Europeana Learning Scenario

(Teachers)

Title
Sustainable sport

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Abstract

In the 2030 Agenda, sport is defined as an important factor for sustainable development. Indeed, sport contributes to the achievement of development and peace by promoting tolerance, respect, empowerment of women and youth, individuals and communities, health protection and social inclusion. The United Nations General Assembly, in order to raise awareness of the historical role played by sport, proclaimed 6 April as the International Day of Sport for Development and Peace in commemoration of the starting date of the first Olympic Games of the modern era in 1896, held in Athens.
The activity takes students to explore the concept of sustainable development through sport as a positive influence on the lives of individuals and communities.
Students are guided to actively explore authentic sources and selected resources from the Europeana platform. They use digital competences (as described by the European DigComp model) to search for information, manage it, share it and personal, social, learning to learn competences (as described by the European LifeComp model) to reflect on the theme "sport as a factor of sustainable development".

Keywords
Sport, Agenda 2030, Sustainable development, DigComp, LifeComp

Table of summary

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Subject	*Civic Education*
Topic	*Sustainable development, 2030 Agenda, Sport as a factor in sustainable development*
Age of students	*13 - 18 years*
Preparation time	*2 h*
Teaching time	*8 h*
Online teaching material	*Sustainable development* *2030 Agenda* *The role of sport in promoting the Sustainable Development Goals* *International Day of Sport for Development and Peace* *https://olympics.com/ioc/idsdp* *https://www.un.org/en/observances/sport-day*

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	National Sport Day (ITALY) *Digital notice board* *Digital content creation platform* *Educational platform for creating discussions with short video interventions*
Offline teaching material	-
Europeana resources used	*EUROPEAN SPORT* *Heroes of the Olympic Games* *Stories of the Paralympic Games* *EUROPEAN SPORT - SHARE YOUR STORY*

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Integration into the curriculum

The activity is linked to the cross-curricular teaching of Civic Education, which is compulsory for all classes in the Italian school. Civic Education teaching revolves around three main themes (CONSTITUTION, SUSTAINABLE DEVELOPMENT, DIGITAL CITIZENSHIP).

Digital competence facilitates access to information, collaboration, active participation. The theme of sport supports the enhancement of personal and social transversal competences in the perspective of socially sustainable development (more inclusive communities).

Aim of the lesson

Pupils understand the concepts of self-care (LifeComp) and sustainable development; they are able to research, argue, produce content through different digital environments (DigComp).

Outcome of the lesson

Products, in digital format to be shared online, with the aim of arguing the message "*sport is an important factor in sustainable development*".

Trends

Collaborative Learning, Student Centered Learning, Assessment

Key competences

Personal, social, learning to learn competence: They are promoted through the choice of teaching and learning methodology.

Digital competence: Students are guided through a learning experience in which digital tools and environments facilitate discussion, collaboration, the development of empathic attitudes and critical processing.

Name of activity	Procedure	Time
Sport is sustainable	The teacher: - shares the **Padldet** entitled **"Sustainable Sport"** created using the "Shelf" theme to share resources and tools with students and activate moments of confrontation; - introduces the concept of **sustainable development** and the **2030 Agenda**; - guides the online search and consultation of resources on the theme of "sustainable development", "Agenda 2030"; - uses the Flipgrid platform to activate a video debate with students on the theme **"Why do you think sport is sustainable?"**. Students: - access the Padlet to get information on the activities proposed by the teacher and interact; - divided into working groups, carry out online research and consultation of resources; - produce and share short videos using the Flipgrid	2h
Sport and I	*The teacher:* - *guides the consultation of selected resources:* *The role of sport in promoting the Sustainable Development Goals* *International Day of Sport for Development and Peace* *National Sport Day - Italy* - *uses the Flipgrid platform to activate a video debate with students on the theme* ***"My relationship with sport"***. *Students:* - *access the Padlet to get information on the activities proposed by the teacher and interact;* - *divided into working groups, explore the resources;* - *produce and share short videos using the Flipgrid platform.*	2h
Europeana and sport	*The teacher:* - *guides the consultation of selected resources:* *EUROPEAN SPORT* *Heroes of the Olympic Games* *Histories of the Paralympic Games* - *uses the Flipgrid platform to initiate a video debate with students on the theme* ***"The Europeana platform to tell the story of sustainable sport"***. *Students:* - *access the Padlet to learn about the activities proposed by the teacher and interact;* - *divided into working groups, carry out the activity of exploring the resources;* - *produce and share short videos using the Flipgrid platform.*	2h
Start the story!	*The teacher:* - *guides students to explore the section of the Europeana platform;* - *encourages students to create a story based on the model suggested by the Europeana platform with the aim of arguing the message "sport is an important factor in sustainable development";* - *invites students to share their stories on the class Padlet (if students are under 16);* - *invites students to share their story on the Europeana portal (if students are 16 or older);* - *invites students to reflect on the learning activity carried out and the impact on the level of digital, personal and social competences.*	2h

Students:
- *write the story on the template suggested by the Europeana platform;*
- *share their story on the class Padlet (if students are under 16);*
- *share their story on the Europeana portal (if students are 16 or older);*
- *share their reflections on the learning activity carried out and the impact on their digital, personal and social skills.*

Assessment

The assessment activity, which is formative and orientative in nature, involves observing students with regard to digital, personal and social skills.

The observation is carried out using the "DigComp" and "LifeComp" models as references.

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

Student feedback

Students actively participate in the activity using the Padlet and Flipgrid platforms to share feedback and interventions.

Teacher's remarks

The use of platforms for sharing feedback and interventions within the class group in real time allows for active involvement of students.

The use of platforms and environments designed for mobile use (such as those proposed) is desirable, as is the use of BYOD to facilitate classroom activity.

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 32 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

Padlet template