

# Europeana DSI-2

## Future Classroom Scenario

*Title of the scenario:*

My closest piece of art

*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>

Flipped Classroom, Collaborative learning, Student Centered Learning

### Maturity Level

What level of maturity is the scenario intended to achieve? Write the current situation on the left and describe the desired level on the right.

FROM: Current Maturity level	TO: Desired Maturity level
1-exchange	2-enrich

### Learning Objectives, Skills and competencies

What are the main objectives?

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

To get acquainted with Europeana itself, to prepare for the most typical parts of all kinds of English exams (such as most frequent ESOL), to be able to express the feelings about chosen piece of art.

To use second language for talking about art - discuss the main focus of the picture to match it with the person who prefers it, describe a picture in a second language (English) and answer lots of art related questions in front of other pupils who can then ask additional questions ,

Aims in general: be able to discuss, conclude, define, select, specify, communicate, defend

### Learner's Role



What sort of activities will the learner be involved in?

School and home search on Europeana Web to find the best match of the painting and the feelings, sending a link to the teacher, preparing answers to 13 demanding questions related to painting, presenting them in front of others and be ready to answer teacher's and other pupils' questions.

Pre- activity after sending the link: students work in pairs , go around the classroom with the printed pictures and they discuss who is the most probable person who could choose right this one, they write the number and expected name.

Follow up activity checking listening - talking about other pupils paintings with closed eyes - it provides the opportunity to "feel" the art.

### Tools and Resources

What resources, particularly technologies, will be required?

Europeana, Data Projector, search engines,

### Learning space

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

Classroom and also pupils homes

## Future Classroom Scenario Narrative

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

The first lesson pupils are shown the web Europeana for the first time, they are shown the way how the art is curated by topics. They are given some time to go through it, search and then choose one piece of art which best fits to their personality.

Then they are given a piece of paper with thirteen art related questions beginning with the easy ones like who painted it and ending with tough ones like what would you ask the painter.

Next task is to send the link to the teacher's email so that it is faster to open it. Then they have some time at home to prepare the presentation of their art.

After some time (a week ideally) teacher prints the pictures and spreads them around the classroom together with prepared ESL phrases for discussion.

First students read the phrases aloud and translate them. Then they make pairs who wander from a picture to a picture and discuss (in English) who the picture might have chosen and why they think so - then they write down their tips. At the end they read their tips aloud to see how good their match was.

Then each student comes to present their piece by answering the given questions. After presentation pupils are given some time to ask their own questions toward presenting pupil.

Last part is relaxing activity with closed eyes - they say what they remember about the picture they have just seen.

## Learning Activities

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

<https://v.qd/nTfvp9>

This Future Classroom Scenario has been developed as part of the Europeana DSI-2 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>)

