

# Europeana Learning Scenario

## Title

**Triumphs & laments by William Kentridge in Rome as cultural heritage of humanity**

## Author(s)

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## Summary

### Table of summary

<b>Subject</b>	This learning scenario involves several subjects: Art History (Archeology, Modern Art, Contemporary Art), History, Literature, Cinema History.
<b>Topic</b>	The learning scenario is intended for Contemporary Art and the topic is an analysis of the monumental frieze created by Kentridge in Rome.
<b>Age of students</b>	16-17
<b>Preparation time</b>	20 hours
<b>Teaching time</b>	10 classes
<b>Online teaching material</b>	<p><a href="http://digitale.bnc.roma.sbn.it/tecadigitale/fotografia/CIMA003/31#dcId=1556980534502&amp;p=1">http://digitale.bnc.roma.sbn.it/tecadigitale/fotografia/CIMA003/31#dcId=1556980534502&amp;p=1</a> (CC-BY-NC-SA 3.0 IT)</p> <p><a href="http://www.culturaitalia.it/opencms/viewItem.jsp?language=en&amp;case=&amp;id=oai%3Awww.fotosar.it%3Afotosar.models.Catalog%3A1902">http://www.culturaitalia.it/opencms/viewItem.jsp?language=en&amp;case=&amp;id=oai%3Awww.fotosar.it%3Afotosar.models.Catalog%3A1902</a> (Creative Commons attribution, non-commercial license applies)</p> <p><a href="http://www.culturaitalia.it/opencms/viewItem.jsp?language=en&amp;case=&amp;id=oai%3Aculturaitalia.it%3Amuseiditalia-work_28793#dcId=1556980534502&amp;p=1">http://www.culturaitalia.it/opencms/viewItem.jsp?language=en&amp;case=&amp;id=oai%3Aculturaitalia.it%3Amuseiditalia-work_28793#dcId=1556980534502&amp;p=1</a> (Creative Commons attribution, non-commercial license applies)</p> <p><a href="http://www.italiataglia.it/search/dettaglio_opera?param=50001#dcId=1556980534502&amp;p=1">http://www.italiataglia.it/search/dettaglio_opera?param=50001#dcId=1556980534502&amp;p=1</a> (Creative Commons attribution, non-commercial license applies)</p> <p>Padlet: <a href="https://padlet.com/torniai_paola">https://padlet.com/torniai_paola</a></p> <p>Google Sites: <a href="https://sites.google.com/view/triumphs-and-laments/home">https://sites.google.com/view/triumphs-and-laments/home</a></p> <p>Kahoot: <a href="https://create.kahoot.it/kahoots/my-kahoots">https://create.kahoot.it/kahoots/my-kahoots</a></p> <p>Thinglink: <a href="https://www.thinglink.com/user/1051130843268907010">https://www.thinglink.com/user/1051130843268907010</a></p>
<b>Offline teaching material</b>	Paper, print and glue

## Table of summary

Europeana resources used	<a href="http://www.europeana.eu/portal/en">http://www.europeana.eu/portal/en</a>
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## Integration into the curriculum

This learning scenario can be implemented at any section of the Art History curriculum. It can be an advantage if students are familiar with the history of Rome and Italian art.

## Aim of the lesson

*Triumphs and Laments* by William Kentridge (born 1955) is a monumental frieze (550 metres long and 10 metres high), drawn in 2016 along the banks of the Tiber River in Rome, created with a technique ephemeral and fragile. Rome's history is shown through an imposing series of figures in a peculiar space which is ruled by emotive memory. This frieze shows the procession of 120 figures, stenciled on the walls between Ponte Sisto and Ponte Mazzini; it was created by removing portions of the grime that has accumulated on the travertine over the centuries.

Students should be able to verbalize connections between Rome's history and the series of symbols, archetypes and events which have been freely reinterpreted by Kentridge in his masterpiece.

## Trends

Teaching through ICT technologies and tools encourages didactic strategies, such as Cooperative Learning and Learning by Doing; they facilitate the learning of students. This learning scenario combines **Flipped Classroom, Collaborative Learning, Outdoor Education** (learning outside of the school building in the "real" environment, as a Museum), **Learning by Doing and Virtual Learning Assistant: learning on demand.**

## 21<sup>st</sup> century skills

This learning scenario corresponds to:

- Critical thinking and problem solving
- Creativity and innovation
- Cross-cultural understanding
- Communications, information, and media literacy
- Computing and ICT literacy
- Career and learning self-reliance
- Lifelong Learning: learning does not stop when leaving school.

**Activities**

Name of activity	Procedure	Time
<b>Organizing information</b>	<p><b>Padlet:</b> the purpose of this tool, created by the teacher, is to inform students about the basics of Kentridge’s masterpiece and generate interest in it. This Padlet is a digital repository to collect a storyboard of this topic, a short bibliography and sitography, a mental map, videos, documents, photos.</p> <p>Students search for Kentridge’s other artefacts on the <a href="#">Europeana platform</a>.</p>	2 hours
<b>Reprocessing the information</b>	<p><b>Prezi:</b> Students will compare and analyse the subjects chosen by Kentridge; they will also focus on the following element: who William Kentridge is, what this frieze represents, what makes this masterpiece so interesting.</p>	2 hours
<b>Recognizing frieze’s images</b>	<p><b>Thinglink:</b> working on images and photos through web links to discover terms, verbs, expressions, the technique used, the materials chosen and the subjects represented in this monumental frieze.</p>	2 hours
<b>Creating a repository</b>	<p><b>Tes teach/blendspace:</b> this online tool will allow every student to save their works; it’s a free and easy online tool for collecting information(focus on words, focus on technique, glossary, visual summary, working on images).</p>	2 hours
<b>Creating a nice digital publication and evaluation</b>	<p><b>Calaméo:</b> Students should be able to convert their digital works to a nice publication and share this digital learning object (sharing and discussion).</p>	2 hours

**Assessment**

Students should be able to create a digital learning object about their works using toolbox. Their works are analysed on the basis of five key criteria (relevance, effectiveness, efficiency, overarching developmental impact and sustainability). Students will be assessed through Kahoot.

\*\*\*\*\* 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.