



Smart School for Smart Age

Lessons plan - Erasmus +

Subject: Literature, Mathematics, Religion, Technology Education, ICT

Number of lessons: 34

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Topic: School Magazine

Key words: Project dissemination

Lessons objectives:

- To know and to be interested in current affairs, from their proximity (family, school, locality) to the most distant;
- To develop the ability to debate ideas, defend points of view and argue;
- To develop oral and written skills to communicate an idea, an event, an opinion;
- To distinguish different types of media texts (informative, opinion, advertising ...);
- To be aware of the existence of true and false information;
- To know how to distinguish true information from false information;
- To become familiar with the work involved in the journalistic production process: selection of texts and images, editorial line, thematic sections, titles, pagination, graphics, photography;
- To learn how to write informative texts;
- To understand the different uses of ICT;
- To explore the potential of ICT for research and learning purposes;
- To use in an ethical and responsible way the information;
- To develop a taste for information and critical thinking;
- To broaden the horizons of interests and knowledge in different areas;
- To develop group work skills;
- To produce contents which will give body to the school magazine "Poeta" (Poet).

Resources

- Computers with internet access;
- Multimedia projector;
- Tablets with internet access;
- Mobile Phones with internet access.
- Microphone.
- Books;
- Tables and chairs.
- Paper;

Lessons sequence/activity

1. Students form groups by area of interest; (1 lesson)
2. Students research information subordinated to the themes presented by the teachers; (5

lessons)

3. Students select relevant information; (5 lessons)
4. Students rewrite the selected information; (4 lessons)
5. Students conduct interviews to specific entities; (2 lessons)
6. Students organize all assignments, selecting the best ones; (3 lessons)
7. Students contact with the Canva platform; (3 lessons)
8. Students decide on the graphic design of the cover and the rest of the magazine; (6 lessons)
9. Students learn how to create QR codes; (2 lessons)
10. Once they have everything organized, the students build the magazine. (4 lessons)

Web Tools

<https://www.canva.com/design>

<https://flipsnack.com>

