

Europeana Learning Scenario

Title

Differences are treasures

Author(s)

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Summary

Table of summary

Subject	Geography, History, Literature, Maths, Science
Topic	Differences between European countries and the peculiarities of each one
Age of students	12-13
Preparation time	2 hours
Teaching time	6 hours
Online teaching material	Wikipedia, D-maps, Kahoot, Google classroom
Offline teaching material	Paper and pens to take notes, USB keys, presentation program, such as Power Point or Libre Impress
Europeana resources used	https://www.europeana.eu/portal/en

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Integration into the curriculum

In the second year of Geography students focus on European countries. This scenario simply aims to broaden their view on the main subject creating correlation between the different subjects.

Aim of the lesson

Students should acquire basic Geography skills, map reading and creating, comparing and pointing out common lines and differences, correlating facts between physical aspects, economy, society, thus involving History, Maths, Science, Literature, using ICT skills, creating materials and learning games and other soft skills, such as problem solving, group work, giving and receiving feedback, self-assessment.



Trends

Project-Based Learning
 Lifelong Learning
 Collaborative Learning
 Game Based Learning & Gamification
 Peer Learning
 Visual Search & Learning
 Open Source Learning
 Learning materials
 Vocational Education
 Snack Learning

21st century skills

During the lesson, students will develop the following skills:

- Global Awareness
- Economic, Literacy
- Civic Literacy
- Health Literacy
- Environmental Literacy
- Creativity and Innovation
- Critical Thinking and Problem Solving
- Communication
- Collaboration
- Information Literacy
- Media Literacy
- ICT (Information, Communications, and Technology) Literacy
- Initiative and Self-Direction
- Social and Cross-Cultural Skills
- Productivity and Accountability
- Leadership and Responsibility

Activities

Name of activity	Procedure	Time
Groups	The class is divided into groups and different countries are randomly assigned. Each student self-assess their soft skills needed to work in group.	30'
Rules of engagement	The teacher explains that the aim of the group work is to create a virtual visit to the country, viewing photos of different environments, animals, plants, knowing about the economy through typical products presented in a local menu, buying souvenirs and so on, knowing the possibilities for tourists in that country (hospitals, museums, transports etc.), ending with a brief	10'

Name of activity	Procedure	Time
	overview of the local history, literature, cultural resources, festivals and events.	
Research	Students work in groups to collect all the needed information about their countries from Europeana (especially photos about landscapes and nature, typical costumes, food and specific cultural elements), Wikipedia and other web sources.	140'
Presentation	Students in groups create a presentation that they will show to the rest of the class to share their acquire knowledge, sort of playing the role of a traveling agency.	120'
Assessment	The class will create a Kahoot about the various countries, the teacher collecting the different questions from the various groups, in order to assess whether they all learned the basic information about all the countries. Finally they will discuss in the groups and then as a whole class the dynamics of the collaborative learning they performed, if they improved their soft skills levels, if their own perceptions is aligned with the rest of the group and the practical and specific skills involved in the process.	60'

Assessment

There will be a Kahoot about all the countries presented to the class by the various groups made of questions invented by the groups.

The initial self-evaluation will be repeated:

- Creativity 1- ○○○○○○○○○○-10
- Innovation 1- ○○○○○○○○○○-10
- Critical Thinking 1- ○○○○○○○○○○-10
- Problem Solving 1- ○○○○○○○○○○-10
- Communication 1- ○○○○○○○○○○-10
- Collaboration 1- ○○○○○○○○○○-10
- Information Literacy 1- ○○○○○○○○○○-10
- Media Literacy 1- ○○○○○○○○○○-10
- ICT Literacy 1- ○○○○○○○○○○-10
- Initiative and Self-Direction 1- ○○○○○○○○○○-10
- Social and Cross-Cultural Skills 1- ○○○○○○○○○○-10
- Productivity 1- ○○○○○○○○○○-10

- Leadership 1-○○○○○○○○○○○○○○○-10
- Responsibility 1-○○○○○○○○○○○○○○○-10

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

Student feedback

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Teacher's remarks

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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.