

**Erasmus+ Program
«Destination: Happiness!»
2019-1-PL01-KA229-065687**

**TEACHING SCENARIO IN THE COURSE OF PHILOSOPHY, 2nd GRADE
OF 6th SENIOR HIGH SCHOOL**

INTRODUCTION IDENTITY

- 1. Lesson plan**
- 2. Title: “Achieving Eudaimonia”**
- 3. Subject: Philosophy, 2nd grade of High School**
- 4. Module: Aristotle, “Eudaimonia”**
- 5. Designer: Katsaki Vasiliki**
- 6. Number of students: 22**
- 7. Duration: Three (3) teaching hours**
- 8. Method: Group work, exploratory**

OBJECTIVES

Students are invited to

- get to know the work of the ancient Greek philosopher, Aristotle**
- to point out his views on happiness**
- to creatively make use of their own conclusions**

TOOLS

- Computer Lab**
- Projector**
- Browser**
- Word-processing software**
- Presentation software**
- Poster maker software**

Teaching methodology and indicative time allocation

1st teaching hour

Search for information on the life and work of Aristotle

<https://el.wikipedia.org/wiki/%CE%91%CF%81%CE%B9%CF%83%CF%84%CE%BF%CF%84%CE%AD%CE%BB%CE%B7%CF%82>

2nd teaching hour

Reading and understanding of the citations from the “Nikomachean Ethics” and the “Politics” of Aristotle referring to happiness

http://www.greek-language.gr/greekLang/ancient_greek/education/translation/support_practice/page_004.html

<http://ebooks.edu.gr/new/tautotita.php?course=DSGL-C128&id=1869>

Class discussion on the lesson of “Eudaimonia”

http://ebooks.edu.gr/modules/document/file.php/DSGL-B102/%CE%94%CE%B9%CE%B4%CE%B1%CE%BA%CF%84%CE%B9%CE%BA%CF%8C%20%CE%A0%CE%B1%CE%BA%CE%AD%CF%84%CE%BF/%CE%92%CE%B9%CE%B2%CE%BB%CE%AF%CE%BF%20%CE%9C%CE%B1%CE%B8%CE%B7%CF%84%CE%AE/22-0154-02_Arches-Filosofias_B-Lykeiou_Vivlio-Mathiti.pdf

3rd teaching hour

Groups work on their assignments

