

Europeana Learning Scenario

Title

SID on BOARD

Author(s)

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Abstract

This is the final step of our eTwinning project Our culture is our gif(t). For the month of February, we are focusing on Safer Internet Day and digital literacy. Students have to create boardgames for teenagers and illustrate the game using Europeana resources. The games are to be sent and exchanged between the participating countries of the project.

Keywords

boardgame

safer Internet day

digital literacy

creativity

teamwork

Table of summary

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Subject	English Language Information Technology Social Studies
Topic	English language and IT
Age of students	14+
Preparation time	1 hour
Teaching time	-



Online teaching material	Symbaloo: Petrikboardgame Inkarnate Tinkercad
Offline teaching material	N/A
Europeana resources used	pictures related to the topic

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Integration into the curriculum

Creating boardgames develops so many skills that it can be incorporated into any curriculum especially around the time of the Safer Internet Day (11 February)

Aim of the lesson

Students should work in groups to come up with a boardgame related to safe internet usage.

Trends

project-based learning

3D printing

21st century skills

creativity

responsibility

entrepreneurship

teamwork

communication

Activities

Name of activity	Procedure	Time
Safer Internet Day and digital literacy	what is digital literacy? what is in our digital online baggage?	45 mins
brainstorming	what is a game that can be played within classroom walls? how can it be instructive and fun at the same time?	2x45 mins
creation of 3D characters	look up ready-made models or create your own figures	45 mins
making of the board	synchronize the board with the concept of the game	2x45 mins
writing the rules and accessories	write cards or questions related to the game	2x45 mins
studying Europeana for inspiration and illustration, box design	how can Europeana resources be used for illustrating the game?	45 mins
finalizing the game	checking the rules	45 mins
testing		45 mins

Assessment

- Self- and peer-assessment
- Students evaluate their own and their peers' performance by the following methods:
 - exit slip at the end of each block of the project: What I liked most so far is.... What I expect the most is...What I would have done otherwise...
 - 3-2-1 method to evaluate their progress: 3 pieces of observation, 2 pieces of advice, 1 question that came to their minds listening to the others' work

Student feedback

- Finally we were the creators of our own work
- It is good to see something born that we created ourselves.
- It felt good to be part of a team.
- Testing the game was fun and it brought the group together.
- It was a useful activity in making us a team, not just a group.
- It was a great task to get to know the others.

Teacher's remarks

This was an activity that really made every person in the group work. This was the first time that I had to basically throw students out of the classroom at the end of the lesson, they were so busy with the work.

I could really feel my role as a teacher shift from the single source of knowledge to that of a mentor or a helper, students were so involved in the task. They created something they were responsible for.

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

