

Europeana Learning Scenario

Title

Influential Women in Technology

Author

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Summary

Learning scenario “Influential Women in Technology” deals with learning about women who contributed to technology in past and now. These women called as influencers for young women. They can encourage girls for having a technology related job. Their inventions changed the world and changed the position of women in the working life.

Table of summary

Subject	<i>English as a second language ICT Math Science</i>
Topic	<i>Pioneers in Technology, Women in Technology</i>
Age of students	<i>15-16</i>
Preparation time	<i>30 min</i>
Teaching time	<i>3* 45 min</i>
Online teaching material	<i>Padlet, Google Sites, google drive, QR code, Europeana resources</i>
Offline teaching material	<i>Paper, glue, printer, computer, markers</i>
Europeana resources used	https://www.europeana.eu/portal/en/search?view=grid&q=Florence+Nightingale&f%5B%5B%5D%5B%5D=open

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Integration into the curriculum

- Women in Technology is main focus on our curriculum.
- In English language, the topic can be well used as a vocabulary building activity.
- In History, Women in Technology can be linked to women who contributed to equality and diversity , in general.
- The Learning Scenario is implemented on a vocational high school level, grade 11th (age of students: 16-17).

Aim of the lesson

- To Understand the influence of women in technology
- To Use HTML coding
- To Prepare video

Trends

Learning materials: moving from textbooks to web resource

Collaborative Learning: a focus on group work

Peer learning

21st century skills

ICT skills

Communication

Collaboration

Activities

Name of activity	Procedure	Time
Introduction	Students are divided into groups of 2. Students are research the Internet for important women in technology. Each group chooses a famous woman and they find knowledge about her. Each group prepares a presentation about a famous woman who is chosen.	30'
Introduce to me with your choice	Students introduces the women in front of class. They make presentation. They giveshort knowledge what woman they chose and why. They explain why she was important in history of technology or why she is important in this century.	15'

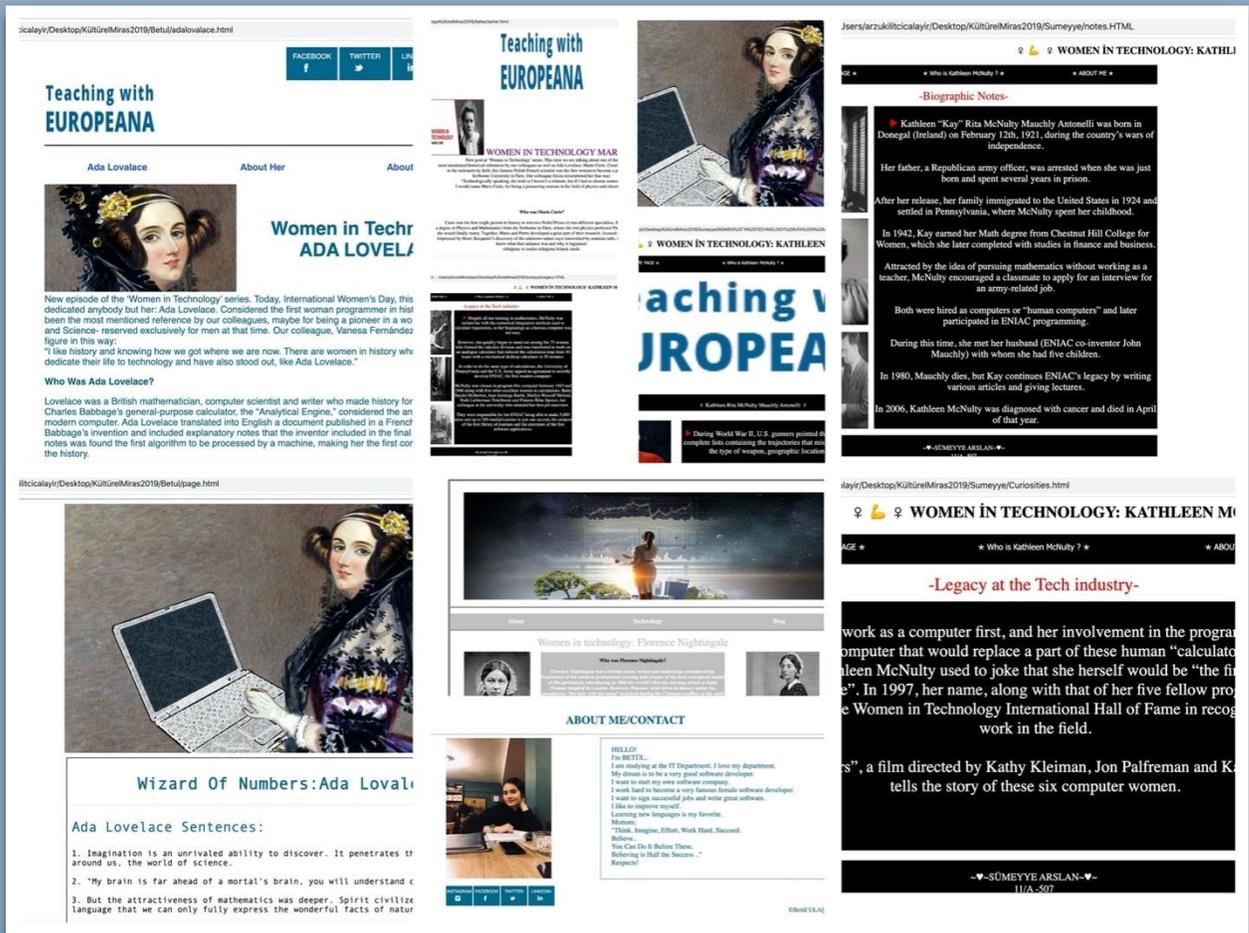
Use Padlet	<p>The teacher shows a short presentation on Padlet about a few women in technology – general information, the influence on their field of technology achievement.</p> <p>https://padlet.com/informationworldforever/sfsu2f4wcj2g</p> <p>Then, the teacher also shows the European source: https://www.europeana.eu/portal/en/search?view=grid&q=Marie+Curie&f%5BREUSABILITY%5D%5B%5D=open</p> <p>Students try to identify women from images and try to recognize who it is. (There is a high probability they encountered similar images online while doing the research, maybe even one group created a document about one of them).</p>	15'
Who is my influencer?	<p>Students are instructed to use Europeana resources to find a woman they could look up to as influencer. They find the image, they are asked to create a short description of the woman they admire, stating her achievements, and the reasons why they chose her. Students print out their descriptions with the corresponding image.</p>	20'
Create a web site	<p>Using the information, they gathered, students create a web site with all images and descriptions, and in the middle of the web site they write the attributes. Each group creates their own web site.</p> <p>https://youtu.be/_bOm4nGW00 https://youtu.be/NZt61CkPx3w https://youtu.be/MVvjHJ6d0NQ https://youtu.be/meQI3dpkreo https://youtu.be/DMtM0D9fGJI</p>	10'
Presentation	<p>Students then present their work to the rest of the class. They compare their work and see if they have some common ideas. They discuss about the importance of women in technology and their work.</p> <p>Students also create QR codes.</p> <p>The web sites are then displayed on school official web site.</p> <p>The QR codes are also displayed on school boards, so all visitors can famous women in technology and learn knowledge about them.</p>	25'
Post-activity	<p>Students create a Kahoot about women in technology and embed it to the class google site. The resources created will be used as a post-activity.</p>	20'

Assessment

Students will create Kahoot on Google web site, which will show their involvement in the project.

Student feedback

The feedback is given via presentation included into the implementation of the learning scenario.



Teacher's remarks

Vocational High School students can easily prepare web design by using HTML.

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.