

# Europeana Learning Scenario

## Title

Once Upon a Shakespeare

## Author(s)

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## Abstract

The aim of this learning scenario is to get to know William Shakespeare's life from the authentic sources on Europeana and to draw conclusions about how much his sonnets are autobiographical. The learning scenario focuses on history (Shakespeare's life, Stratford-upon-Avon, Church of Holy Trinity etc.), on computational knowledge as well as on English language knowledge.

The students' research in three phases:

- 1) searching for images, text and manuscripts from 1550-1650
- 2) exchanging resources and discussing material
- 3) reading, translating and listening to original manuscripts.

The second part of the class is designed to strengthen the modern English language skills: reading, translating and discussing the language. (Word changes from W Shakespeare's time up to now)

The final part of the class aims to check the students' knowledge on the topic given through the Kahoot quiz. They answer the questions on historical facts and language understanding.

## Keywords

Researching skills, drawing conclusions, comparative analysis

## Table of summary

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Subject	History, Technology, English
Topic	Language change through the centuries
Age of students	17-18
Preparation time	2 sessions
Teaching time	six classes (6 x 45 min)
Online teaching material	<ul style="list-style-type: none"> <li>• <a href="https://www.poetryfoundation.org/learn/glossary-terms/shakespearean-sonnet">https://www.poetryfoundation.org/learn/glossary-terms/shakespearean-sonnet</a></li> <li>• <a href="https://www.youtube.com/watch?v=LqOrZItROxs">https://www.youtube.com/watch?v=LqOrZItROxs</a></li> </ul>



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	<ul style="list-style-type: none"> <li>• <a href="https://www.youtube.com/watch?v=c3RyQxEpMY">https://www.youtube.com/watch?v=c3RyQxEpMY</a></li> <li>• <a href="https://dansklyd.statsbiblioteket.dk/lydoptagelse/?eid=2242-3653-5298-8000_f.tmp">https://dansklyd.statsbiblioteket.dk/lydoptagelse/?eid=2242-3653-5298-8000_f.tmp</a> (The Royal Danish Library)</li> </ul>
Offline teaching material	Handouts, pen and paper, whiteboard, sticky notes
Europeana resources used	<ul style="list-style-type: none"> <li>• <a href="#">Search: Shakespeare</a></li> <li>• <a href="#">Shakespeare Plays</a></li> <li>• <a href="#">manuscript from "The plays of William Shakespeare. In ten volumes</a></li> <li>• <a href="#">Mr William Shakespeares Comedies, Histories and Tragedies, 1632</a></li> <li>• <a href="#">Globe</a></li> <li>• <a href="#">Stratford-upon-Avon</a></li> <li>• <a href="#">holy+trinity+church&amp;view=grid</a></li> <li>• <a href="#">Westminster Abbey</a></li> <li>• <a href="#">British Museum William+Shakespeare</a></li> </ul>

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## Integration into the curriculum

When learning Shakespeare in school, the students never learn about the of that time,

Learning about famous people in the context of adequate historical period gives bigger picture of the time and social occurrences and teaches not only the language but the history as well. (esp. the legal status of women, disorder in society, riots and the role of theatre in Elizabethan England ...)

## Aim of the lesson

The aim is to develop students' ability to research online resources with a large degree of independence using appropriate reference sources selectively and to help students improve their understanding, reading and speaking skills.

## Outcome of the lesson

The student will be able to read with a large degree of independence, adapting style and speed of reading to different texts and purposes, and using appropriate reference sources selectively

The students will be able to talk about Shakespeare's life in a more descriptive language, to recite his poetry fluently and to learn about British cultural heritage.

## Trends

- **Project-based learning:** The students get the task and look for solutions, independently or in groups
- **Edutainment:** Students learn and have fun at the same time
- **Peer learning:** They learn from each other
- **Collaborative learning:** group work, collecting and exchange ideas

## 21<sup>st</sup> century skills

- Information, Media & Technology skills
- Communication and collaboration,
- Creativity
- Productivity

## Activities

Name of activity	Procedure	Time
<b>A: Warm-up exercises</b>	The students answer different questions about Shakespeare and his works: <ul style="list-style-type: none"> <li>• Why is Shakespeare important today?</li> <li>• How has he influenced modern language and literature?</li> <li>• What movies have they watched based on Shakespeare plays? (Shakespeare in Love, Romeo and Juliet etc._</li> <li>• Do they read Shakespeare works in modern or original versions?</li> </ul>	10 min
<b>A. a Guided practice</b>	The teacher is explaining that they are going back in time to get to know Shakespeare better through the social occurrences of that time, by seeing places and people of his time and by reading original manuscripts.  The Teacher introduces <a href="http://www.europeana.eu">www.europeana.eu</a> – Europeana main site as the main source for their research and gives them information about searching through the website and copyright issues.	20 min
<b>B: The research</b>	The students are divided into groups and they choose the area of research – Life/Work/Historical background/Important institutions (Wife and children/ sonnets, tragedies, comedies:/Elizabethan England / ...)	60 min
<b>B. b exchanging ideas</b>	The students exchange ideas about what they find out on Europeana (images, sounds, manuscripts etc) They integrate their findings on Europeana in the outcome of their research. Students will discuss the difficulties of reading and old manuscripts – <b>Transcription competition</b> can also be included.	20 (40) min
<b>C: Presentations</b>	In groups they present what they found and suggest what kind of presentations they will prepare at home based on what they learned during class. 6	60 min
<b>C. c: Delivering presentations</b>	The students deliver presentations (PPT or Prezi) showing images of W Shakespeare and his family, about problems he had while writing, about the theatres of that time and censorship) and about English language and it's archaic forms. They draw conclusions about why he became timeless writer and what values have or haven't changed in modern society.	30 min
<b>D: Language challenge</b>	The students read old manuscripts and try to translate them into modern language and then they search google and you tube and listen to modern versions of his works, videos and animations about his life.	30 min
<b>E: Kahoot quiz</b>	The students make questions for kahoot ( <a href="https://create.kahoot.it/share/95db7f1d-8a53-408c-8c9d-9bde4f2b096f">https://create.kahoot.it/share/95db7f1d-8a53-408c-8c9d-9bde4f2b096f</a> ) so that they can play and have fun. The students play the quiz, revise what they learned and enjoy learning by having fun.	20 min

## Assessment

Peer assessment, individual assessment, quiz, competition

\*\*\*\*\* AFTER IMPLEMENTATION \*\*\*\*\*

## Student feedback

Students participate in a discussion and exchanges ideas, opinions and experiences with the class. Student enriches his culture and through the teamwork, online research on Europeana and quiz, develops intellectual abilities. Student talks about the new topic in a new context, based on a new source and offers personal opinions by giving explanations and arguments.

Students participate in Kahoot quiz in order to use vocabulary items more freely and to check their history knowledge on Shakespeare, their punctuation and spelling abilities. Kahoot is an online quiz which is used in educational purposes. Students are already familiar with the concept of the quiz as they have used it before. The focus of the quiz is on checking how much of the vocabulary, facts they remember and understand and taking the quiz represents a way of self-evaluation which, furthermore, takes place in pleasant, joyful and working atmosphere. Through this type of self-evaluation activity, students do not experience fear, tension and negative criticism.

In order to participate in the quiz students must have their phones ready and once they get a pin code, they should enter the quiz and choose their usernames. Their task is to answer the questions correctly, and while giving the correct answers they should do it as fast as possible because the number of points they get depends on how fast they were. The atmosphere is very positive, and students are happy and excited to compete individually.

Three first ranked students get a prize.

## Teacher's remarks

Students may have problems with new vocabulary items, especially while reading and translating original documents. Teamwork and Kahoot quiz may seem too loud but sharing one's ideas and experiences with his peers creates rather positive atmosphere. Kahoot quiz may cause problems, as they compete individually, but it is a great way of game-based learning method.

## 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.

**Annex**

<https://create.kahoot.it/share/95db7f1d-8a53-408c-8c9d-9bde4f2b096f>