Europeana Learning Scenario

Title	
AR Portraits	

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Abstract	
AR Portraits is a learning scenario for Art and ESL students. Students get familiar with famous portraits around different historical times, they get to know their painters and their style. This will serve as inspiration to create their own AR portraits where they can attach a video with a description using the foreign language.	

Keywords	
Portraits, Art, Painting, Self-portraits, ESL.	

Table of summary

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Subject	English as a second language and Art.
Topic	**Art**: famous portraits, painters, and styles. **English**: description.
Age of students	9-11 years old.
Preparation time	2 hours
Teaching time	4 lessons (50 minutes each lesson)
Online teaching material	• Google Slides to make a co-operative presentation • Kahoot to play a quiz • HP Reveal or Layar to create Augmented Reality portraits • Europeana website to find portraits and information • Search engines to find information • Google forms to give some feedback
Offline teaching material	Paper, crayons.
Europeana resources used	• *Arcimboldo*: *Rudolph II as Vertumnus* • *Vermeer*: *The Milkmaid* • *Vermeer: Girl with a Pearl Earring* • *Van Gogh: Self-portrait*

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Integration into the curriculum

The learning scenario will take a cross-curricular approach. From the Art perspective, students will learn about famous portraits and painters and they will create some portraits. From the English as a Second Language perspective, students will describe portraits using new vocabulary and the structure he/she has got. Portraits will be linked to the current learning outcomes in primary schools.

Aim of the lesson

Art: Students will show their creativity by painting their own portraits.

English as a second language: Students will describe their own portraits using the foreign language.

Outcome of the lesson

Students will create their own Augmented Reality Portraits and they will display them on the school corridor walls.

Trends

Augmented Reality: Students will learn how to create AR using apps such as Layar or HP Reveal.

Learning materials: Students will use open source materials found on Europeana and they will investigate and search information on the Internet.

Snack Learning: This learning bit takes a short time (few lessons) to develop so students can change fast to another topic covering different aspects and styles from Art.

Collaborative Learning: Students will need to create an online collaborative presentation.

STEM: Students will use a robot to show their knowledge on portraits.

21st century skills

Creativity: Students will need to show their creativity when making their portraits.

Communication: Students will have to create a presentation so they need to talk and to organize their tasks. They will also have to describe and record their descriptions.

ICT Literacy: students will use different devices to find information, to record their descriptions and to create their AR portraits.

Name of activity	Procedure	Time
Introduction to portraits	Students discuss what a portrait is and their main features. Students' also name some famous portraits they recognize. Teacher shows some Europeana portraits, students talk about and try to guess the style. Teachers use the following presentation as a guide for further discussion. https://docs.google.com/presentation Afterwards students have to search the painter's name and the technique.	
Collaborative presentation	Students have to create a presentation on Google Slides. Each slide has to contain the picture, the title, the author, the technique and something they consider unique about the portrait.	
Quiz about portraits	Students play a Kahoot about the portraits on the presentation. https://create.kahoot.it/share/3e3efd6a-0e78-4e18-a9c2-898b25900e3f	
Playing with portraits	Students use a didactic mat with pictures of portraits to play with a robot. They need to code the robot to move to the placed pointed by the teacher or another student. For example: Move the robot to the portrait painted by Van Gogh. 	

Name of activity	Procedure	Time
Designing your portrait	Once students are familiar with different portraits, they have to draw and paint their own portrait.	
How to describe	Teachers provide some ESL useful vocabulary for descriptions (long, short, straight, curly, fair, dark, moustache, beard, glasses…) Students do some drilling making sentences about their friends (He has got short hair; he has got a small pointed nose…)	
Describing your portrait	Students have to produce an oral description of their portrait. Descriptions will be recorded in video.	
Augmented Reality portraits	Using an Augmented Reality tool students need to create their own AR portrait scanning it. The portrait will be the trigger and the recording the augmented layer.	
Portraits display	Finally, all the portraits will be displayed on the school corridors, students will use tablets in order to see their classmates' productions.	

Assessment

Teachers will assess students' knowledge on famous portraits with a quiz on Kahoot: https://create.kahoot.it/share/3e3efd6a-0e78-4e18-a9c2-898b25900e3f

We will also use a rubric to assess the final production. Some of the criteria that will be taken into account are: creativity, effort and participation, proportions, use of colour…

Teachers will also assess the description, they will take into account the pronunciation, the grammar, the vocabulary and the organization.

Student feedback

Student will fill a Google form with different questions about the tasks and about their involvement in them. They will be also asked about the activities they enjoyed more and the reasons for that.

Teacher's remarks

The lesson was a success. The students loved the activities and the Expo after the lessons.

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.