

Europeana DSI-3

Future Classroom Scenario

Title of the scenario:

The European Union Matters

Names of author(s)

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Relevant Trend/s

Write the trend(s) or trends the Scenario is intended to respond to.

e.g. <http://www.allourideas.org/trendiez/results>

Collaborative learning, student-centred learning, open source learning, cloud-based learning, peer learning, learning materials and vocational education.

Learning Objectives, Skills and competencies

What are the main objectives?

What skills will the learner develop and demonstrate within the scenario? (e.g. 21st Century Skills).

Objectives:

To see the European Union as a solution for our daily problems.

To be aware of the importance of EU Institutions.

To better understand the history of the European Union (60th anniversary of the Treaty of Rome).

To build genuine European citizenship awareness.

Competencies

Information and data literacy.

Communication and collaboration using digital media.

Digital content creation.

Safety.

Problem solving.

[DigCom 2.0: The Digital Competence Framework for Citizens.](#)

It is just as important to collaborate using digital media as to have a good knowledge about



EU institutions.

Learner's Role

What sort of activities will the learner be involved in?

At the beginning of the lesson, students have to pay attention to the teacher in order to understand the main objectives, the work methodology, the resources at their disposal and the outcome expected.

Afterwards, students have to find information on the Europeana platform so that they can select a European Union map in order to make a new one with ThingLink. Finally, they should create a blog with Blogger.

All that should be done working in small groups. Consequently, students have to allocate the tasks among the team members according to their abilities. Different roles are proposed to them. One of them could be reporter, tasked with writing all activities done in each group. Another one could be the blog and interactive map designer, responsible for building the final product. Finally, one or two spokespersons in charge of the final presentation to the rest of the groups.

Tools and Resources

What resources, particularly technologies, will be required?

- [Link to Dataset](#)
- Europeana website: <http://www.europeana.eu/portal/en>
- Blogger: <https://www.blogger.com>
- ThingLink: <https://www.thinglink.com>

Apart from downloading a European map in order to do the main activity, students could complete the interactive map with resources coming from this platform, and teachers can find extra materials related to European Cultural Heritage on Europeana.

This learning scenario could be adapted, profiting from its interesting collections. Possible adaptations could be two more entries on the blog. One of them related to cooperation between European Union Countries, and the other one comparing roaming costs outside the EU.

Further resources:

Title	Collection	Author	URL	Short Description
Signature Treaties of Rome	European Comission Audiovisual Services	European Commission	http://ec.europa.eu/avservices/photo/photoDetails.cfm?ref=P-031044/00-11&sitelang=en#0	A photo showing the beginnings of the European Union in Rome.
Goodbye roaming charges!		European Youth portal	https://twitter.com/EuropeanYouthEU/status/928268384705249287?t=1&cn=ZmxleGlibGVfcmVjcw%3D%3D&refsrc=email&iid=d556adacfa914563a96b2b149886c601&uid=2942412707&nid=244+272699392	A short video showing the benefits from zero roaming charges in the EU.
Video Tutorial ThingLink	Youtube	Carlos Santana	https://www.youtube.com/watch?v=PFZCWeY4O3w	Instructional video about ThingLing in order to teach students how to build an interactive map
Video Tutorial Blogger	Youtube	TuTutorial	https://www.youtube.com/watch?v=EPWf72nGofQ	Instructional video about Blogger to teach students how to make a blog.
Tutorial Blogger	Educalab	INTEF	http://formacion.educa.es/mod/imscp/view.php?id=15722	IMS content package about Blogger.

Learning space

Where will the learning take place e.g. school classroom, local library, museum, outdoors, in an online space?

School Classroom.

It would be advisable to have a classroom where students could work, at the same time, using computers, working in teams sitting around a table and presenting their results to the rest of the class.

A good connection to the Internet is highly recommended.

Future Classroom Scenario Narrative

Describe in max 10 sentences the main ideas of the scenario.

The main goal is to make students aware of the importance of the EU in their daily lives. In order to do that, we have chosen the EU decision about eliminating costs when roaming. They should build a blog with two posts. The first one, adding an interactive map of the EU with a little information about each country. The second one, with the EU Regulation about roaming costs.

They should work in six small teams, with four students in each one. During two weeks (three hours per week, according to our school schedule), they work in the classroom. If required, they can also work at home.

This scenario is aimed at students from 16 to 22 years old.

Learning Activities

Add the link to the Learning Activities created with Learning Designer (<http://learningdesigner.org>)

<https://v.gd/HlripX>

This Future Classroom Scenario has been developed as part of the Europeana DSI-3 project.