

Europeana Learning Scenario

Title

Women and Gender Equality

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 the role of women in society.*

Keywords

culture

pbl

elderly

brainstorming

creative commons

flipped classroom

Table of summary

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Subject	<i>English as a Second Language Social Studies History ICT Arts History</i>
Topic	<i>Defining culture Elderly People</i>
Age of students	<i>10-18+</i>

Preparation time	15 mins
Teaching time	4x45 minutes
Online teaching material	<p>Twinspace https://twinspace.etwinning.net/91221/pages/page/674104</p> <p>Symbaloo https://www.symbaloo.com/mix/culturegift</p> <p>https://ideaboardz.com/for/ourculture/2958477 www.padlet.com https://www.mindmeister.com/1363700995/discrimination-against-women https://youtu.be/rNyQNg7AjxQ</p>
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 incorporating 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
Stereotypes of women	Fill in the first section of our IdeaBoardz table about qualities typically associated with women. https://ideaboardz.com/for/ourculture/2958477	45 mins
Cultural artifacts representing women	Look for cultural artifacts on Europeana portraying stereotypical women. Upload them onto our padlet.	
Memes about women's role in society	Create a meme about women's role in society based on your Europeana finding. Use paint or powerpoint to add speech bubbles or text to your picture.	
Technology and women	What do women mostly use when it comes to technology? Is this stereotype-related too? Create a comic using Stripgenerator or Powtoon on the topic.	2x 45 mins
Our common value: gender equality	What is discrimination? Where and how do women meet it the most? Add your thoughts to this mind map https://www.mindmeister.com/1363700995/discrimination-against-women	
Awesome women in your country	Search for an outstanding female person in your country's history. Add a new slide to this presentation and present her briefly. If possible, look for artifacts on Europeana about her. https://docs.google.com/presentation/	

Name of activity	Procedure	Time
Online meeting: what women and men really mean	We are planning an online student meeting for this month, where the groups should act out different roles in different situations. inspiration: https://youtu.be/rNyQNg7AjxQ	45 mins

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 that my students are mainly boys, so they had quiet a lot of stereotypes regarding women.

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.