Europeana Learning Scenario

Title	
Monstrous creatures	

Author(s)	
Natalia Targa	

Summary	

Table of summary

Subject	English The learning scenario may easily include other subjects, such as Art, History, German/French/Spanish/Italian
Topic	Monstrous creatures in different cultures through time
Age of students	17-19
Preparation time	2 hours
Teaching time	5 hours
Online teaching material	Film clip https://www.youtube.com/watch?v=9hoSF_oY8Jw (from "Percy Jackson & the Olympians") Film clip https://www.youtube.com/watch?v=_v5g_GFm1W0 (from "Harry Potter and the Sorcerer's Stone") Film clip https://www.youtube.com/watch?v=VetyHT-rZx0 (from "Games of Thrones – Unleash the Wight", YouTube video from 01:58) Film clip https://www.youtube.com/watch?v=kb7T9oK0tF8 (from "Harry Potter and the Chamber of Secrets") Film clip https://www.youtube.com/watch?v=AZIk5wIq2Qw (from "Twilight") Film clip https://www.youtube.com/watch?v=kXuXzmfEW_0 (from "A Monster Calls") Interactive map https://www.expedia.co.uk/vc/discover-mythical-creatures Dictionary entry https://www.merriam-webster.com/dictionary/monster Bomarzo Park of Monsters https://www.youtube.com/watch?v=N7y-_sR3Pb8 Prezi, Padlet, Blogger
Offline teaching material	Interactive whiteboard Pupils' notebooks
Europeana resources used	https://www.europeana.eu/portal/en/record/9200579/df8cr9vq.html?q=Paolo+Uccello#dcId=1548696766821&p=1

	https://www.europeana.eu/portal/en/record/90402/RP_P_OB_1041.html?q=Monster#dcId=1548482226060&p=2
	https://www.europeana.eu/portal/en/record/9200579/x64uptn4.html?q=Monster+of+Cracow#dcId=1548707765208&p=1
	https://www.europeana.eu/portal/en/record/9200579/xbaxzybq.html?q=Monster#dcId=1548482226060&p=1
	https://www.europeana.eu/portal/en/record/9200579/dx62z6mq.html?q=Monster#dcId=1548482226060&p=3
	https://www.europeana.eu/portal/en/record/9200397/BibliographicResource_3000126281556.html?q=Monster#dcId=1548482226060&p=5
	https://www.europeana.eu/portal/en/record/9200397/BibliographicResource_3000126262031.html?q=Monster#dcId=1548482226060&p=5
	https://www.europeana.eu/portal/en/record/9200397/BibliographicResource_3000126281712.html?q=Monster#dcId=1548482226060&p=8
	https://www.europeana.eu/portal/en/record/9200579/tg9t6w7y.html?q=Monster#dcId=1548482226060&p=1

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Integration into the curriculum

This learning scenario, which deals with common cultural heritage, aims at understanding similarities while analyzing Europeana documents from different countries and historical periods. With reference to the Italian National Guidelines for the Curriculum for Secondary Schools, students will understand and interpret different cultural products ("realia") while dealing with a cross-cultural theme and using English for communication.

Aim of the lesson

By working collaboratively students will discuss ideas using a selection of Europeana resources. This learning scenario aims at practicing pupils' listening, reading, speaking and writing skills in English while analyzing a cross-cultural theme.

Trends

Project-Based Learning, Collaborative learning, BYOD, Mobile learning

21st century skills

Critical Thinking, Communication, Collaboration, Creativity

Name of activity	Procedure	Time
Introduction Film clips	Students are shown six film clips: • https://www.youtube.com/watch?v=9hoSF_oY8Jw (from "Percy Jackson & the Olympians") • https://www.youtube.com/watch?v=_v5g_GFm1W0 (from "Harry Potter and the Sorcerer's Stone") • https://www.youtube.com/watch?v=VetyHT-rZx0 (from "Games of Thrones – Unleash the Wight", YouTube video from 01:58) • https://www.youtube.com/watch?v=kb7T9oK0tF8 (from "Harry Potter and the Chamber of Secrets") • https://www.youtube.com/watch?v=AZIk5wIq2Qw (from "Twilight") • https://www.youtube.com/watch?v=kXuXzmfEW_0 (from "A Monster Calls") After every film clip, they are asked to brainstorm the words which can be used to describe each monster. Later in small groups (4 students each), students compare their brainstorming ideas and agree on the ones they want to report about. After that, brainstorming ideas are shared (whole class) and the vocabulary is written on the IW board.	40'
Map	The teacher gives the link to an interactive map of mythological creatures: https://www.expedia.co.uk/vc/discover-mythical-creatures Each pair is given a creature on the map. Pairs read the information about their creature on their mobiles. Class discussion follows to share ideas. Meanwhile, more vocabulary to describe different types of monsters is written on the IW board.	30'
Today's monsters	In small groups (4 students each), students discuss what is generally seen as a 'monster' today: using the words written on the board, they are asked to match those to examples taken from literary texts, YA books, films, TV series, cartoons, video games, etc. After that ideas and examples about what is generally seen as a 'monster' today are shared.	10'
Dictionary entry	Students are shown a dictionary entry for the word "monster". They read the entry in order to compare it to their own definitions and examples. For example: https://www.merriam-webster.com/dictionary/monster Then the class discusses to answer this question: "What makes a monster?".	15'
Specific topic introduction	Students are introduced to the specific topic: the imagery of monsters across cultures through history.	5'

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Name of activity	Procedure	Time
Europeana pictures Research	In pairs, students are given one of the pictures from Europeana. In pairs, they look at their picture on their mobiles, search for information and prepare a short presentation on Prezi focusing on the idea of a 'monster' it conveys.	50'
Homework	Students work on their presentations on Prezi.	
Presentations	In pairs, students deliver their oral presentations to the class.	100'
Peer assessment	Peer assessment of the presentations (assessment for the pair final product and assessment for each student's final product).	
Class discussions	The class collaborates and discusses in order to complete a Venn diagram to show what the pictures they have presented have in common and their differences. For example, they should highlight the mixed human/animal attributes of monsters, the way they are attributed to wickedness, cruelty, hatred and envy, etc.	50'
Homework Designing a modern stone monster	Each student is asked to watch a video about the Park of Monsters in Bomarzo, Rome, Italy: https://www.youtube.com/watch?v=N7y-_sR3Pb8 Imagining they are participating in a competition for making and placing three more stone monsters in this park, each student has to design a modern monster to be placed there. For entering the competition, every student has to write a description of his/her designed monster explaining why it should be placed in the park. Students share their writings either on Padlet or on Blogger (class blog).	
Follow-up	Extra lessons will deal with the topic of monstrous creatures in literary texts. For example, Grendel from "Beowulf", Caliban from "The Tempest", Balrog from *Lord of the Rings* , *the creature from "Frankenstein" by Mary Shelley, Mr Hyde, Dracula, A. Eichmann in "All There Is To Know About Adolph Eichmann" by Leonard Cohen, etc.*	

Assessment

Peer assessment using a rubric.

*************************** **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.