

Europeana Learning Scenario

Title

History of Fashion Design

Author(s)

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Summary

Develop a pedagogical activity using digital tools to create a digital product about the History of Fashion Design.

Table of summary

Subject	Art & Design, Art History, Social Studies, Socioeconomic Sciences
Topic	History of Fashion Design
Age of students	16-18
Preparation time	5 hours
Teaching time	3hours
Online teaching material	www.europeana.eu ; www.historianna.eu ; www.euroclio.eu ; www.design-library.com ; www.museummade.pt ; http://museu.ms/ ; https://www.teachervision.com/subjects/art-music-drama/visual-arts ; www.padlet.com ; https://piktochart.com/formats/infographics/ ; www.youtube.com ; www.slideshare.com ; http://www.myhistro.com/personal-business-education/#education ; https://artsandculture.google.com/ ;
Offline teaching material	
Europeana resources used	https://www.europeana.eu/portal/en/collections/fashion https://www.europeana.eu/portal/en/exhibitions/past-to-present https://www.europeana.eu/portal/en/explore/galleries/masculin-feminin

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Integration into the curriculum

These contents are integrated in the specific topics in **ART History, History and Social Studies.**

– i.e. in Portugal all the students have an approach to these topics on the 9th, 10th, 11th and 12th grade.

Concerning Geography, it will be useful putting on a timeline map information that they will explore on the <http://www.myhistro.com/personal-business-education/#education>. Also, will facilitate students to have a more enlightening and comprehensive idea about the history of the costumes and its importance in the affirmation of power and social domain.

Regarding each **subject contribution and curriculum:**

History activities: students will search, collect, validate and reflect about the material (images and sounds) regarding the main topic of this learning scenario.

ICT activities: will be used for the creation of the eBook using the material collected in the Classroom activities.

Geography activities: will participate by contextualizing on a timeline map the Fashion Styles in Time. This way students will understand the meaning of clothing design is based on the vision of values and mentalities in different centuries reinforcing an image of ostentation and pursuit of happiness.

Aim of the lesson

Specific aims according History of Fashion Design teaching:

- ✓ Identify the different styles of clothing design in different economic and social contexts from all ages to the present;
- ✓ Understand usefulness and importance of the beauty and creativity of Clothing Design
- ✓ Understand the importance of economic and social development as a profession and as a of obeying the artistic nature;
- ✓ Allow students to reflect about the passion for the artistic creation and the supremacy of the image and for the need to dress adjusted to the personal and social status;

Generics aims:

- ✓ Use Europeana to search and gather information about the topic;
- ✓ Understand the concept of art and design;
- ✓ Reflect on current fashion trends;
- ✓ Understand the importance of museums and the learning through museums and the exhibitions of art works;
- ✓ Learn to develop collaborative work and research;
- ✓ Develop Digital Skills, Creativity and Visual Intelligence.

Trends

PBL: active learning that will encourage students to maximize their proactivity and case study discussions;

Collaborative learning: active learning in work groups that enables the development of collaborative learning in the classroom;

Peer Learning: active learning based on peer evaluation and feedback of the classroom activities;

Active Learning: active learning methodology that will allow students to develop their multiple intelligences and develop creative work;

Digital Learning: active learning using digital educational tools;

This Learning Scenario aims to reflect on the importance of space museums and libraries as links of study and work and watch over the memory of civilizations.

Activities

- ✓ Search for information on Europeana platform;
- ✓ Planning and organizing group work for eBook development;
- ✓ Guided tour to the Library and Museum;
- ✓ Organization of the information collected;
- ✓ PowerPoint or infographic on Piktochart.
- ✓ Publication of the work presentation on Twitter;
- ✓ Wakelet ebook Presentation (Can be presents models proposed by students)

Activities

Name of activity	Procedure	Time
Lesson 1 Introduction/ Research	<ul style="list-style-type: none"> Introduction and presentation of the main topic Search for the information on Europeana platform. 	50min
Lesson 2 Creation	<ul style="list-style-type: none"> Guide Tour to the Bibliotheque and the Museum. Exploring the Europeana Collections related with this topic. 	50 min
Lesson 3 Collaboration	<ul style="list-style-type: none"> Collaborative Work: Groups of 5 students each; 3 Groups in the Classroom work collaboratively on the production of the Ebook with the data collected. Produce an eBook showing the history of fashion design and its influence in studies of philosophical art. 	50min
Lesson 4 Reflection	<ul style="list-style-type: none"> Discussion and presentation: Public discuss of the work created. Debate and presentation of The Wakelet Ebook Video 	50 min

Assessment

The summative assessment of the students will be performed based on a test of knowledge assessment and the assessment of the group work.

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

Student feedback

Students feedback can be done through www.tricider.com, www.mentimeter.com or www.flipgrid.com

Teacher's remarks

Teacher Rubric after scenario implementation done through: <https://rubric-maker.com/> or teacher own rubric plan.

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](http://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.