

# Europeana Learning Scenario

## Title

Human rights

## 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 second month, with focus on human rights.*

## 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	3x45 minutes
Online teaching material	Twinspace <a href="https://twinspace.etwinning.net/91221/pages/page/674104">https://twinspace.etwinning.net/91221/pages/page/674104</a> Symbaloo <a href="https://www.symbaloo.com/mix/culturegift">https://www.symbaloo.com/mix/culturegift</a> <a href="https://answergarden.ch/1064980">https://answergarden.ch/1064980</a> <a href="http://www.wakelet.com">www.wakelet.com</a> <a href="https://learningapps.org/watch?v=pv9auh6p319">https://learningapps.org/watch?v=pv9auh6p319</a> <a href="https://forms.gle/3c7ZMqFXEjPbsXox9">https://forms.gle/3c7ZMqFXEjPbsXox9</a>
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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?*

## Trends

*project-based learning*

*flipped classroom*

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

*Critical thinking.*

*Creativity.*

*Collaboration.*

*Communication.*

*Information literacy.*

*Media literacy.*

*Technology literacy.*

## Activities

Name of activity	Procedure	Time
<b>Human rights</b>	<p>What are human rights? How do they appear in cultural representations?</p> <p>Choose a quote from Europeana  <a href="https://www.europeana.eu/portal/hu/search?q=human+rights">https://www.europeana.eu/portal/hu/search?q=human+rights</a></p> <p>Share the quotes here:  <a href="https://docs.google.com/document/d/179d7iKcz7Tq0gqXGIpt4MekZGzTwlm_WqM082Ybk_9Q/edit?usp=sharing">https://docs.google.com/document/d/179d7iKcz7Tq0gqXGIpt4MekZGzTwlm_WqM082Ybk_9Q/edit?usp=sharing</a></p> <p>Let's see some rights how they appear here.</p>	45 mins
<b>International Day of human rights</b>	<p>Who are the biggest people to whom we own many of our current human rights?</p> <p><a href="https://answergarden.ch/1064980">https://answergarden.ch/1064980</a></p>	
<b>We have the right to---</b>	<p>Tell us what human rights mean to you or what rights you have a students by creating a gif based on a photo from Europeana</p> <p><a href="https://wakelet.com/i/invite?code=4a0ccbd">https://wakelet.com/i/invite?code=4a0ccbd</a></p>	
<b>False rights vs true rights</b>	<p>What are the differences between false and human rights?</p> <p><a href="https://learningapps.org/watch?v=pv9auh6p319">https://learningapps.org/watch?v=pv9auh6p319</a></p>	2x 45 mins
<b>Exchanging modern day Christmas cards</b>	<p>Search for inspiration on Europeana about Christmas.</p> <p>TASK: Make your very own Christmas card to the others.</p> <p><a href="https://wakelet.com/i/invite?code=cf14d0c">https://wakelet.com/i/invite?code=cf14d0c</a></p>	

Name of activity	Procedure	Time
<b>Escape room just for fun</b>	Between 9-20 December, participating members will have the chance to test their knowledge on Europeana in a digital escape room.  <a href="https://forms.gle/3c7ZMqFXEjPbsXox9">https://forms.gle/3c7ZMqFXEjPbsXox9</a>	

### Assessment

*Lino KWT table embedding the project*

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

*Self-and peer evaluation: feedback on each other's work*

### Student feedback

*No idea we also had false rights.*

*The escape room was fun but a bit too hard.*

*When did you have the time to do ALL this?*

### 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 to think outside the box: students had a hard time in the escape room sometimes as they are used to be given fix and ready-to-use answers.*

### 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.