

Europeana DSI-2

Future Classroom Scenario

Title of the scenario:

Spring across Europe

Names of author(s)

Mark Boggins, Manfred Fleck, Virpi Pere, Gilles Roisin-Firtina

Relevant Trend/s

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

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

Project-based and multidisciplinary learning, collaborative learning, mobile 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
2	3

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).

Communications and collaboration, creativity, social and cross-cultural interaction, ICT skills. Ability to search and combine knowledge.

Learner's Role

What sort of activities will the learner be involved in?

A combination of activities that require and develop creativity, fact-based activities about



science and geography, mathematical skills, language skills, ICT skills. Both collaborative and independent activities.

Tools and Resources

What resources, particularly technologies, will be required?

Mobile phones and/or iPads, desktop computers with internet connection and projector, Edmodo platform, Europeana

Learning space

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

School classroom, outdoors, online space (Edmodo), Europeana

Future Classroom Scenario Narrative

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

An ambitious and time-consuming, multidisciplinary project: Getting to know Europeana, acquiring skills to work together with other children. Creating artworks, learning things about biology, flora and fauna. Being able to know about the differences of the arrival of spring and the hours of daylight in the four countries. Being able to create a short video, photos. Learning social media use. Creating a poem. Calculating measures of time. Creating video weather forecasts in the language of source country and subtitles. Students will document and share outdoor activities.

Learning Activities

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

<https://v.gd/ccJfBG>



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>)

