





Europeana Learning Scenario (Museum Educators)

Title

Books as purpose of life

Author(s)

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Abstract

Children should be taught from an early age to be balanced and to set a purpose for their lives. Reading books opens their thinking and gives them the privilege to have high purposes. This learning scenario aims to bring books closer to the children and to breathe a healthy balance in their daily activities. Nowadays technologies offer lots of reading and exploring possibilities.

Keywords

Books, purpose, life, balance, reading.

Table of summary

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Subject	Literature, history, mathematics
Topic	Reading and doing brain exercises
Age of participants	10- 12 years old
Suitable setting for implementation	This learning scenario is designed to be implemented within a library or online. For the moment online implementation is the only one possible. When the condition will be favorable, then face-to-face implementation will need the special reading room, chairs, round tables, the computer, the big screen, and the video projector.
Activity time	1 hour
Online educational material	https://www.canva.com/design/DAEXnBq-wMs/rY50dEbcmqzh3zfrhpPYVQ/edit https://news.un.org/en/story/2017/10/567872-interview-fighting-girls- education-un-advocate-malala-yousafzai-finds-her https://www.thehealthy.com/aging/mind-memory/brain-exercise/ https://historiana.eu/ela/6a409a0e-8fe4-461b-8c09-fbddabd72553?load https://classroomscreen.com/ https://web.whatsapp.com/
Offline educational material	Intelligence games that involve the brain A box- for creating a personal book shelf Crayons Stickers
Europeana resources used	-Glasses https://www.europeana.eu/en/item/181/share3d 137 The Hunt Museum







https://www.europeana.eu/en/collections/topic/190-

art?page=1&qf=COUNTRY%3A%22Romania%22&query=glass%20&view=grid

The National Museum of History Romania

-Left and right brain functions, artwork

https://www.europeana.eu/en/item/9200579/xgxu5g62

Wellcome Collection

-Images of books

https://classic.europeana.eu/portal/en/record/2064107/Museu_ProvidedCHONottingham_City_Museums_and_Galleries_BLDIDSH001870.html?utm_source=new-website&utm_medium=button

Nottingham City Museums and Galleries

https://proxy.europeana.eu/2058401/ providedCHO 2e3049ee c5db 9b68 07bb 285765d65c2b?view=http%3A%2F%2Fimages.memorix.nl%2Fdag%2F thumb%2Flarge%2Fef1efd3a-8bf0-3c54-b40d-

<u>3a793afae82a.jpg&disposition=inline&api_url=https%3A%2F%2Fapi.europea</u> na.eu%2Fapi

https://www.europeana.eu/en/item/2084002/contributions_ad3732b0_15a_a_0137_0b8f_6eee0af70237_

Europeana Foundation

https://www.europeana.eu/en/search?page=1&qf=TYPE%3A%22VIDEO%22&query=e%20books%20for%20children&reusability=open&view=grid

Netherlands Institute for sound and vision

https://www.europeana.eu/en/item/48/ Resource 104350721

National Library of Scotland

https://www.europeana.eu/en/exhibitions/family-matters/the-century-of-the-child

https://www.europeana.eu/en/item/9200397/BibliographicResource_30001 26281281

The British library

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Integration into the curriculum

This learning scenario brings books closer to every participant in a creative way. The reading of books is promoted by the Romanian National Curricula from first graders to college students. The range 10-12 years old totally corresponds to it.

Aim of the educational activity

The aim of this learning scenario is to attract children towards books, library, and knowledge. By the end of this activity, I would like to see the participants convinced that daily reading is an essential issue for their future.







Outcome of the educational activity

At the end of the activity every student will have a personal bookshelf decorated with stickers. In addition, the participants will have the opportunity to share their favorite books in an online exhibition.

21st century skills

- Creativity and Innovation: children can work with their own hands and create their own bookshelf.
- Critical Thinking and Problem Solving: this skill develops and opens the minds of children.
- Collaboration: my activity is online, but I plan to make small virtual groups so children can interact and collaborate.
- ICT (Information, Communications, and Technology) Literacy: children are invited to use technology as a tool to research information about books.
- Flexibility and Adaptability- in my activity children are encouraged to continue reading books and to adapt to the pandemic situation.
- Leadership and Responsibility- the children of today will be the adults of tomorrow, so reading is very important for their future preparation.

Activities

Name of activity	Procedure	Time
Introduction	The activity will start by presenting two examples of glasses from Europeana platform provided by The Hunt Museum and The National Museum of History Romania https://www.europeana.eu/en/item/181/share3d_137 https://www.europeana.eu/en/collections/topic/190-art?page=1&qf=COUNTRY%3A%22Romania%22&query=glass%20&view=grid Each presented glass is very special and has a certain potential to be filled with water. In the same way, each child is very special and has a maximum potential that can be achieved by reading books.	5 min.
Exercising the listening capacity	The librarian starts the discussion by asking the students to share what they want to become as adults, what is their purpose in life. The discussion is followed by a Canva presentation that strengthens the idea that each person has a maximum potential. https://www.canva.com/design/DAEXnBq-wMs/rY50dEbcmqzh3zfrhpPYVQ/edit Reading the story" The Happiness Salesman", by Davide Cali captures the attention and opens the minds of students for further discussion. The presentation offers the example of Malala Yousafzai that achieved her purpose in life by reading books. She also fought for education in her	20 min.







	country. Malala has a brain, but each child is called to use their own precious brain.	
Exercising the brain	Children understand the structure of their brain, the right and the left part and the function using the following image of Historiana.eu platform. https://historiana.eu/ela/6a409a0e-8fe4-461b-8c09-fbddabd72553?load The activity will continue with 5 minutes of intelligence games that involve numbers.	10 min.
Exercising the communication skills	The group of students will be divided into small virtual groups and they will discuss their favorite books, while on their screen will run the images of books from Europeana.eu platform. https://classic.europeana.eu/portal/en/record/2064107/Museu Provide dCHO Nottingham City Museums and Galleries BLDIDSH001870.html? utm source=new-website&utm medium=button Nottingham City Museums and Galleries https://proxy.europeana.eu/2058401/ providedCHO 2e3049ee c5db 9 b68 07bb 285765d65c2b?view=http%3A%2F%2Fimages.memorix.nl%2F dag%2Fthumb%2Flarge%2Fef1efd3a-8bf0-3c54-b40d- 3a793afae82a.jpg&disposition=inline&api_url=https%3A%2F%2Fapi.euro peana.eu%2Fapi https://www.europeana.eu/en/item/2084002/contributions_ad3732b0 15aa_0137_0b8f_6eee0af70237 Europeana Foundation https://www.europeana.eu/en/search?page=1&qf=TYPE%3A%22VIDEO% 22&query=e%20books%20for%20children&reusability=open&view=grid Netherlands Institute for sound and vision https://www.europeana.eu/en/item/48/ Resource_104350721 National Library of Scotland https://www.europeana.eu/en/exhibitions/family-matters/the-century-of-the-child https://www.europeana.eu/en/item/9200397/BibliographicResource_30 00126281281 The British library	10 min.
Exercising creativity	Each student prepares in advance a box, some crayons, and stickers. This box is intended to be their personal bookshelf and it would be placed in a special place. The librarian presents a model of a bookshelf using https://classroomscreen.com/ .	10 min.
Conclusion	The students are asked to connect their phones to their devices using https://web.whatsapp.com/ and to write the librarian a sentence about the activity.	5 min.

Participants' feedback

The participants shared wonderful words about the activity. The librarian got the words on the mobile phone that was connected to web.whatsapp.com.

Educator's remarks

I loved using innovative pedagogies like cooperative learning because the students became open and honest to each other. I managed to conduct this activity one time and I loved it. I feel like I am in a stadium







where children are running to achieve their goals. I am running with them giving encouragement to never give up!

About the Europeana DSI-4 project

<u>Europeana</u> is Europe's digital platform for cultural heritage, providing free online access to over 53 million digitized 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.

<u>European Schoolnet</u> (EUN) is the network of 34 European Ministries of Education, based in Brussels. As a not-for-profit organization, 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.