

# Learning Scenario Europeana

## Title

To say and to Listen

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## Resume

In this learning scenario, students will be sensitized to the construction of their individual and collective identity through different forms of art (literature, music and painting), transversally integrating content, knowledge and skills from various areas.

As a final product, a “Slam Poetry” contest will be promoted in which students disseminate their own poetry on video and / or audio and an e-book will be built containing the final product and the research carried out, throughout the project.

## Keywords

*Literature, Art, Music, Technology, Slam, Languages*

## Table of summary

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<b>Subject</b>	(Different) habits and lifestyles, in poetry, painting and music throughout the ages. Recognition of famous personalities and literary works from different countries / historical times, knowing diverse cultural universes. Recognition of how music has influenced painters over time.  The subjects involved are Information and Communication Technologies, Visual Education and English.
<b>Topic</b>	“Making my life more interesting: Playing my music”  By doing a little reflection on habits and lifestyles, students identify their concerns / ambitions, within the topics of different disciplines.
<b>Age of students</b>	13– 15 years old
<b>Preparation time</b>	150 minutes (3 class) where ICT, EV, and English teachers meet and prepare the various activities to be carried out in each of their classes. Allocating time to each of them.
<b>Teaching Time</b>	17 class of 50 minutes distributed across the various disciplines.

<b>Online teaching material</b>	Tools from Gsuite (Google Docs, Google forms) <a href="#">Pixabay</a> <a href="#">Unsplash</a> <a href="#">Photoshp online</a> <a href="#">Bitmoji</a> <a href="#">Jamendo</a> <a href="#">Book Creator</a>
<b>Offline teaching material</b>	Paper, pen or another write material <a href="#">Audacity</a> software used to manipulate music and create the final sound of the poem and music. <a href="#">VSDC</a> software used to make final videos with poem, music, and students
<b>Europeana resources used</b>	<a href="#">Gallerie Music in Paintings</a> <a href="#">Gallerie Rainy Weather</a> <a href="#">Gallerie Cityscapes of Europe</a> <a href="#">Gallerie Disabilities in Art</a> <a href="#">Gallerie Parenting in Art</a> <a href="#">Gallerie Art by Female Artists</a>

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## Curriculum integration

Different habits and lifestyles in poetry, music and painting throughout the ages is the main theme of this scenario. From here the goal is to create a musical poetry that represents some of these styles.

The integration in the curriculum of each subject is as follows, taking into account the essential learning:

**English:** Healthy lifestyle habits, body image and well-being;

**ICT:** Be aware of the impact of emerging technologies on society and on a daily basis;

Define keywords to find information, using search engines and functions;

Identify means and applications that allow communication and collaboration;

Present and share information about the products developed, using digital means of communication and collaboration.

In ICT students will carry out the necessary research for this scenario such as: Europeana, in the search for paintings; Pixabay and Unsplash in the search for images; Photoshop to create the front image of their story; Bitmoji to create their avatars do add in CD; Jamendo in the search for music. They will also create the poem using audacity and / or VSDC and develop the book in Book Creator. Thus, students understand how technologies have come to change our life habits and the way we think and how things happen.

**EV:** In EV students will represent the painting they have chosen, in drawing, or part of it. This drawing will be used in the digital book created.

### Lesson objective

In the end of the project, students will be more aware of the lyrics of a song and its connection to existing themes in our daily lives.

### Lesson result

As an end result, an e-book will be developed with all the creations made from the poem, music and design created. The students with special needs are integrated in class groups.

### Trends

Project based learning: students get fact-based tasks, problems to solve and they work in groups. This kind of learning usually transcends traditional subjects.

Collaborative learning: a strong focus on group work.

Visual search and learning: images and multimedia are more powerful than verbal stimulus.

### 21st century skills

**Creativity** – students create their poems and their representations of art. They still create their audio and / or video.

**Critical thinking** – students will identify different lifestyles in poetry, painting and music, making a self-reflection on how these artistic expressions have changed our life and way of thinking. When researching how music influenced artists and representing the chosen paintings, they are also developing their critical spirit.

**Collaboration** – students will work in groups to develop all tasks.

**Communication** – when presenting the final products (audio, video and e-book) the students are presenting the result of their work throughout the various sessions.

### Activities

Activity Name	Procedure	Time
<b>Themes</b>	Activity in English classes where all students reflect on habits and lifestyles in poetry, music, and painting, to choose the theme they will deal with in poetry. Even students with Special Educational Needs and even students who only attend ICT and EV will be included in this reflection, on ICT class.	50´
<b>My music</b>	Students are divided into groups of 4 or 5 and using the previously chosen theme and select the songs that best illustrate this theme in their mother tongue or in English. The titles of the songs as well as the names of the artists will be placed in a document shared with all elements of the group. For each song chosen, students will write why they chose it, what is their motivation for listening to it, what they like most.	50´

Activity Name	Procedure	Time
	Students with Special Needs will be part of a specific group and they also will participate in this sharing and collaboration. This activity will be developed in ICT class.	
<b>Writing</b>	In English classes, students start writing the poem in groups, for example in a document shared by everyone, each one starts to write a verse and the others continue until they get the final product.	250´
<b>Art</b>	In ICT classes, students explore Europeana and in group choose a painting that may be linked to the theme of the poem previously chosen by the group and the theme of music. They will also choose images, without copyright, that represent their choice.	50´
<b>Representation</b>	In EV classes, students will make their representation of the chosen painting highlighting some elements.	100´
<b>Music</b>	In ICT classes students choose a song, using libraries of sounds and songs without copyright, which will serve as a background to their poem.	100´
<b>Creation</b>	All elements of the group will record their voice with mobile phone or a video of their lecture. Each group create their own video, if they record themselves on video, or audio using the recordings made and the background music chosen previously. (using audacity or another free program for audio editing and VSDC or another free program for video editing)	150´
<b>e-Book</b>	The students create an e-book of their theme, with the representations made in the EV classes, with the selected images in ICT, with the video and / or audio developed in ICT and with the lyrics of the poem created in the English classes. This activity will be developed in the ICT classes.	100´

### Evaluation

The evaluation of students in this learning scenario will be carried out over the various classes through the observation grid and at the end through the developed products: Video and / or audio and e-book.

There will be a self-assessment of the project by filling in a Google forms (<https://forms.gle/GTJF499UBxBMjRN69>).

### Student feedback

Students give their feedback via Google classroom over the course of several sessions. And in all documents created together there will always be the students' opinion.

### Teacher's remarks

The teacher will need to create an account in Padlet, Answergarden, google docs and Mentimeter to register their remarks concerning this Learning Scenario.

### Sobre o projeto Europeana DSI-4

A [Europeana](#) é a plataforma europeia dedicada ao património cultural digital que disponibiliza o acesso online gratuito a mais de 53 milhões de itens digitalizados provenientes de museus, arquivos, bibliotecas e galerias da Europa. O projeto Europeana DSI-4 prossegue as ações das três anteriores Infraestruturas de Serviços Digitais da Europeana (DSIs). Esta é a quarta repetição com resultados confirmados de concretizações em matéria de criação de acesso, interoperabilidade, visibilidade e utilização do património cultural europeu nos seguintes cinco públicos-alvo: Cidadãos Europeus, Educação, Investigação, Indústrias Criativas e Instituições de Património Cultural.

A [European Schoolnet](#) (EUN) consiste numa rede de 34 Ministérios da Educação europeus sediada em Bruxelas. Como organização não lucrativa, o seu objetivo é o de promover a inovação no ensino e na aprendizagem junto dos seus principais parceiros: Ministérios da Educação, escolas, professores, investigadores e parceiros empresariais. A tarefa da European Schoolnet no projeto DSI-4 da Europeana é a de dar continuação e expandir a Comunidade Educativa da European.

