

# Europeana DSI-2

## Future Classroom Scenario

*Title of the scenario:*

An interactive approach in natural history study

*Names of author(s)*

Konstantina Anagnostopoulou, Evangelia Petraki

### Relevant Trend/s

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

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

Basic trends relevant to this future classroom scenario are game based learning and the gamification of elementary school courses in natural history subjects along with cloud based 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
8 years old	10 years old

### 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).

**Digital competence:** usage of new tools for learning like a windows memory match software game and a google maps based natural history museum virtual tour.  
**Second language communication:** ability to use new English vocabulary related to natural history subjects  
**Social competences:** ability to work and collaborate effectively in a group  
**Learning to learn:** ability to effectively manage one's own learning, either individually or in groups, student's memorize natural history content in order to compete each other in the class, the learning process is stimulated.

### Learner's Role

What sort of activities will the learner be involved in?

Student's will be involved in natural history museum virtual tours and multiplayer matchmaking involving a memory game about natural history data.

### Tools and Resources

What resources, particularly technologies, will be required?

Microsoft Windows based workstations and Internet access. The memory game that requires the windows platform is installed in each computer. A modern web browser is also mandatory to be installed.

### Learning space

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

The learning will take place in the school's computer lab.

## Future Classroom Scenario Narrative

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

The main idea behind the current scenario is to stimulate the student's learning process by using future classroom technologies and techniques. In particular the game based learning technique is applied by the gamification of basic natural history concepts through the usage of a competitive two player memory match video game.

Before the competitive game sessions begin the cloud based learning technique is applied where students are introduced to the basic concepts and the world of natural history through a virtual digital tour of one of the most prestigious natural history museums the London natural history museum.

The museum offers an interactive virtual tour through a partnership with Google Arts and culture initiative which is hosted in Google's Education cloud web platform.



The multiplayer memory match game is an educational game combining the classic memory game of finding pairs with a quiz game, testing player's acquired knowledge of natural history subjects. The game is a pilot application developed in the Europeana Creative project, a European project enabling and promoting greater re-use of cultural heritage resources by creative industries. Especially the game uses the Europeana Web Rest API in order to consume natural history collections digitized data offered by numerous museums that participate in the original Europeana project.

## Learning Activities

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

<http://learningdesigner.org/designer.php?uri=/personal/akonstantina/designs/fid/b5ba17241d95255d8b989ae5fb113e88d8e3437b647ab95b45eeb5ce7f902686>

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>)