

Europeana Learning Scenario

Title What could have hAPPened

Author(s) Eva Toth

Abstract

How history could have been different if we had Internet, smart devices back then? What apps could have changed history? These are some of the questions raised by this LS, which serves as a basis for our latest eTwinning-Europeana project.

Keywords

difference

technology

history

digital literacy

creativity

Table of summary

<i>Table of summary</i>	
Subject	<i>English Language Information Technology Social Studies History Arts</i>
Topic	<i>English language and IT</i>
Age of students	<i>14+</i>
Preparation time	<i>1 hour per block</i>
Teaching time	<i>4-10 lessons per block depending oh how many tasks you wish to implement</i>
Online teaching material	<i>mentimeter lino Google Slides Tinkercad giphy</i>

Offline teaching material	-
Europeana resources used	<i>pictures related to the topic</i>

Licenses

Attribution CC BY. This license lets others distribute, remix, tweak, and build upon your work, even commercially, as long as they credit you for the original creation. This is the most accommodating of licenses offered. Recommended for maximum dissemination and use of licensed materials.

Integration into the curriculum

Thanks to its cross-curricular nature, the project or its parts can be easily integrated into History, ICT and English language lessons.

Aim of the lesson

This project aims at incorporating Arts into the world of IT and technology. throughout history.

Trends

project-based learning

distance learning

online learning

21st century skills

creativity

responsibility

entrepreneurship

teamwork

communication

Activities

Describe here in detail all the activities during the lesson and the time they require. Remember, that your learning scenario needs to use Europeana resources. If you are using any external documents, please scroll to the end of the document and add them to the Annex. Add more rows to the table if needed.

Name of activity	Procedure	Time
Pre-assessment	getting to know Europeana, searching for historical artifacts brainstorming (Mentimeter, padlet, Answergarden) KWT table in Lino	1 lesson
Block 1	when finding a specific historical event, imagining a technology or software that you wish had existed eg. wifi, 3D printing, a mobile app, GPS creating gifs about your plans for the change of the event. (ezgif, Pixlr Canva).	4-6 lessons
Block 2	designing your own app that could have been useful back then and recreating the historical event and another has to find out their consequences based on your ideas Create a poster advertising your app. (Canva) Design a 3D model representing your app. (Tinkercad) Create a stopmotion video showing how your app could have been useful. (Powerpoint)	8-10 lessons
Block 3	a shared presentation of student groups online in Google Slides and evaluating each others' work using Rubrics	4-6 lessons
Wrap-ip	Final evaluation, reflection, finishing the KWT table	1 lesson

Assessment

Self- and peer-assessment: reflect on each other's work in wakelet. Once getting the emails in July: reflect on your thoughts, what have you learned during this period?

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

Student feedback

Most students had not had any previous experience working in international projects. They had a great time exploring Twinspace, using the forum for meeting other students. Most tasks seemed difficult at first eg 3D modelling or stop motion, but they came up with some brilliant ideas.

Teacher's remarks

Some of the most successful tasks of this LS were:

- 3D model design- my students did not have any previous experience with it, but it was fun and Tinkercad proved to be really useful

- how your app could have changed history: make a stopmotion in Powerpoint - this turned out to be a huge success as all of us are familiar with PPT and we would have never guessed how easy it is to make stopmotions with it

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.

