develop their ICT skills regarding the development of digital products
- Realize how important is Democratic Participation to help us creating a better future

Trends

PBL: Project **B**ased **L**earning. Students learn by developing projects based one the contents defined on their curriculum topics working in groups and presenting a final work. This is a centered student strategy.

Mobile learning: Get access to information and knowledge through iPads, tablets and smartphones (learn anytime, anywhere);

Collaborative learning: a strong focus on group work;

Peer Learning: students learn from peers and give each other feedback;

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

21st century skills

Collaboration: students will work in groups and can distribute the tasks among themselves. by working as team students will need to interact, plan, make decisions as a group to develop the tasks of this LS.

Creativity: since they will have some "freedom" in creating the animated stories they will be driving to apply creativity on their creations

Autonomy: students have access to the resources to explore and develop the work in a due time and group organization.

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

Media Literacy: students will access, analyze, evaluate and create **media** in a variety of forms. They will explore and interpret and present various media forms (p: pictures, video) in the way to include and develop the LS.

ICT Literacy: students will manipulate digital devices and tools to search, organize, comment and present online content.

Activities		
Name of activity	**Procedure**	**Time**
1) Presentation and general discussion	Teacher will present to students what is the main idea of the activity. Present Europeana (explaining how to search for information) portal and an example of Toontastic 3D.	15min **Total Time:** 15 min
2) Teams creation and roles	Create teams (4/5 elements each) with roles according to student's profile. Decide a team manager responsible for the communication of the team with the teacher. Each team add a main idea about the activity on the Padlet Class.	20 min **Total Time:** 35 min
3) Teams draft developing (collaborative work)	On a Padlet wall students will write a short sentence about the work they will do.	15 min **Total Time:** 50min
4) Research and investigation (*collaborative work*)	Students will have to do research about the topic, investigate sources provide on the LS and use others that they considered reliable.	20 min **Total Time:** 70 min
5) Data collection (*critical thinking*)	According to their investigation and the draft designed previously students will select all the information needed to write the animated storytelling.	30 min **Total Time:** 100 min
6) Storytelling development (*ICT skills and creativity*)	Using all the information written on a "google drive" students will use a Toontastic 3D app to create a creative animated storytelling. Students are challenged by the teacher to create a Toontastic 3D where they can draw, animate, and narrate your own cartoons. They will create a interstellar adventures, breaking news reports, video game designs, or anything else that they will might imagine!	35 min **Total Time:** 135 min
7) Presentation (*communication*)	Each team will present the result of their work to all the class. During the presentation the peers will interview the team and ask to reflect on their experience. Results will be published after all the presentations and evaluations have been made.	15 min **Total Time:** 150 min

Assessment

Students self-assessment and peer assessment using the rubrics prepared by the teacher.

Presentation of the work and teacher's assessment (to teachers involved), using rubrics, about the presentation and each student and team. In this case a qualitative as well quantitative feedback should be present and previously according with students.

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

Student feedback

On Google Drive the teacher will create a form asking students to provide a feedback about the work developed and what were their contributions for this activity. Important also to ask students how this activity was important concerning their learning and knowledge acquirement.

Teacher's remarks

Teacher will analyze students auto evaluation and also what went better and worst in the LS implementation .

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.