



Europeana User Group Museum Educators

Tasks and competition guidelines

November 2020 – August 2021



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Tasks of Europeana User Group Museum Educators and estimated time required

Participating in training

Task 1 - Receive training from the Europeana Ambassador

Each User Group museum educator will receive online training from their Ambassador (Amb) which is obligatory to attend. The date and time will be agreed with the Ambassador beforehand.

Providing content

Task 2 - Create and test one Europeana LS

In agreement with the corresponding museum educator Ambassador, each User Group museum educator will create and possibly test one new Learning Scenario based on an agreed topic, using Europeana content, by the end of April 2021.

The learning scenario will be created using the template provided by European Schoolnet (EUN) and published under one of these two licenses: Creative Commons Attribution CC-BY or Attribution ShareAlike CC BY-SA.

Extra task: dissemination

Task 3 – Extra task: dissemination (optional)

Each User Group museum educator can disseminate Europeana by organising workshops/presentations at educational events, writing articles to national and/or international newspapers, participate in television and video interviews. Please note that posting on social media, while appreciated, does not count as dissemination under this task. The Ambassador of the given UG museum educator and EUN always must be informed about any activity prior to the event (sending presentations, if any), and post-event (sending number of participants, pictures). The UG museum educator can send an article to EUN, which after review might be published on the Teaching with Europeana blog. Dissemination activities cannot replace any of the obligatory tasks above and they will not be considered as part of the tasks concluded for the Europeana Competition 2021.

Estimated time needed

The times indicated below are estimates and do not include time within the museum.

Tasks ¹ (November 2020 – August 2021)	Est. hours	Est. days
Receive training from the Europeana Ambassador	3.8	0.5
Create 1 Learning Scenario using Europeana content	19	2.5

¹ Some of the tasks may vary for a better implementation and dissemination of the project.

Preparation time to implement one Learning Scenario	3.8	0.5
Extra task: dissemination	7.6	1

ABBREVIATIONS:

UG = User Group

Amb. = Ambassador

LS = Learning Scenario

EUN = European Schoolnet

Sol = Story of Implementation

Europeana Competition 2021: guidelines

Eligibility

The Competition is open to those members of the 2020-2021 Europeana Education User Group – both teachers and museum educators – who by the end of April 2021 have:

In the case of teachers

- Either create one new Learning Scenario based on an agreed topic, using Europeana content, or
- Wrote a Story of Implementation from the experience of implementing own or a colleague's Learning Scenario for the Teaching with Europeana blog, or
- Commented on the Stories of Implementation and Learning Scenarios of other colleagues based on own (testing) experience.

In the case of museum educators

- Created one learning scenario, using Europeana resources and the official template.
- Possibly tested the learning scenario created.

Participation in the Competition is subject to the rules outlined in this document, which are binding in all respects and not subject to appeal. Due to the high number of works to be evaluated, European Schoolnet will not offer individual feedback or enter into discussions regarding the result of the competition.

Submission period

The Competition starts the **1st of December 2020** and ends on the **30th of April 2021**. All submissions² received through the Teaching with Europeana blog will be eligible for participation. The entries will be reviewed over the course of May 2021.

Judging process

The entries will be considered at two stages:

- 1) A first selection of at least 40 finalists will be carried out by a team of expert Europeana Ambassadors and European Schoolnet.
- 2) The final 20 winners will be decided by Europeana Foundation and European Schoolnet together.

Categories

The entries will be awarded within the following categories:

- STEAM learning scenarios

² By "submission", we mean the act of submitting a work on the Teaching with Europeana blog. The publication date of each post is not relevant in this case. European Schoolnet will evaluate all posts submitted to the blog interface, regardless of them being published on the Teaching with Europeana blog by the time the competition closes or not.

- Primary learning scenarios
- Secondary learning scenarios
- Project-based learning scenarios
- Cross-curricular learning scenarios and holistic topics (e.g.: environmental education/climate change, gender equality/inclusion, citizenship, etc.)
- General learning scenarios

The exact split will be determined by the number of entries. The list is non-exhaustive; European Schoolnet reserves the right to add or take away from this list at any time.

Scoring criteria

The following criteria will be used to evaluate the submissions to the competition:

- The Learning Scenario/blog post/Story of Implementation is an original work and if it includes images, the correct licenses and source are attributed for.
- Originality of entries, pertinence, novelty, creativity, and didactical approach will all be considered during the evaluation process. All works should be creative, interesting, attractive and in any other way original.
- Clarity of ideas and conclusions, explaining in a clear way, demonstrating a good understanding of the theme, and conveying convincing implementation methods, solutions, and messages.
- Classroom/museum usability: your Learning Scenario/Story of Implementation/Comment includes information which might help other educational professionals use the Learning Scenario concerned.
- Presentation of entries, style, layout, design and good use of technology will be considered.

Awards

The 20 winners of the Competition will be awarded with a trip to Brussels to the second Europeana teacher/educator workshop, with flights and accommodation covered³. The workshop will be held during the summer 2021 (exact date to be confirmed later). All winners must be available during the established dates. In case of non-availability, European Schoolnet reserves the right to select an alternate winner.

Notification of winners

Potential winners will be contacted by European Schoolnet via the contact information provided when they applied to the project.

In all cases, in order to remain eligible to be awarded with a prize, a winner must respond to the winner notification contact (i.e., via email or comment, as the case may be) and commence the prize claim procedure within 72 hours of transmission/posting of contact. In the event of noncompliance with these requirements, if a potential winner

³ Due to the Covid-19 pandemic, the face-to-face workshop might be replaced by another activity.

cannot be reached for any reason (including failure to receive or respond to contact for any reason) or if a potential winner is determined to be ineligible or otherwise in violation of these Terms and Conditions, he/she shall be disqualified and forfeit the prize. In case of prize forfeiture, alternate winner(s) will be selected.

Privacy policy

If you are selected as one of the 40 finalists of the Competition, your work will be shared with the members of the Competition Jury, as part of the judging process. No personal information will be shared outside European Schoolnet (legal name: EUN Partnership AISBL) during this process.

Contacts

Please note that you have the right to contact us at any time and ask us to correct any personal data we hold on you or ask for it to be deleted.

If you have any questions about the Competition, please contact Giuseppe Mossuti (giuseppe.mossuti@eun.org).

If you feel that we have not dealt correctly with any personal data we are holding on you (see section above) or wish to make an official complaint, please contact the Belgian Data Protection Authorities:

Belgian Data Protection Authority

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