

Europeana Learning Scenario

Title

Reflection in the mirror

Author(s)

Nataša Tram

Abstract

This Learning scenario is intended for online teaching. An introduction to the topic is made through a video about the role of self-portraits and about the role of selfies today in which students argue their own critical attitude guided by questions. They explore self-portraits through the works of painters from different periods and connect them to their own view of themselves. Everyone at home has time to create one self-portrait in Cubism style and one selfie in pop art style. In this way students understand the role of selfies in today's society. The questions open up a discussion and promote critical thinking. The answers were very helpful to me as they showed how well the students were into the topic. The discussion reveals the peculiarities of using selfies as an artistic theme. Students have the opportunity to experiment in the compositional variations of the applications offered until they create an imaginary character of their own. They express their creativity by using different applications all through a creative and fun way.

Keywords

Self-portrait, selfie, expression, creative work, online teaching

Table of summary

<i>Table of summary</i>	
Subject	Art, English
Topic	Self-portrait
Age of students	15
Preparation time	10 minutes
Teaching time	45 minutes
Online teaching material	Online teaching – Genially presentation The Art History of the Selfie video Edpuzzle

	Learning Apps Wordwall Genially Picassohead Pop Art Style Application Google Form Assessment
Offline teaching material	notebook
Europeana resources used	Albrecht Durer bit.ly/3bPRsW0 Vincent van Gogh bit.ly/3bFOSBV Rembrandt van Rijn bit.ly/2KBETSy Parmigianino https://bit.ly/3eTvVO6

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Integration into the curriculum

This LS is part of the Art curriculum for the 1st grade that addresses the relationship between man and art through the theme: A View of the World - Self Portrait

Aim of the lesson

Students will distinguish the self-portrait created through artistic concepts from selfie photography. They will learn about the role of selfies/portraits before and today. They will develop critical awareness through our own rethinking and expand the vocabulary of the English language.

Outcome of the lesson

The student explores the self-portrait as an expression of the artist's awareness of himself and the world around him. He compares different ways of shaping self-portraits as a reflection of the socio-historical context. The student expresses himself creatively through creation of his own self-portrait in Cubism and Pop Art styles.

Trends

Game Based Learning & Gamification

Personal Learning Environment: the online learning

Edutainment: playful learning. Learning while having fun

Mobile Learning: we get access to knowledge through smartphones and tablets.

21st century skills

Critical thinking

Creativity

Activities

Name of activity	Procedure	Time
History of the selfie	Students watch a video about the history of the selfie (PBS Digital Studios) and answer the questions asked inside the video created in the Edpuzzle app . The questions open up a discussion and critical thinking.	8'
Exploring a self-portrait	They open each interactive element and select one artist. The teacher gives them guidance. They research one of these artists (Albrecht Durer, Vincent van Gogh, Rembrandt van Rijn, Andy Warhol, Frida Khalo, Pablo Picasso, Parmigianino). If you could meet one of these artists, who would it be? Explore the selected artist. Explain how the author portrayed himself and with what idea. How does the artist's work reflect the style in which it was made? Students write down their answers in a notebook.	15'
Assemble the puzzle	Students compose a Learningapp puzzle . The first part of the exercise contains self-portraits of the artist, and there are concepts in the puzzle pieces. It is the student's task to associate expressions with each self-portrait. When they put together puzzles, there are surprises waiting for them!	2'
Find a match	The task of this Wordwall quiz is to tap the appropriate answer to remove it. They repeat until all the answers are gone.	2'
Guess the artist	Students discover who the artist is based on claims made from interactive elements . They then turn the card over and see if they got the right answer.	2'

Name of activity	Procedure	Time
Like Picasso	In this activity, students create their self-portrait in the Picasso app . They select the appropriate face shapes and arrange the composition. They post it on Instagram.	8'
Pop-art selfie	Students take a photo with their mobile phone. They turn their selfie into a pop art with th Pop Art Style app . They post it on Instagram.	6'
Assessment	Students assess their own work. Assessment	2'

Assessment

Students' assessments of their own work.
[Assessment](#)

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

Student feedback

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Teacher's remarks

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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.

