

Triseum Pilot: Future Classroom Scenario

Title of the scenario:

ARTé: Mecenas: a new approach to art history learning

Names of author(s)

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Relevant Trends/s

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

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

Student Centered Learning: students and their needs are at the center of the learning process

Collaborative Learning: a strong focus on group work

Project-Based Learning: students get fact-based tasks, problems to solve and they work in groups.

Game-Based Learning: learning is mixed with games or with game mechanisms

Learning Objectives and Assessment

What are the main objectives? What skills will the learner develop and demonstrate within the scenario? (e.g. 21st Century Skills). How will the progress in achievement be assessed, ensuring the learner has access to information on their progress so they can improve?

- Knowledge is better contextualized (political, economical, religious, cultural and moral values)
- Development of strategic skills to make the best decision; learn how to negotiate and be diplomatic - team work
- Learning and teaching methods contextualized in terms of student abilities, needs and expectations
- Development of digital skills
- Practice reading in English

Learner's Role

What sort of activities will the learner be involved in?

- Activity role: negotiation, diplomacy, decision maker, facing failure, trying and starting again from the beginning to win, self reflexion, self evaluation, empower decision maker
- Pair and group work
- Playing, discuss
- Students assess/support each other

There are three main steps:

1. A preparation moment: students discuss concepts like "what's art", "what's a piece of art"... They must look for additional information for a better contextualization with the matters of the Renaissance period.

2. An operative moment: playing the Game ARTé: Mecenas. Students will be encouraged to play the game and to research for additional information in different devices in order to overcome their difficulties; they must play the game as homework (individually or in pairs) and share the doubts they have.
3. A consolidation moment: after game. Students play a quiz about the Renaissance and its art. Teachers write an article about the game experience for the school History magazine. Students self-evaluate and discuss with peers the game-learning experience they had with the project.

Tools and Resources

What resources, particularly technologies, will be required?

- The Game “ARTé:Mecenas”
- Quiz: multiple choice questions
- Team work
- Bibliography
- Internet
- Collaboration tools
- Combining different tools to play the game
- Test about Renaissance using Kahoot
- <https://play.kahoot.it/#/?quizId=b51e3a19-76ac-46b1-bf4f-2823d4c5afea>
- Article about the game experience for the school History magazine
<https://goo.gl/z3u6RZ>

Learning space

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

Home
School classroom
Future classroom
School library

Future Classroom Scenario Narrative

Describe the main ideas of the scenario.

One of the goals is that the students use the games as a learning strategy.

At first, there is a demonstration of the game to the students.

<https://www.youtube.com/watch?v=AbUFoT56JOQ>

After the demonstration, the game is explored and the tutorial is played by the students.

The task proposed to the students: the students played the game at home, alone, in pairs or in groups with their colleagues and they discussed among them their learnings about the Renaissance.

The students should register the main ideas so that in the end they answer to a quiz on the contents they've learned. In each moment of the game they should research for additional information, combining different platforms so they make the best decisions according to the events happening in the game.

The students can and should support each other, either in the decision making or in the moments they fail and have to restart.

The main goal of the scenario: the students go over the Renaissance theme (in particular about the art in this period) learned in the previous year while the theme is going to be present in an exam at the end of this year.

Learning Activities

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

<https://v.gd/GvLyJV>

This Future Classroom Scenario has been developed as part of the Triseum Pilot project. Find more Future Classroom Scenarios in the Future Classroom Lab website (<http://fcl.eun.org/directory>) and learn how to create your own scenarios by using the Future Classroom Toolkit (<http://fcl.eun.org/toolkit>).



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