

# Europeana Learning Scenario

## Title

**You can't judge a book by its cover. Or can you?**

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## Abstract

'If there's a book you really want to read, but it hasn't been written yet, then you must write it.' Toni Morrison's words are the perfect introduction to the learning scenario in which students are encouraged not only to read books but also to start creating ones.

This learning scenario is supposed to be implemented in an English language class and it combines language and ICT skills. Moreover, students enrich their knowledge of literature, focusing on books and their authors from a different perspective – that of their book covers. They also develop their vocabulary related to the topic of reading.

The lesson contains various technology-based activities including elements of gamification (Wordwall, Socrative), searching for free-to-use images in the Europeana Collections, creating book covers and book trailers. The latter is produced by means of an interesting ICT tool – Adobe Spark. Some other online tools are also suggested in the learning scenario: AnswerGarden for assessment and Mentimeter for feedback.

Collaboration and communication play a significant role in the learning scenario. Students work in teams, discuss their ideas and choices and collaboratively create the above-mentioned outcomes. They are free to decide on the topic, genre and the process of production. This freedom definitely enhances creativity and motivation.

Afterwards, students collect their productions using Book Creator and finally, everybody presents their outcomes to the other groups. Practising oral presentation skills is another important teaching element in the English language class.

## Keywords

Project-Based Learning, Collaborative Learning, ESL, books, literature

## Table of summary

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Subject	English, literature
Topic	Reading, books and book covers
Age of students	15-19



## Table of summary

Preparation time	30 mins
Teaching time	135 mins = 3 lessons
Online teaching material	<a href="#">Wordwall</a> - wheel game - questions <a href="#">Wordwall</a> – matching books and their authors <a href="#">Socrative</a> quiz – code: SOC-42723279 <a href="#">Tutorial</a> – How to create a book trailer with Adobe Spark? <a href="#">Adobe Spark</a> <a href="#">Book Creator</a> <a href="#">AnswerGarden</a> – assessment <a href="#">Mentimeter</a> (images: Pixabay, CCO) – feedback
Offline teaching material	Copies of QR codes available in the Annex
Europeana resources used	Europeana Gallery – <a href="#">Book Covers</a>

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## Integration into the curriculum

Developing **the four language skills** (speaking, reading, listening and writing), this learning scenario can be implemented any time in the year for an **English as a foreign language class**, and it can also be an excellent lesson for celebrating **the World Book Day**. Students will learn how to look for and use online sources of information in a foreign language, which also constitutes an essential element of the national curriculum.

## Aim of the lesson

The learning scenario is supposed to encourage students to read books or even write ones. Its main aim is to develop the four language skills: speaking, reading, listening and writing. Students will expand their knowledge of literature and the vocabulary related to this topic. Students will also practice how to describe stories and how to communicate working collaboratively (expressing opinions, preferences, asking for opinions and preferences).

Therefore, students will:

- enrich their knowledge of famous writers and their books
- develop their language skills: speaking, reading, listening and writing
- develop their vocabulary connected with the topic of books and reading

- develop their ICT skills

### Outcome of the lesson

The outcomes of the lesson will be tangible ones:

- a collection of book covers and book trailers
- an exhibition presenting book covers

The intangible outcomes will include:

- knowledge - books and their authors
- skills – language and ICT skills, searching for information on Europeana

### Trends

**Collaborative Learning** – students work in groups.

**Project-Based Learning** – students collaboratively prepare book covers and book trailers.

**Game-Based Learning** – learning is combined with gamification.

**Cloud-Based Learning** – materials and tools are available online.

### 21<sup>st</sup> century skills

**Creativity and Innovation** - Students create outcomes using ICT tools and working creatively in teams.

**Critical Thinking and Problem Solving** - Students analyze information, make connections between information, reflect critically (assessment).

**Communication** - Students communicate to achieve goals in groups; communication is used for various purposes (e.g. to inform, to persuade, to present).

**Collaboration** - Students work together to create a book cover and a book trailer and share responsibility for their collaborative work.

**ICT Literacy** - ICT tools are used for various purposes (e.g. discussion, research, gamification, communication and assessment).

### Activities

Name of activity	Procedure	Time
<b>Warm-up</b>	The teacher presents the <a href="#">Wordwall</a> wheel game on the board. Students work in pairs and answer the questions. The questions are eliminated not to be repeated.	5 mins
<b>Introduction to the Europeana Gallery</b>	The teacher provides students with the QR Code 1 (see Annex) that leads them to the Europeana Book Covers Gallery. Discussion: the teacher asks students to look at the titles and authors and asks the following questions: - <i>Have you read any of the books?</i>	10 mins

Name of activity	Procedure	Time
	<ul style="list-style-type: none"> <li>- Do you know any of the authors?</li> <li>- Which book, out of the ones available in the gallery, would you like to read? Why?</li> </ul> <p>Next the teacher asks students to play another <a href="#">Wordwall</a> game – matching the books to their authors. Students do it individually.</p>	
<b>Book covers in details</b>	<p>The teacher asks students to look at the covers again and choose the one they like best. Students discuss their choices in pairs. Then the teacher asks the following questions:</p> <ul style="list-style-type: none"> <li>- Have you chosen the same book covers?</li> <li>- What influenced your choice? What caught your attention?</li> </ul>	5 mins
<b>Book covers - quiz</b>	<p>The teacher asks students to work in pairs to play a Socrative quiz checking their memory. The quiz includes some details appearing on the book covers students studied for the previous task.</p> <p>Then the teacher asks the following question:</p> <ul style="list-style-type: none"> <li>- What makes a good book cover?</li> </ul> <p>Students brainstorm the ideas.</p>	5 mins
<b>Time to créate!</b>	<p>The teacher introduces students to the Europeana Collections (QR code 2) and asks them to search the website, choose <b>free-to-use</b> images and create:</p> <ol style="list-style-type: none"> <li>1. A book title</li> <li>2. A book cover</li> <li>3. A book trailer</li> </ol> <p>Students work in groups of 4.</p> <p>The teacher also introduces the following rules:</p> <ul style="list-style-type: none"> <li>• The title must suit the chosen image.</li> <li>• The book cover may be created in Canva, AdobeSpark or any other tool you like.</li> <li>• To create the trailer use <a href="#">AdobeSpark</a> and the following <a href="#">tutorial</a>.</li> </ul> <p>Students use <a href="#">Book Creator</a> to collect all the outcomes for their final presentation.</p>	95 mins
<b>Time to share!</b>	<p>Students present their productions to the other groups. The book covers are also printed and an exhibition is organized.</p>	15 mins

### Assessment

Students watch all the trailers and choose the book they would like to read using [AnswerGarden](#). Each student has one vote but they cannot vote for the book invented by their own group. The winner will be clearly seen – the title chosen and typed by the greatest number of students will appear in the AnswerGarden in the biggest letters. Students comment on their choices - peer assessment.

\*\*\*\*\* AFTER IMPLEMENTATION \*\*\*\*\*

### Student feedback

The teacher uses [Mentimeter](#) to get students' feedback (Image source: Pixabay, CC0). Students choose one of the answers and explain their choice.

For me, the lesson was like...

- a) a horror story
- b) a love story
- c) a science fiction story
- d) a fairy tale

### Teacher's remarks

The Learning Scenario was implemented with a group of eighteen-year-old students who were really engaged in all the activities. They were willing to answer all the questions and share their opinions concerning their reading habits and favourite authors or book covers. They also enjoyed the elements of gamification (everyone was doing their best to win) as well as the creative tasks during which they worked collaboratively on their own book covers and book trailers. The outcomes were quite interesting and the students agreed they would like to read a couple of the books proposed by their classmates. It is worth mentioning the activity revealed some students' gifts that they had not known about before. For example, one boy's very deep voice, keeping everyone in suspense, was what impressed everyone in class while we were watching the recordings.

The lesson will also be implemented on the World Book Day, this time with younger students.

### 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.

Annex

QR Code 1



QR Code 2

