Europeana Learning Scenario

Title

We wear culture!

Author(s)

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Summary

The scenario is an introduction to the subject of cultural diversity of the world.

Table of summary	
Subject	*History, Polish, Arts, English, Geography, Social Studies*
Topic	*Intercultural education*
Age of students	*14 years old and older*
Preparation time	*15 - 60 minutes; the time depends on knowing how to work in an escape room*
Teaching time	*75 minutes*
Online teaching material	Material for teacher: Google website: We wear culture Escape Room – Polish version: https://tiny.pl/tc9bx English version: https://tiny.pl/tckd9 Google drive: https://drive.google.com/drive/folders/1xwIefTxQ585FFdCmqoBUoED0OWSPMQ1F?usp=sharing EN:https://bit.ly/2XHwFQI
Offline teaching material	Worksheets and task content – you can find them in online teaching materials
Europeana resources used	Photographs used to mark positions with tasks: Portrait Bamboo sunglasses Dress of a Georgian Prince Puppe Kimono

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Integration into the curriculum

As far as the Polish curriculum is concerned, the lesson fits in with it - it is related to the material covered by the interdisciplinary topic: History, the Polish language, Arts, the English language, Geography and Social Sciences.

Aim of the lesson

Students will

- be more aware of the cultural diversity of the world
- develop teamwork skills

Trends

List the relevant trends that the lesson incorporates: http://www.allourideas.org/trendiez/results

Cloud Based Learning: data, tools, software is all online and can be reached and modified from different devices.
Open Source Learning: teachers reuse free educational materials.
Collaborative Learning: a strong focus on group work.
STEAM Learning: Increased focus on Science, Technology, Engineering, Arts, Mathematics subjects in the curriculum
Learning materials: shift from textbooks to web resources and open source books.

21st century skills

Creativity and innovation – ICT tools are used to motivate students to get to know about culture and some possible ways of getting involved in it
Information and Communication Technologies literacy – students are aware of using digital media
Cooperation – students work in groups and must work together to come to a solution to the problem

Activities

Name of activity	Procedure	Time
Pre-activity	The teacher sets up in the classroom an escape room to prepare stations to carry out the game There are 7 stations in the room: 6 stations include a specific task. One station is for a teacher. Every station has a different name. These are:	10 minutes

	• regional clothes, • historical clothes, • clothes from Versailles, • raw materials and textiles, • design (robots: ozobot - route map) • designer`s biography (CV)	3
Presentation	At the beginning the teacher locks up the classroom with a symbolic padlock. Groups start working in a predefined order (they will be informed about specific tasks), each group starts with a different task (tasks are listed in worksheets). After the first task is completed, the next one is performed depending on which position is available. The game starts when the participants come to the room. The teacher must control how many people entered the room (important). The teacher presents history – introductory presentation.	10 minutes
Practice	The teacher distributes cards with names of groups (names of fashion designers) to the participants - it is very important that the cards are divided equally. The game starts. From this point on, we measure 45 minutes - that's the longest part of the game. The members of a particular group are requested to search their group's worksheets with the name of the designer in accordance with the name of the card received - division into groups. The team gathers at the card location with the name and surname of the Designer. They need to take the worksheet with them. Next they start solving the first puzzle and the following ones. The teacher controls the course of the game all the time. If there is a problem, he or she will lead the team to the solution.	45 minutes
Conclusion/summary	If the teacher sees the game coming to an end, he or she will run a Scratch project on the projector with a padlock. Then the teacher starts the program by clicking on the green flag. Students need to guess the password. Once the password is resolved - by opening the padlock - the leader collects all the participants and briefly discusses all the applications and accessories used in the game. He emphasizes the role of the guessed password and the importance of cooperation in completing the task.	10 minuts

Assessment

The form of the prepared tasks creates self-motivation of the students.

Student feedback

Students at the end of the class talk about their impressions regarding the game. They say which of the tasks were interesting, complicated or simple and provide explanations.

Teacher's remarks

I think it is very important to deploy interesting and activating forms of cooperation in working with students.

I think it is very important to prepare students to live in increasingly mobile and digital societies that are also culturally diverse.

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.