Europeana Learning Scenario

Title

From the World of Those Who Do Not Speak

Author(s)

Tănase Anica-Maria

Abstract

The aim of my learning scenario is to name animals according to living environment, habitat, feeding, breeding, to recognize the parts of the skeleton and its role, to name the internal organs and their role and to use digital technology during these activities.

Keywords

STEM, project, collaborative, digital, mobile

Table of summary

Table of summary	
Subject	Natural History / Biology
Topic	Nature. Exploring the environment
Age of students	7 - 8 years
Preparation time	4 hours
Teaching time	4 h 30 min
Online teaching material	• *https://www.manuale.edu.ro/* • *https://www.mozaweb.com/ro/* • *YouTube Learning* • *https://www.mentimeter.com/* • *https://kahoot.it/*
Offline teaching material	paper, glue, scissors, post it, cell phone, A4 sheets, etc.
Europeana resources used	• *https://www.europeana.eu/nl/item/11617/_ZOOLOGICALCOLLECTION_UTNHM_ESTONIA_TUZ409948?q=animals#dcId=1582670479912&p=4* • *https://www.europeana.eu/ro/item/175/detall_zoologia_cordats_N897651?q=animals#dcId=1582662812047&p=31* • *https://www.europeana.eu/ro/item/2059513/data_foodanddrink_efd_LGMA_0950* • *https://www.europeana.eu/ro/item/175/detall_zoologia_artropodes_N1257828?q=animals#dcId=1582662812047&p=7*

Table of summary	
	• *https://www.europeana.eu/ro/item/175/detall_zoologia_cordats_N878661?q=animals#dcId=1582662812047&p=34* • *https://www.europeana.eu/ro/item/175/detall_zoologia_cordats_N967366?q=animals#dcId=1582662812047&p=15* *The rest of resources used can be found here:* • *http://plr.io/3sq*

Licenses

Attribution CC BY. This license lets others distribute, remix, tweak, and build upon your work, even commercially, as long as they credit you for the original creation. This is the most accommodating of licenses offered. Recommended for maximum dissemination and use of licensed materials.

Integration into the curriculum

The subject of the lessons is in the Romanian school syllabus for the first class, primary education.

Aim of the lesson

Students will recognize the animals and divide them into categories: birds, mammals, fish, reptiles. They will notice the skeleton and its role. I name the internal organs and the role of each.

Outcome of the lesson

Students will receive a test using the Kahoot application to assess their knowledge assimilation. They will have to carry out in groups of 4 students each one projects with the life cycle in the bee and projects with the title: "The favorite animal".

Trends

STEM learning, project-based learning, collaborative and mobile learning.

21st century skills

In order to develop their skills young children, need in the learning experiences of critical thinking, collaboration, communication, creativity social-emotional development and technological education. Students use the digital textbook, Edu educational software and the Mozaick 3D application. I use my mobile phone skillfully.

Activities

Name of activity	Procedure	Time
1. Introduction	Brief introduction to Europeana, highlighting the plethora of resources available for use. Students access www.europeana.eu and observe the accessible categories, the types of media, if they are authorized to reuse, the country of origin.	5 minutes

2. Brainstorming	Explanation of future work and what is expected of them:
	• Ps list some animals, their qualities, their actions, their body parts
	• learn the title of the lesson.
	• The pupils of group 4 recognize the animals on Europeana and classify them in a table.
	The animals will be classified into
	   • mammals,
	   • birds,
	   • reptiles,
	   • amphibians,
	   • insects,
	   • fish.
	Name the body parts of each animal: head, trunk, limbs.
	Note that some animals have their bodies covered with skin, others with hair or feathers.
	Fill in a template with location, feed and multiplication.
	Classifies animals according to their wild and domestic way of life (pond, forest, cold zones, hot zones); depending on how carnivores, herbivores or omnivores are fed and how they are multiplied by eggs or chickens.
		40 minutes

3. Analyze	Analyze the skeleton using free software that allows students to access the source to study the components and its role. To do this, they will use the Mozaik 3D application and the Edu software. They upload the results of their search – product. Skeleton: Students notice that the skeleton of the head differs from one species to another, but its role is to protect the brain. He then observes the skeleton of the body composed of the spine, thorax and pelvis, which has the role of protecting the internal organs, organs of different sizes depending on the size of the animal's body. Finally, note the skeleton of the limbs (4 legs or 2 legs and 2 wings), which give stability to the body. Students write the appropriate names, match the living and the corresponding skeleton.	45 minutes
4. Creating	Creating their group Poster: "Life cycle with the bee". Cutting, collage, gluing – colored papers, textiles	45 minutes

	Present to your colleagues the projects mentioning the life cycle of the egg, from the puppy, to the adult, according to the number of days: 3 days, 6 days, 12 days, 21 days.	
5.Experimenting	Experiment: "Favorite animal". Schoolchildren prepare information from https://www.youtube.com/learning, images, drawings, poems, songs, stories about an animal carrying out the project on the theme: "Favorite animal". It presents the whole work submitted, motivating the choice made.	45 minutes
6.Practice	Name the internal organs of animals (brain, heart, lungs, stomach and kidneys), locate them and read their role (control the actions of the body; pump blood into the body; help with breathing; store, crush and mix them swallowed food; remove unnecessary substances from the body), using the Mozaik 3D app, make short presentations with www.mentimeter.com , then fill out the questionnaire on menti.com.	45 minutes
7.Assessment	The knowledge accumulated in this learning unit is assessed using the Kahoot application.	45 minutes

Assessment

1. Sets the order of animals by size.

2. Make the correspondence between the animals and their skeleton.

3. Color the skull with yellow, red the chest and green the skeleton of the limbs.

4. Approaches the numbers written on the internal organs to tens by drawing arrows to the place where they occupy them.

5. Tells the correspondence between the internal organs of the sheep and their role.

Student feedback

Students complete the questionnaire on menti.com. I write a message on a pet's figure and place it on the message wall.

Teacher's remarks

I am proud of my students. 85% retained the body parts of a skeleton and internal organs. 80% know their role. Only 30% did not have a phone at the class, but in the team, they changed roles.

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.

Photos from the classroom: