

Europeana Learning Scenario

Title: The school library in the classroom and media literacy with Europeana

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Abstract

The learning scenario aims to involve the "Madalena Sotto" school library in the classroom, in various classes, to support students in their training in research techniques and oral presentation techniques of school work, something fundamental for the present, as students and for the future as professional workers.

Keywords

Search, computer, library, presentations, works

Table of summary

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Subject	Work collaboratively with ICT faculty to support curriculum using research guidelines for written and oral work following Herrings research model (PLUS model). The realization of the project will be a presentation about the monuments, ancient traditions and legends of our region.
Topic	User training: PLUS research model, Media education; Information Literacy and Media.
Age of students	11 to 12
Preparation time	1 day
Teaching time	Part one: 3 x 45 minutes Part two: 3x 45 minutes Part three: 3x 45 minutes
Online teaching material	https://soaresbastodesign.weebly.com/ Web site supporting the consultation of materials as well as publication of results.
Offline teaching material	Flyable with web information search techniques
Europeana resources used	https://www.europeana.eu/portal/pt/search?view=grid&q=monumentos https://www.europeana.eu/portal/pt/search?view=grid&q=lendas https://www.europeana.eu/portal/pt/search?q=profiss%C3%B5es&view=grid



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Integration into the curriculum

The topics of the learning scenario fits perfectly with course planning (national curriculum) in the Research and Research (Information Research and Analysis) and Communicating and Collaborating (Presentation and Sharing) domain.

The curriculum of the various classes includes the themes related to information research techniques, their selection, as well as issues related to copyright, which can be taught with the development of this project. Let's involve several disciplines Informatics, Portuguese, history, citizenship.

Aim of the lesson

It is intended that students learn effective and efficient forms and techniques of Research and information analysis and subsequent presentation and sharing.

Outcome of the lesson

After the research and presentation skills training sessions, each student will do practical work related to the region in which they live (heritage, legends, local professions in extinction, etc.). We intend to collect texts and photographs about monuments, legends and traditions, as well as ancient, endangered professions

Trends

The lessons incorporate some relevant trends, like:

- Collaborative Learning: a strong focus on group work.
- Visual Search & Learning: images and multimedia are more powerful than verbal stimuli.
- Virtual Learning Assistant: learning on demand. Students find online help when needed.

21st century skills

This Learning Scenario aims to facilitate educational contexts where students will develop a set of crucial competences that today are defined as a key factor for the professional and personal life of our students, like searching, selection and presentation.

Collaboration: by working in teams, students will need to interact, plan, make decisions as a group to develop the tasks of this learning scenario.

Creativity: since students will have some “freedom” in creating the works they will be driving to apply their creative skills.

Communication: students will have to present the work developed to their peers. This will allow them to develop communication skills.

Curiosity: another important skill that our students must develop is curiosity. The learning scenario must be presented in a way that students are eager to investigate the topics of the LS, involving them on the activities and guide them through the all process keep them always eager for them to learn more.

Activities

Name of activity	Procedure	Time
LS Information and Presentation	Presenting the Learning Scenario to students. Discussing with the students the main goals and outcomes. Explaining how Europeana and the Plus model will interact with the objective to produce presentations about different topics. Exploring Europeana for the first time.	30 min
Search Techniques	Lecture followed by practical research exercises, using different search techniques, using the PLUS model. Explanation of some techniques and ways of acting to best selection techniques.	90 min
Information about selection techniques copyright concepts	Explanation of some techniques and ways of acting with copyright laws, citations and copy. Presenting the Creative Common License model.	90 min
Project development on ancient monuments, legends, traditions and professions	Beginning of the project development: Searching local monuments, legends, traditions and professions, based on internet searching and with family conversation. Exploring Europeana to search for resources to be added to the student’s presentations.	360 min
Student’s presentation	Students present their work to the class and receive feedback from their peers.	60 min

Assessment

Evaluation Instruments: Observation grid; Student self-assessment grid; Shared assessment.

***** AFTER IMPLEMENTATION *****

Student feedback

Assessment of learning impacts by listening to students using, for example, the [School Library Impact Measure](#) (SLIM) Toolkit, that enables to assess student learning through guided inquiry in the school library. It consists of four instruments that elicit students’ reflections on their learning at three

points in their inquiry process. Important also to ask students how this activity was important concerning their learning and knowledge acquirement, based in an online form created at our school.

Teacher's remarks

Teachers will reflect on the work developed by sharing a Padlet with the school community.

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.

