

Europeana Learning Scenario

(Non-formal educators)

Title

What about Olympic Games?

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Abstract

This Learning Scenario is focused on the theme of the Olympic Games. To provide a holistic approach, this Learning Scenario is underlying the history, the meaning, and the athletic festivity that Olympic Games manifest through the centuries from ancient Greece to nowadays the whole world.

Also, through this Learning Scenario, basic current elements that connect with history are shown as Olympic torches, metals, sports and elements that are a current celebration of the Olympic Games like postcards and stamps, mascots, the manifestation of Olympic in art etc. The L.S. is considered for young primary school students aged between 9 yr. and 10 yr. and can be used in the curriculum of Greek schools as part of the history, gymnastics, or art subject. By the completion of it, students would be able to recall basic historical moments of the Olympic Games, would be able to spot and understand some key elements of the current Olympic Games, present sports that are part of them and of course learn about the honour and meaning that Olympic Games still stand for.

Keywords

Olympic Games/ Olympics, ancient Greece, history, sport, edutainment

Table of summary

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Subject	This learning scenario is connected to subjects of the Greek National Curriculum of Primary School like history, Gymnastics, Greek language, Art
Topic	Olympic Games
Age of participants	9-11 years old (it could apply to other age groups, with the appropriate modifications, as it is a very interesting theme)
A suitable setting for implementation	This learning scenario could be implemented in the museum's physical environment (inside or outside) or online and in School too.
Activity time	1 hr. and 10'
Online educational material	International Olympic Committee , The legacy of Olympic Games Olympic Games- Hellenic Olympic Committee Olympic Games by Wikipedia Olympic Games by Britannica
Offline educational material	paper, glue, paper cards, colouring pencils/ crayons



Europeana resources used

[History of Olympic Posters. Jeux de la XXIVeme Olympiade Seoul 1988 / Games of the XXIVth Bronze medal Torch London 2012](#)
[OSCE Bascots of the Olympic Games](#)
[2004STAMPS OLYMPIC GAMES GYMNASTICS \(PIN\) OLYMPIC FLAME](#)
[COMMEMORATIVE PIN RHYTHMIC GYMNASTICS](#)
[BROTHER-AN OLYMPIC SPONSOR IN THE OLYMPIC SPIRIT](#)

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Integration into the curriculum

This learning scenario is connected to specific subjects of the Greek National Curriculum of Primary School such as History, Gymnastics and Art.

Aim of the educational activity

By the completion of it, students will be able to:

- Recall basic historical moments of the Olympic Games,
- Spot and understand some key elements of the current Olympic Games and present sports that are part of them
- Learn about the honour and meaning that Olympic Games still stand for.

Outcome of the educational activity

Students will be able to make their art inspired by the Olympic Games which will be the outcome, implementing the correlation of new tools, knowledge, and experience. Also, they will be introduced to new tools and databases and be able to evaluate self-work and the work of others.

Key competences

This L.S. will help students develop key competences especially:

- Personal, social and learning to learn competence: the students will become confident and reflect upon themselves, effectively using their time and resources, and will be able to work and constructively collaborate with others. Also, they will learn how to search and keep learning and through teamwork, they will be able to manage conflicts in a supportive way.
- Cultural awareness and expression competence: due to different resources, the students will understand how ideas and meaning are creatively expressed in communities and how they can be part of art expression in different forms. By the end of the L.S., they will be able to express their ideas creatively.
- Digital competence: by using all the given sources, students will gain confidence, develop their critical thinking, and engage with digital technologies for learning and connecting.
- Literacy competence: through the research of resources they will be able to identify, understand, express and create concepts and opinions in oral and written forms using different methods and tools e.g. text, digital materials, visuals etc.

Activities

Name of activity	Procedure	Time
Olympic Games? Tell me more	Students will be asked to discuss what comes to mind when they hear 'Olympic Games'. The Museum Educator (M.E.) introduces the topic of the Olympic Games in the centre of a whiteboard using a marker and collects their answers, producing a cognitive-conceptual map using the input from their brainstorming. Online: The cognitive-conceptual map can be made in a participatory way using the Cmap digital tool.	10'
Let's Play!	(Perception, understanding, brainstorming, open discussion) Students are asked to write down 5 different games that they know or believe are part of the Olympic Games	5'
Exploration time!	Students are briefly introduced to the idea of the Olympic Games, in an open discussion, the (M.E.) or the Teacher can introduce the first resources of Europeana as part of the presentation.	10'
Let's find more	Students are given a task, to catalogue every characteristic they believe is unique about Olympic Games, using the resources given (e.g. metals, mascots, traditions, timeframe etc.) and in teams writing down as much as they can. If there are two teams, different resources can be shared to combine those later together and share knowledge between them. Educators could also print some photos and let students choose some (passed down) to recognize and catalogue them.	10'
Treasure hunt	Students are given a map, with X symbols that show where artefacts connected with Olympic Games/ Sports can be spotted in the museum and are asked to find them. When they find each artefact they must compare and write, which is the connection/ characteristic (e.g. the portrait of an athlete, a medal, a stamp of the same year, a flag etc.)	15'
What if the Olympics were today?	Students are asked to create a scene that could be a reality if the Olympic Games were celebrated today. They can craft, paint or write about it. Educators could have printed some sports figures so the students could paint or use them as a photograph stand (if they glue their photos to the base of the figure).	15'
What you must say	Students are asked to complete a rubric that will have mixed questions (self-assessment, students assessment, program assessment) with a max of 10 questions that the educators believe could be useful for the development and future implementations.	5'

Participants' feedback

Participants/ students could complete the rubric (in a paper or digital via the use of e.g. Google forms)

Educator's remarks

Assessment is suggested to be part of the L.S. and is important to connect the museum collection with the L.S.

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