Europeana Learning Scenario

Title

Culture and Getting Old

Author(s)

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Abstract

This LS is part of our eTwinning project entitled Our culture is our gif(t). Our project studies the relationship and effect of technology and culture using the Europeana database. Each month focuses on an important democratic value and an international world day related to it e.g. International Day of the Elderly, Safer Internet Day, International Day for the Elimination of the violence against women. The tasks are divided into months and each month can be implanted on its own. Here is the first month, with focus on defining culture and the international day of the elderly.

Keywords

culture

pbl

elderly

brainstorming

creative commons

flipped classroom

Table of summary

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Subject	*English as a Second Language* *Social Studies* *History* *ICT* *Arts* *History*
Topic	*Defining culture* *Elderly People*
Age of students	*10-18+*
Preparation time	*15 mins*

Teaching time	4x45 minutes
Online teaching material	Twinspace https://twinspace.etwinning.net/91221/pages/page/674104 Creative commons Symbaloo https://www.symbaloo.com/mix/culturegift Tripline map Mentimeter https://www.menti.com/pm2chfsyfo Ted-Ed https://ed.ted.com/on/cfcTIPao Padlet www.padlet.com Googleforms https://docs.google.com/elderly
Offline teaching material	-
Europeana resources used	*Artifacts collected in our padlet*

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Integration into the curriculum

The project gives a great opportunity for students in vocational schools to integrate several subjects and incopororating their knowledge into cultural products.

Aim of the lesson

what is culture?

how can we define culture?

what makes something culturally valuable?

display of the Elderly in culture, qualities associated with being above a certain age

Creative Commons

Trends

project-based learning

flipped classroom

21st century skills

Critical thinking.

Creativity.

Collaboration.

Communication.

Information literacy.

Media literacy.

Technology literacy.

Activities

Name of activity	Procedure	Time
Attention to copyright	Get to know creative commons here: https://creativecommons.org/	45 mins
Where are you from?	Here is an interactive map showing the countries participating in the project.	
KWT table	What do you already know about culture? What would you like to learn about it? Add your answers to the first 2 questions in the Lino table below or via this link.	
What comes to your mind when you hear the word 'culture'?	Write your thoughts and ideas here: https://www.menti.com/pm2chfsyfo	
Ted-Ed lesson on culture	Watch and discuss: https://ed.ted.com/on/cfcTIPao	2x 45 mins
Representation of the elderly in cultural artifacts.	Go to the Europeana portal and check its content: What qualities are usually associated with the elderly in cultural representations?	
	Look for cultural artifacts related to aging and the elderly people on the Europeana database. Please pay attention to look for free re-use products. Post your findings in this padlet below. https://padlet.com/tothe/jh42c54aqqsa	

Name of activity	Procedure	Time
Phrases related to getting old	Look for phrases, proverbs, chunks of language in English related to getting old. Collect them in the Google survey below. https://docs.google.com/forms/language	45 mins
Our common value: age equality	What makes us equal? What advice would you give to your future self about equality? Transform your previous Europeana and add your advice to our padlet.	

Assessment

Lino KWT table embedding the project

http://linoit.com/users/evatoth/canvases/Our%20culture%20is%20our%20gift

Student feedback

Culture is a tradition of different places where it is special and they have a unique identity that represents them.

The culture of a country is a set of attitudes, values, beliefs and practices, a way of thinking and behaving that applies to people from a certain country.

Culture also means the way we can solve the problems and the way we think.

Teacher's remarks

In this first section of our project, it was very difficult to do 2 things: make students respect copyright. Even if my students are studying ICT, copyright is somehow not part of their user culture. The other difficult thing is the topic itself: getting old is something like the very distant future for them. Still after some activities, it reminded everyone of their grandmothers and grandparents, bringing back happy memories.

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.