

Europeana Learning Scenario

Title

Connected by legends

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Abstract

This Learning Scenario combines themes and activities in subjects History and English language. In both subjects the students are first introduced to the topic of the Middle Ages, what the living conditions were like during that period and the vocabulary connected with the topic. Then, we focus on the Legend of King Arthur in the English class and in the History class on the legends about early Croatian kings. Students discuss the difference between history and legends. These legends are combined in the activity where students make a collaborative comic book about one of these legends. In the end, students present their work to other students in the class.

Keywords:

Middle Ages, King Arthur, Croatian legends, history, comic book

Table of summary

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Subject	English language, History, ICT
Topic	The Legend of King Arthur and Croatian medieval legends.
Age of students	12-13
Preparation time	5 hours
Teaching time	3 hours
Online teaching material	https://padlet.com Peer evaluation https://app.bookcreator.com/books <i>Is there any truth to the King Arthur legends? – Alan Lupack</i> King Arthur video Qr Code Scanner wordwall matching activity
Offline teaching material	Texts with legends on worksheets, printed QR Codes, paper, colored pencils
Europeana resources used	Image 1- King Arthur Image 2- Merlin Image 3- Mordred Image 4- The Lady of the Lake Image 5. Sword Image 6- A castle Image 7- Guinevere Image 8- Clothes



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Integration into the curriculum

This Learning Scenario can be integrated into the national curriculum for the sixth grade in the subjects English language and History. In both of these subjects we deal with the topic of the Middle Ages. The outcomes of the national curriculum for the English language in the sixth grade, which are covered by this topic are: to search and question facts related to the history, culture and art of the English speaking countries and connect these facts with their own culture and history. In this Learning Scenario students also develop and practice their ICT skills. In History class in the sixth grade of primary school in Croatia, children learn about the early medieval history of Croatia, their early kings and how the life in the Middle Ages looked like. Here they also mention a few legends about those early Croatian rulers.

English language activities: students read texts, watch videos, look for pictures on Europeana, write short texts, make illustrations, discuss legends.

History activities: students read, research materials related to Middle Ages and Croatian legends.

ICT activities: students work with different applications like: BookCreator, padlet, Google Forms, wordwall.

Aim of the lesson

Aims related to English language teaching:

- *Understand short texts through listening and reading (Croatian legends and the Legend of King Arthur)*
- *Write a short text*
- *Retelling of past events and giving opinion on the subject*
- *Using creativity and imagination in creating a collaborative e-book*

Aims related to History teaching:

- *Identify the conditions of life in the Middle Ages*
- *Understand the difference between history and legend*
- *Get acquainted with Croatian legends about some early kings, who really existed and are historical figures from Croatian history*

Outcome of the lesson

Outcome of the lesson will be a collaborative e –book with illustrated legends. The students will become aware of the similarities in the cultures and living conditions of the European Middle Ages.

Trends

Mobile learning: Get access to information and knowledge through smartphones and tablets (learning anytime, anywhere)

Collaborative learning: a strong focus on group work

Peer learning: Students learn from peers and give each other feedback

BYOD: Students bring their own mobile devices to the classroom

21st century skills

This Learning Scenario aims to facilitate a set of important competences that will be very useful to students in their professional and personal life.

Collaboration: by working in teams students will need to interact, make decisions as a group to develop the tasks of this Learning Scenario.

Creativity: students will have freedom in creating their collaborative e-book

Communication: students will have to give their opinion in a class debate and present their work to their peers.

ICT skills: students will develop their ICT skills through various activities in the Learning Scenario.

Activities

Name of activity	Procedure	Time
Presentation	The teacher presents the main idea of the activity and introduces and explains the use of Europeana portal.	10min
Middle Ages vocabulary revision	The teacher opens a few pictures from Europeana which depict scenes from the European Middle Ages. Students describe the pictures. Then they do a task in Wordwall application, where they match words related to the Middle Ages to their definitions.	15 min
Introduction to the Legend of King Arthur	The teacher shows pictures of the main characters from the legend (from Europeana) and displays QR codes on the walls around the classroom. Students scan QR codes and listen to some information about the characters. Then they do a matching task on a worksheet.	15min
Reading of the Legend of King Arthur	Students get the story about King Arthur on worksheets. Some words from the story are omitted. Students should read the story and fill in the missing words. They should be able to do that since they have learned the vocabulary in the previous tasks.	10min
Introduction of Croatian legends	Students have been introduced in History class to some Croatian legends. They get jumbled pieces of legends and in pairs they put the stories in the correct order.	10min
Discussion about the legends	Students watch a video about the Legend of King Arthur. They discuss if there is any truth in legends and what is the difference between history and legend.	15min
Teams creation and roles	Teacher creates teams with roles according to students' profiles. Each team decides specific roles such as: illustrator, writer, e-book creator.	15min
Teams create a comic book on one legend	Students decide which legend they want to make into the comic book, they decide which scenes they want to include, they write accompanying text.	30min
Teams make an e-book	Students take pictures, download them and following the teacher's instruction make an e-book using BookCreator or Story jumper.	30min
		30min

Name of activity	Procedure	Time
E-book presentation	Every team presents their e-book. During the presentation, their peers will evaluate their work by answering questions in Google Forms. Results will be discussed after all the presentations and evaluations have been made.	Total time: 180min

- For activities 8 and 9 some of the work, if 60 minutes proves not to be enough, can be developed using a flipped classroom approach.

Assessment

Students will be assessed by the teacher with the help of a rubric, the teacher will assess the students' e-books, their presentation and their contribution to the group work.

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

Student feedback

The teacher will create a Padlet with questions: Are you satisfied with the result of the activity? How did you contribute to the group work? What did you learn from this activity? Students write their answers on the Padlet.

Teacher's remarks

Based on students' feedback the teacher should reflect about the work done and make plans on how to improve future activities.

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 1.

The Legend of King Arthur

Arthur was born at Tintagel _____ and he was the son of King Uther and his wife Igraine.

At this time in England, there were many wars. Uther wanted his son to be safe, so he sent Arthur with his _____, Merlin, to a safe place. Merlin took Arthur to the home of Sir Ector and his son Kay. Arthur grew up believing they were his family.

When Arthur was sixteen years old, King Uther died. Everybody wanted to be the next king. Merlin decided to settle the arguments once and for all! He made a stone appear outside St Paul's Cathedral in London. Stuck in the stone, there was a _____. On the sword were the words: „The man who pulls out the sword out of the stone will be the next _____ of England.“ Many men tried to pull out the sword, but they failed.

Then, one day, Arthur and his brother Kay went to a tournament in London. Arthur forgot Kays sword and ran to find it. He saw the sword stuck in the stone, and thinking he would give it to kay, he pulled it out. Everyone realised that their new king was here at last!

Arthur ruled as a strong and wise king. He built a _____ called Camelot and married a beautiful woman called Guinevere. He gathered a group of brave _____ and they met around the Round _____.

With Merlin's help Arthur received a magical sword, Excalibur, from the mysterious Lady of the Lake.

Arthur had a terrible enemy, his nephew Mordred. Arthur killed Mordred in a long _____, but was also deadly wounded. One of his knights, Sir Bedivere, threw Excalibur back into the lake, so no one could use its power.

The knights put Arthur's body on a _____ and floated it down the river to the Isle of Avalon. No one ever found King Arthur's body, but many say he rests under a hill, ready to return if Britain needs him again.

Insert the missing words into the text:

boat, battle, castle, wizard, sword, king, knights, Table

MATCHING TASK

Read and match.

- | | |
|-------------------------------------|-----------------------------------|
| 1. King Arthur was the son of | a) built a castle, Camelot. |
| 2. Merlin took Arthur to live with | b) Sir Ector and his son Kay. |
| 3. When Uther died, people argued | c) Camelot when Arthur was away. |
| 4. Merlin used his magic to make | d) was badly injured. |
| 5. When Artur took out the sword | e) King Uther and Queen Igraine. |
| 6. Artur married Guinevere and | f) treated Arthur's wounds. |
| 7. The Lady of the Lake gave Arthur | g) who would be the next king. |
| 8. Mordred, his enemy, took over | h) it meant he was the next king. |
| 9. Arthur and Mordred fought and | i) a magic sword, Excalibur. |
| 10. Three mysterious women | j) a stone with a sword in it. |

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Annex 2. Croatian legends

The Legend of the Croatian coat of arms

More than a thousand years ago, after many battles, the Venetian doge Pietro Orseolo imprisoned the Croatian king Stjepan Držislav.

The doge found out that they have the same passion, namely playing chess. He made Stjepan Držislav an offer: if he wins three chess matches, he would set him free.

So, they played and outwitted each other but eventually Stjepan Držislav won. The Venetian doge kept his promise and set him free.

As a sign of gratitude, Stjepan Držislav chose the white and red chessboard for the Croatian coat of arms.

The Legend of King Zvonimir

Once upon a time, there was a good king called Zvonimir. He was a good king and his land was rich and its cities were full of gold and silver.

One day he got a letter from the pope. The pope asked him for help. He asked him to help him free the Holy Land.

Zvonimir called his knights and noblemen to meet and decide if they will go to fight for the pope.

The noblemen were angry. They didn't want to go away from their homes. They killed Zvonimir.

King Zvonimir, as he was dying, laid a curse upon Croats and said that they will not have a king of their own blood for a thousand years.

Annex 3. Evaluation rubric

TEACHER'S EVALUATION RUBRIC

Student's name: _____

Title of the project: _____

1. Student actively contributed to the group work	1 / 2 / 3
2. The quality of the e-book	1 / 2 / 3
3. Student uses appropriate vocabulary in his/her presentation	1 / 2 / 3
4. Student presents the main ideas clearly	1 / 2 / 3

4-6 sufficient

7-9 good

10-11 very good

12 excellent

Annex 4. QR codes



King Arthur



Guinevere



Merlin



The Lady of the Lake



Mordred