Europeana Learning Scenario

Title

The smaller device the more you can get!

Author(s)

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Summary

Table of summary	
Subject	This scenario is a part of a multidisciplinary lesson series “Coding – then and now” combining English (ESL) and IT.
Topic	A short history of computers and mobile devices. From old calculators to modern smartphones. Changes within the IT area. New technologies and direction of IT development.
Age of students	12-15
Preparation time	1 x 45 minutes
Teaching time	5 x 45 minutes
Online teaching material	https://www.europeana.eu/portal/en/search?view=grid&q=computers&f%5BREUSABILITY%5D%5B%5D=open&per_page=96- Living With Computers - Europeana https://www.europeana.eu/portal/en/record/2021609/objecten_81656_A_C.html?q=CALCULATORS#dcId=1563195223614&p=1 - Calculators - Europeana https://bit.ly/2SQ4htx - Windows 95 Launched - Europeana https://www.europeana.eu/portal/en/search?per_page=96&q=mobile+phone&f%5BREUSABILITY%5D%5B%5D=open&view=grid - First Mobile Phones - Europeana https://translate.google.com https://www.khanacademy.org/computing/computer-science https://tricider.com
Offline teaching material	Cardboard, scissors, glue, colour paper, paint, brushes,…

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Europeana resources used	https://www.europeana.eu/portal/en/search?view=grid&q=computers&f%5BREUSABILITY%5D%5B%5D=open&per_page=96- Living With Computers - Europeana https://www.europeana.eu/portal/en/record/2021609/objecten_81656_A_C.html?q=CALCULATORS#dcId=1563195223614&p=1 - Calculators - Europeana https://bit.ly/2SQ4htx - Windows 95 Launched - Europeana https://www.europeana.eu/portal/en/search?per_page=96&q=mobile+phone&f%5BREUSABILITY%5D%5B%5D=open&view=grid - First Mobile Phones - Europeana

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Integration into the curriculum

IT: history of IT devices; direction of IT development.

English ESL: learning English vocabulary.

Social Science: cooperation and presentation skills.

Aim of the lesson

Students get to know how computers have been evolving over the last 60 years. They understand the minimalizing happening in IT and reasons for it. They can project next changes. They prepare presentations on new technologies they would like to invent. They prepare a work projects exhibition.

Trends

Project-Based Learning
Collaborative Learning
Assessment

21st century skills

1. Content knowledge and 21st century themes: This learning scenario focuses on IT and English.
2. Learning and Innovation Skills: Students are asked to give a solution to a problem (building and exhibition) by means of collaborating together.
3. Information, Media and Technology Skills: Students need to conduct some research on the history of IT, then work together online on the project.
4. Life and Career Skills: The outcomes of this lesson depend on the groups of students as the teacher is only a mentor in the process. They will have to meet deadlines to produce the deliverables, so there is also a strong focus on the productivity and accountability of each group of students.

Activities

Describe here in detail all the activities during the lesson and the time they require. Remember, that your learning scenario needs to use Europeana resources.

Name of activity	Procedure	Time
First step	Teacher presents the topic, timeline, methods of the interdisciplinary project and materials needed. Pupils choose their groups (of 3-4). Using Europeana and Google browsers students search for information on old technologies. They compare them to the latest IT gadgets. They track the history of changes which have been made in IT.	45 minutes
Second step	Students prepare an online presentation on the "new technology" they would like to invent. The have to think of its purpose, name, look, etc. It can all be very "unrealistic" – imagination is the key ☺	45 minutes
Third step	Students work on their models. Using cardboard or anything they want they have to build a model of new technology.	90 minutes
Forth step	Pupils present their work: both the models and presentation. Student groups give feedback. Teacher gives the evaluation and marks.	45 minutes

Assessment

Describe here the assessment method of the lesson, if any. For example, if you plan on assessing your students with a quiz, include here questions and answer options with color-coding the correct answers.

Area	% final mark	0 - 5 points	
Presentation	30%	No presentation has been made	Excellent presentation has been made
Model	30%	No model has been presented	Fantastic model has been presented
Collaboration	40%	No collaboration within the group	Excellent collaboration

Student feedback

Add here the method with which your students will be able to give you feedback and discuss the lesson.

We will share our feedback using tricider.com – an online brainstorm tool. We will then discuss the results.

Teacher's remarks

*Add here your comments and evaluation **AFTER** the implementation of this lesson. You can always use a rubric for self-assessment.*

From the very beginning the students were very interested in the project. They wanted to talk about new technologies so much that we had to spend a little bit more time on that part. Searching for online information was not that easy. It was a good idea to have some links prepared in advance, so I could help them when they got stuck. Then they had to prepare a presentation on their innovations. After big brainstorming on what is new and what is not, they finally decided on some new inventions. Then it was fun all the way! Making models was their favourite part, as they said. They also prepared great presentations on their works.

I got feedback using tricider.com. All my students liked the lessons - especially the "third step". The average overall mark was 5,6/6!

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.