

**STEAM Lesson Plan**

# ERASMUS PLUS 20146-18

**2016-1-TR01-KA219-034227\_7**

**3D Museum Guide**

|  |  |
| --- | --- |
| **School & Country** | Ic Marconi – Oliva, Locorotondo - **Italy** |
| **Teachers** | * Lesson Plan Design and Diffusion: Masciulli Paola * History: L’Abate Giuseppina, De Carolis Angela * Art: Serinelli Giovanni * ICT: Vittorio Mirabile |
| **Class age of students** | Second and third classes (12-13 years old) |
| **Subjects** | Art, History, Geography, ICT, English |
| **Topics** | 3D Museum Tour |
| **Time duration** | January – April 2017 |
| **KEY COMPETENCIES and SKILLS TO BE LEARNED** | History and Archeology, Digital competence, Creativity, Problem Solving, Summing up data, L2 performances, Teamwork |
| 1. **Materials** | Photo and Video Devices, Microphone, artistic images, Historical sources, Archeological sites, apps for 3D Design and Touring |
| 1. **School Activity** | **Art:** Students will be involved in a number of outdoors activities to discover parts of their own territory that they don’t even know existing, because they are out of the touristic routes or neglected. These areas will be studied, portraited, drawn. This will increase their awareness of their territory and need of preservation. Posters will be displayed on the Erasmus Board at school about the process. Teachers act as tutors.  **Geography, Archeology and History:** students will be guided by an archeologist on the sites to gather historical information and data. They will act as archeologist, geologist, historian and geographers on their own territory!  **Technology:** teachers and students will work together to search for appropriate apps and devices to organise their sources into a 3D Tourist Guide.  **Foreign Language:** students will translate all data into English and record an English audio Guide, which will improve their performance in L2. |
| 1. **Objectives** | * Bring up students to understand the importance of their territory and values while working in groups * Foster creativity * Improve IT skills * Improve team work abilities * Managing historical data and organising them in an output * Designing a 3D guide * Managing an English recording for an audio guide * Increase self-esteem and confidence * Develop a positive attitude * Increase awareness of universal values in the students, in order to share them and achieve a better relationship with themselves and with the others * Enhance a personal research * Experience and learn a variety of ways related to communication and self expression * Share experiences and emotions with other people * Learn and understand local traditions   Develop teamwork competences |
| 1. **Innovative Factor** | Students have to search the known territory around them discovering areas they didn’t know before. The “*find the unknown within the known*” attitude will develop their flexibility, their awareness of their territory, a change of attitude for what they took for granted before as new and important to be preserved, feeling more part of it. The territory around them will be explored in a new way and with new eyes. All data will be processed by using technology and updated means, in order to improve their know-how. |
| 1. **Interdisiplinary** | Art, History, Geography, ICT, Foreign Language |
| 1. **Output** | 3D Video and Audio Territory Guide in English |
| 1. **Methodology** | Students will search historical documents related to the sites, visit the sites and acquire information. Cooperative learning and tutoring. Brainstorming on the most appropriate devises to be used. Teamwork, collaboration and role sharing. All events will be filmed, students put the archeologists and all experts involved questions in Italian and in English, images of the events will be displayed on the school Erasmus Board, so the community can see them. Articles on local magazines will report the project events, objectives and outputs. All actions will be shared on STEAM Etwinning TS. |
| 1. **Interdisiplinary** | History, Geography, Orienteering, Art, Foreign Language, ICT, Values and Environment |
| 1. **Sustainability** | Every school can carry out these activities in their school and in real life. |
| 1. **Applicability** | This topic is applicable to different subjects and is important for everyday real life.  It can give way to other related discussions to see the world students know with new eyes and understanding. |
| 1. **Collaborative** | The activity was organised to improve collaboration, cooperation, respect, honesty, and all teamwork values related to group working. |
| 1. **Economic in save of time and money** | All the activities can be integrated in real life and the materials are very cheap. |