

Europeana Learning Scenario

Title The History of Puppet in our City and The World

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Summary

The city where we live in is Charleville-Mezieres France that is famous for World wide Puppet Festival that takes place every two years. There is also an institute of puppet in our city but our students had had no idea about the history of puppets and relation of puppets with other cultures, cities. For that reason we wanted to discover the history of puppets in our city and in the world so with the help of The Platform Europeana our students did a virtual trip to many museums and did visual, literal search and found many documents and knowledge about history of puppets. Students also made their own concrete puppets with papers and materials and using web 2.0 tools such as Augmented reality-HP Reveal they created their digital puppets and found the any differences or similarities of puppet history in other cultures and cities as well.

Table of summary

Subject	<i>It is an interdisciplinary lesson because it includes history, art, ict and culture</i>
Topic	<i>The history of Puppet</i>
Age of students	<i>8-12</i>
Preparation time	<i>15-20 minute for each week</i>
Teaching time	<i>1h30 minute for each week</i>
Online teaching material	<i>QR codes, HP Reveal for augmented reality, Padlet, , Historiana, amaze, genially.</i>
Offline teaching material	<i>paper, glue, crayons.</i>
Europeana resources used	https://www.europeana.eu/portal/en/search?view=grid&q=what%3A%22dolls+%28pastimes%3A+toys%29%22&qf%5B%5D=puppets

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Integration into the curriculum

I am a Turkish ELCO teacher in Charleville-Mezieres-France The Language and Culture of Origin (ELCO) curriculum covers nine countries: Algeria, Croatia, Spain, Italy, Morocco, Portugal, Serbia, Tunisia and Turkey. They are implemented on the basis of bilateral agreements based on a European directive of 25 July 1977 on the schooling of children of migrant workers. So teaching the art ,history and culture is main part of my curriculum. We also elaborate our curriculum with 21st century competencies and digital literacy with the help of doing search of similarities and differences of both European and Turkish culture, history and art.

Aim of the lesson

Acquiring the knowledge about the puppet history and their city. Students will understand the history of the region in which they live. They will be more aware of the importance of their city with the relation of Puppets History. They will discover the similarities and differences of puppets or this kind of arts of other cultures such as Turkish culture.

Their collaboration ,social competencies and ICT skills will be developed to produce their own concrete and digital contents-puppets in the teaching approach of project based learning.

Trends

Project-based learning, augmented reality.

21st century skills

Learning how to use and combine resources from Europeana and in terms of copy rights

Developing of the communication skills: listening, reading (especially with understanding), writing and speaking in their mother tongue and French .

Developing the skills of collaboration, communication, group working ,conscious, responsible and creative use of information and communication technologies.

Raising the awareness of cultural heritage and history (UNESCO World Heritage List) both tangible and intangible world heritages

Activities

Name of activity	Procedure	Time
Explore	Students will be divided into groups and make the search of Puppet history on Europeana and they will classify the puppets considering the age ,shape and materials used for them.	
Map	Students will prepare digital mind maps such as mindmeister and categorize the variety of puppets considering the age ,shape and materials used for them with the reference of tangible and intangible world heritage list. https://ich.unesco.org/en/tangible-and-intangible-heritage-00097	
Reflect	Students will find the relation between puppet art and their cities and They will figure out Why in Charleville-Mezieres world wide puppet festival is held every two years ,What is the story or history of the birth of this art in their cities, What about the rest of the world .Are there in other cultures ,nations or cities dolls or puppets as a art craft?	
Make	Students are going to make their own puppets both concrete materials and digital web 2.0 tools. They are going to make a visit to Puppet Institute in Charleville-Mezieres.	
Show and collaborate	<p>Students will write a story as a group with their puppets and read,present their works.They will use HP reval-augmented reality application and QR CODES to produce their works and their works will be embedded on project website with 2.0 web tools</p> <p>-www.thehistoryofpuppet.weebly.com-In next October during the Mondial Marionnette Fete in Charleville-Mezieres Our Project team will perform their works and make a show with their handmade puppets in city centre .</p> <p>Rather than summative assessment student will use rubrics for peer to peer assessment in a formative way.</p>	

Assessment

Students will be at the center of the assessment process.Each group will give a feedback and make instructive comments after the show and collaborate activity.

Peer assessment and self-assessment are also important tools for assessing teaching.• The evaluation criteria include statements and various types of questions, e .g. open / closed with rubrics

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

Student feedback

On our project website -www.thehistoryofpuppet.weebly.com- there will be Feedback part .After show and collaboration activity each group will give instructive and supportive feedback in order to improve learning skills with motivation.

Teacher's remarks

First of all ,we enjoyed and learnt a lot about the history of puppets.Students explored the platform of Europeana and did both visual and literal search about puppets of the world . The most motivating about this learning scenario is that students have been so eager to discover both the link between their cultures and other cultures history of Puppet with the integration of Europeana Platform and digital web 2.0 tools.Furthermore students learnt different web 2.0 tools,apps and discovered the augmented reality with Hp Reveal application and QR codes so they combined technology with their cultural ,art and litteral works so their collaboration ,social competencies and ICT skills have been developed to produce their own concrete and digital contents with the help of project based learning.

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.