Europeana Learning Scenario

Title

Rembrandt: A digital exploration of the great master's work, 350 years after his death

Author(s)

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Summary

Table of summary	
Subject	Art history
Topic	17th-century European painting Dutch painting
Age of students	15-17
Preparation time	60 minutes
Teaching time	200 minutes
Online teaching material	https://www.nationalgallery.org.uk/artists/rembrandt https://www.rijksmuseum.nl
Offline teaching material	Computers and projectors, paper
Europeana resources used	https://www.europeana.eu/portal/en/collections/art

Licenses

Integration into the curriculum

The famous Dutch painter Rembrandt is taught in the 17th-century European art chapter, in the Art History lesson.

Aim of the lesson

The aim of the lesson is for students to understand the special features, as well as the importance of Rembrandt's artistic work.

Especially this year (2019), 350 years since the death of the artist, it is a great opportunity for students to explore his work in a modern, interactive way.

Trends

- Collaborative Learning
- Project-Based Learning
- Visual Search & Learning
- Use of web resources as learning material
- Game Based Learning & Gamification

21st century skills

- Collaboration
- Media Literacy
- ICT Literacy
- Creativity
- Critical Thinking

Activities

Name of activity	Procedure	Time
Introduction	An introduction is made about the historical and social conditions that influenced the 17th-century Dutch art.	10'
Europeana platform	Teacher presents the Europeana platform to the students and gives them time to become familiar with its main features and tools.	20'
First meeting with Rembrandt	Students are divided in groups of four and start exploring the Rembrandt Collection in the Europeana Art section. Students are asked to classify Rembrandt's work subject matter (portraits, self-portraits, genre scenes, landscapes, biblical or mythological scenes, allegorical or historical scenes).	20'
Imagining Rembrandt	Each group chooses 10 Rembrandt's self-portraits and puts them in chronological order, based on the image and not on the information provided by Europeana platform. Afterwards, students are asked to play a guessing game, by trying to make assumptions regarding Rembrandt's life (for example his financial situation, the age at which he started or stopped painting etc). Students are even encouraged to imagine short stories about Rembrandt's life, based on the expressions of his portraits.	35'
Knowing Rembrandt	Students visit the "National Gallery" site and find out about Rembrandt's biography. Finally, students compare their own stories with the artist's real life.	15'
Examining Rembrandt	Student groups are asked to investigate Rembrandt's painting media (oil painting, pen or pencil drawing, sketching).	15'

Name of activity	Procedure	Time
	Students also observe and try to understand Rembrandt's private style and mastery of light and shadow use.	
Analyzing Rembrandt	Rembrandt's great painting "The Night Watch" is presented in the classroom. Students analyze its synthesis, stylistic features and symbolisms.	25'
Discussion	Students are asked to discuss the fact that Rembrandt is considered as one of the greatest artists in the world history of art.	10'
Making presentations	Student groups have to choose a Rembrandt's painting and work on a short (5 minutes) presentation of it. The presentation has to include painting's image, title, theme and stylistic features.	45'
350 years since Rembrandt's death	Reference is made to the 350th anniversary of Rembrandt's death. It is suggested to students to visit the Rijksmuseum museum website and find out about the events taking place on this anniversary.	5'

Assessment

Students will be assessed for:

- Efficient use of online sources for information gathering
- Critical evaluation and correct use of information
- Presentation skills

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

Student feedback

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Teacher's remarks

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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.