

# Europeana Learning Scenario

## Title

Rock Art and Rock Relief

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## Abstract

Heritage is explained in UNESCO documents as “our legacy from the past, what we live with today, and what we pass on to future generations.” A heritage is something that is, or should be, passed from generation to generation because it is valued. In this learning scenario students will learn the importance of preserving cultural heritage for current and future generations. It is also aimed to teach them the ancient civilizations and their artworks such as rock art and rock relief. They will work individually or in groups to search Europeana’s digital cultural heritage resources and share the works of rock art and rock relief in the class.

## Keywords

Rock Art, Rock Relief, Cultural Heritage, Art and Archaeology

## Table of summary

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Subject	English and History
Topic	“ World Heritage” theme for English, “Ancient Civilizations” theme for History
Age of students	15
Preparation time	3 hours
Teaching time	3x 40 minutes



**Online teaching material**

Historiana website:

<https://historiana.eu/historical-content/source-collections/energy-in-the-pre-industrial-world>

Wikipedia:

[https://en.wikipedia.org/wiki/Timeline\\_of\\_ancient\\_history](https://en.wikipedia.org/wiki/Timeline_of_ancient_history)

[https://en.wikipedia.org/wiki/Rock\\_relief](https://en.wikipedia.org/wiki/Rock_relief)

<https://en.wikipedia.org/wiki/Petroglyph>

Unesco:

<https://whc.unesco.org/>

Virtual museums:

<https://sanalmuze.gov.tr/TR-259961/anadolu-medeniyetleri-muzesi---ankara.html>

<https://britishmuseum.withgoogle.com/object/stone-panel-from-the-north-palace-of-ashurbanipal-room-h-nos-7-9>

<https://britishmuseum.withgoogle.com/object/gold-ornament>

Videos:

<https://www.youtube.com/watch?v=AjE0JuHfz-c>

[https://www.youtube.com/watch?v=oSHKqX8\\_pqU](https://www.youtube.com/watch?v=oSHKqX8_pqU)

<https://www.youtube.com/watch?v=ZjejoT1gFOc>

Padlet:

<https://tr.padlet.com/dashboard>

Brainstorming and Feedback:

<https://answergarden.ch/>

<https://www.mentimeter.com/>

Timeline:

<https://www.visme.co/timeline-maker/>

Platform for quizzes:

<https://kahoot.com/>

Google Maps:

<https://www.google.com/maps/>

Creative Commons Licenses:

<https://creativecommons.org/licenses/>

**Offline teaching material**

Computers or tablets

**Europeana resources used**

<https://www.europeana.eu/en/item/9200579/rxr89c74>

<https://www.europeana.eu/en/item/9200579/bn9vvbv2>

<https://www.europeana.eu/en/item/9200579/acw7u29j>

<https://www.europeana.eu/en/item/9200579/tjq3zh9x>

<https://www.europeana.eu/en/item/369/129125>

<https://www.europeana.eu/en/item/369/129838>

<https://www.europeana.eu/en/item/369/129840>

<https://www.europeana.eu/en/item/369/128949>

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## Integration into the curriculum

The topic of the learning scenario contains the objectives and contents of the high school curriculum which is defined in Common European Framework of Languages.

Learning outcomes for 9 th Grade are:

E9.7.L1.Students will be able to organize information on world heritage in a recorded text/video.

E9.7.S2. Students will be able to give a short simple presentation about an ancient civilization they have searched before.

The topic of this learning scenario also fits into the curriculum of History lesson for 9<sup>th</sup> grade.

Students will be able to learn about the ancient civilizations and their artworks such as rock art and rock relief.

## Aim of the lesson

It is aimed the students to learn the importance of preserving Cultural Heritage. It is also aimed them to learn about the ancient civilizations and their artworks such as rock art and rock relief. They are expected to research Europeana's digital cultural heritage resources.

## Outcome of the lesson

Students learn the importance of Cultural Heritage and Copyright issues.They start researching Europeana's digital cultural heritage resources and visiting virtual museums to gain knowledge about the Cultural Heritage. hey develop an interest for rock art and rock relief.They can prepare a timeline for the civilizations of ancient world.

## Trends

Project Based Learning

Collaborative Learning

Game Based Learning

Distance Learning

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

Creativity

Team work

Critical Thinking

Using Technology

## Activities

Name of activity	Procedure	Time
<p><b>Lesson 1: Introduction</b></p>	<p>The aim of the first lesson is to draw the attention to the importance of preserving Cultural Heritage and to teach the students the ancient civilizations and their artworks such as rock art and rock relief.</p> <p>Teacher asks the students what World Heritage is for brainstorming and then he/she explains World Heritage using the link of Unesco below.  <a href="https://whc.unesco.org/">https://whc.unesco.org/</a></p> <p>He/she presents the timeline of the ancient world using the link of wikipedia below,  <a href="https://en.wikipedia.org/wiki/Timeline_of_ancient_history">https://en.wikipedia.org/wiki/Timeline_of_ancient_history</a></p> <p>Teacher explains What Rock Art (Petroglyph) and Rock Relief are using the links of wikipedia below.  <a href="https://en.wikipedia.org/wiki/Rock_relief">https://en.wikipedia.org/wiki/Rock_relief</a>  <a href="https://en.wikipedia.org/wiki/Petroglyph">https://en.wikipedia.org/wiki/Petroglyph</a></p> <p>The teacher shows the examples of artworks of the ancient civilizations to the students using the links of virtual museums below.  <a href="https://sanalmuze.gov.tr/TR-259961/anadolu-medenyetleri-muzesi---ankara.html">https://sanalmuze.gov.tr/TR-259961/anadolu-medenyetleri-muzesi---ankara.html</a>  <a href="https://britishmuseum.withgoogle.com/object/stone-panel-from-the-north-palace-of-ashurbanipal-room-h-nos-7-9">https://britishmuseum.withgoogle.com/object/stone-panel-from-the-north-palace-of-ashurbanipal-room-h-nos-7-9</a>  <a href="https://britishmuseum.withgoogle.com/object/gold-ornament">https://britishmuseum.withgoogle.com/object/gold-ornament</a></p>	<p>40'</p>

Name of activity	Procedure	Time
<p><b>Lesson 2: Europeana Platform</b></p>	<p>The aim of the second lesson is to present Europeana platform and teach the students copyright issues. During the lesson the students learn about what the copyright is and the kinds of Creative Commons Licenses using the links below.</p> <p><a href="https://creativecommons.org/licenses/">https://creativecommons.org/licenses/</a></p> <p>The teacher shows the examples of artworks of the ancient civilizations to the students using the links of Europeana platform below. Students individually or in groups try to analyze and describe artworks. In this way they improve their 21<sup>st</sup> century skills such as collaboration, analyzing and creativity.</p> <p><a href="https://www.europeana.eu/en/item/9200579/rxr89c74">https://www.europeana.eu/en/item/9200579/rxr89c74</a>  <a href="https://www.europeana.eu/en/item/9200579/bn9vvbv2">https://www.europeana.eu/en/item/9200579/bn9vvbv2</a>  <a href="https://www.europeana.eu/en/item/9200579/acw7u29j">https://www.europeana.eu/en/item/9200579/acw7u29j</a>  <a href="https://www.europeana.eu/en/item/9200579/tjq3zh9x">https://www.europeana.eu/en/item/9200579/tjq3zh9x</a>  <a href="https://www.europeana.eu/en/item/369/129125">https://www.europeana.eu/en/item/369/129125</a>  <a href="https://www.europeana.eu/en/item/369/129838">https://www.europeana.eu/en/item/369/129838</a>  <a href="https://www.europeana.eu/en/item/369/129840">https://www.europeana.eu/en/item/369/129840</a>  <a href="https://www.europeana.eu/en/item/369/128949">https://www.europeana.eu/en/item/369/128949</a></p> <p>Teacher divides the students in groups and gives them the tasks:</p> <ul style="list-style-type: none"> <li>• Preparing a timeline for ancient civilizations using visme timeline maker web 2 tool and adding it to the group's padlet.</li> <li>• Choosing an image of rock art or rock relief on Europeana platform and describing it in the class and adding it to the group's padlet.</li> </ul>	<p>40'</p>
<p><b>Lesson 3: Implementation</b></p>	<p>In this session, each group presents their tasks in the class. Teacher encourages the students to ask questions and tell their opinions for the tasks presented. After the students make their presentations, teacher shares the link of Kahoot quiz to evaluate the students' knowledge about the Cultural Heritage, Rock art and Rok Relief. Students take part in Kahoot Quiz.</p> <p>At the end of the lesson, the students are asked to give feedback by using mentimeter web 2 tool.</p>	<p>40'</p>

## Assessment

For the assessment, a Kahoot Quiz is prepared by the teacher.

\*\*\*\*\* AFTER IMPLEMENTATION \*\*\*\*\*

## Student feedback

After the activities, students showed interest to artworks of ancient civilizations and started researching Europeana Platform.

The students are asked to give feedback by using Mentimeter web 2 tool.

## Teacher's remarks

It is obvious that using digital sources is very effective for teaching Cultural Heritage and History. During the activities of this Learning Scenario, students explored Europeana Platform and many virtual museums. They developed their 21<sup>st</sup> century skills. With the activities such as describing artworks, they improved their vocabulary, creativity, analyzing, interpreting and expressing skills and learned cultural heritage.

## 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.

