

# Europeana Learning Scenario

## Title

Masks and Reality

## Author(s)

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## Abstract

Students explore mask art in Europeana Collections through creative assignments. They research, sketch and recreate some of the drawings. Presentation and, possibly, exhibition will be the product of the lesson.

## Keywords

Art, masks, ICT, culture

## Table of summary

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Subject	Art/Language/ICT
Topic	Masks, celebrations
Age of students	8 - 10
Preparation time	45 min
Teaching time	90 min
Online teaching material	Europeana Collections, Google Drive, Presentation apps: <ul style="list-style-type: none"> <li>• <a href="http://www.emaze.com">www.emaze.com</a></li> <li>• <a href="http://www.filmora.com">www.filmora.com</a></li> <li>• <a href="http://www.padlet.com">www.padlet.com</a></li> <li>• <a href="http://www.quivervision.com/">http://www.quivervision.com/</a></li> </ul>
Offline teaching material	Drawings, markers, crayons
Europeana resources used	<ul style="list-style-type: none"> <li>• <a href="https://www.europeana.eu/hr/search?query=masks&amp;view=grid">https://www.europeana.eu/hr/search?query=masks&amp;view=grid</a></li> <li>• <a href="https://www.europeana.eu/hr/item/2058628/KF_objecten_1473426514097_1386015341">https://www.europeana.eu/hr/item/2058628/KF_objecten_1473426514097_1386015341</a></li> </ul>

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**Integration into the curriculum**

According to the curriculum of Art, students explore historical art works that include visual art, sculptures, architecture, visual communication, design. They describe them verbally. By using digital technology, they form masks in augmented reality.

**Aim of the lesson**

Students learn about visual art by visual art encouragement of Europeana Collections.

**Outcome of the lesson**

Students describe details and characteristics of historical masks connecting it to their personal experiences and creating new artworks.

**Trends**

- Visual research and learning
- Game based learning
- Student-centred learning
- Collaborative learning

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

- Creativity
- Critical thinking
- Technology
- Communication

**Activities**

Name of activity	Procedure	Time
<b>Introduction</b>	In early twentieth century, human sculptures became famous among European artists in the development of modern art. You can recognize primitive masks in many portraits of famous artists.	5'
<b>Europeana collections</b>	I introduced students to Europeana Collections and showed them how to use it. They reviewed the collection, researched masks and analysed them.	20'

Name of activity	Procedure	Time
	<a href="https://www.europeana.eu/portal/hr/search?q=masks&amp;view=grid&amp;f%5BTYPE%5D%5B%5D=IMAGE">https://www.europeana.eu/portal/hr/search?q=masks&amp;view=grid&amp;f%5BTYPE%5D%5B%5D=IMAGE</a>	
<b>Activity 1</b>	Inspired by the art from Europeana, students will make a presentation and upload it on Goole Drive. They downloaded the artwork and put in in the presentation with some necessary marks. Students form their site to which they transferred the selected photograph. To set different ratio between text and picture, students use available elements in application (text, font, colours, rotation, background...) Our work was collected in Google Slides: <a href="https://docs.google.com/presentation/d/1yhJDZcAgR9yrbAApthu6QtS6xJ5waWJidAQcD0eZAXc/edit?usp=sharing">https://docs.google.com/presentation/d/1yhJDZcAgR9yrbAApthu6QtS6xJ5waWJidAQcD0eZAXc/edit?usp=sharing</a>	15'
<b>Activity 2</b>	Students colour drawings of masks according to Quiver collection. <a href="http://www.quivervision.com/coloring-packs/">http://www.quivervision.com/coloring-packs/</a>	15'
<b>Activity 3</b>	Students enjoyed the activities od mask revival by using digital technology and Quiver application.	15'
<b>Activity 4</b>	Students uploaded augmented reality works in <a href="http://www.emaze.com">www.emaze.com</a> The whole work was recorded and uploaded to Filmora. <a href="https://youtu.be/EVuS38jm8sY">https://youtu.be/EVuS38jm8sY</a>	15'
<b>Activity 5</b>	Analysis of work (evaluation and self-evaluation)	5'

### Assessment

Students evaluate their engagement in all of the activities during the project.

### Student feedback

Verbal discussion with students about the process of digital mask making.

### Teacher's remarks

Students surprised me with their engagement in comparing masks from Europeana Collections to modern masks of today.

During the activity in Quiver, students enjoyed the colouring activities. They were amazed when they saw their masks 'alive'. This was their first experience with AR.

### About the Europeana DSI-4 project

[Europeana](http://www.europeana.eu) 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

Exploring Europeana Collections



Drawing and working in Quiver app

