Future Classroom Scenario

Title of the scenario:

Building houses and mankind between new and old data

Names of team members:

Martin, Leslie, Monika

Relevant Trend/s

Write the trend(s) or trends the Scenario is intended to respond to.
e.g. http://www.allourideas.org/trendiez/results

mobile learning, project-based learning, student centered, lifelong learning, informal learning, outdoor education, visual search & learning, collaborative learning, peer learning, BYOD

Maturity Level

What level of maturity is the scenario intended to achieve? Write the current situation on the left and describe the desired level on the right.

FROM: Current Maturity level	TO: Desired Maturity level
2, 3	4

Learning Objectives, Skills and competencies

What are the main objectives?
What skills will the learner develop and demonstrate within the scenario? (e.g. 21st Century Skills).

- searching data: historical and architectural
- collect and select data: technical data (architectural), historical, Open Data for IOT (sources: https://en.wikipedia.org/wiki/Open_data; https://www.inyourpocket.com/katowice/chorzow-museum_73419v; http://aperto.comune.torino.it; https://open.wien.gv.at/site/open-data ;)
- analysis, synthesis and evaluation
- write, edit and show a presentation in L2 (english)
- team work

- create a smart building (IOT)
- develop critical skills about the switch between public and private life (digital citizenship)

Role

of activities will the learner be involved in?

- research buildings (identify)
- analyze buildings in a town (construction, history…)
- documentation (maps, Internet Of Thing mapping)
- brainstorming

Tools and Resources

What resources, particularly technologies, will be required?

- movies apps:
- GPS (maps)
- ArchiCAD
- presentation software
- camera
- blogging platform (Wordpress)
- evaluation tools (forms)
- IOT mapping (for example https://www.thingful.net/)

Learning space

Where will the learning take place e.g. school classroom, local library, museum, outdoors, in an online space?

School classroom, local library, museum outdoor, online

Future Classroom Scenario Narrative

Describe in max 10 sentences the main ideas of the scenario.

The students are presented with a number of buildings of interest (e.g. municipal, tourism, historical ….) from their town or village. Then they choose one building and research it. They will research the history of the building, the architectural design and the function of the building. After this they have to think about what could make the building a smart building and what problems there could arise from this (e.g. privacy issues…)

They will document their findings in movies, pictures and text on a Wordpress page in English. The findings will be presented in the respective buildings.

https://www.wevideo.com/view/1105946821

Scenario

BRAINSTORM

Real

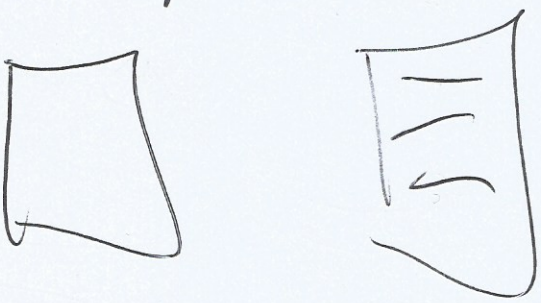
MATURITY LEVEL: 1—2—3—4—5

SKILLS—COMPETENCIES

- Teamwork
- communication
- cohordination / collaboration
- interdisciplinarity [language, history, ethics, ~~bu~~ construction]
- analytical and synthetical]
- ICT
- ~~pre~~ communication
- searching skills
- evaluation.

TECHNOLOGIES

- software (movie, presentation etc) — open data
- Google Maps ⊗
- School repository (future)
- camera
- blog
- Questionnaire
- brainstorm.

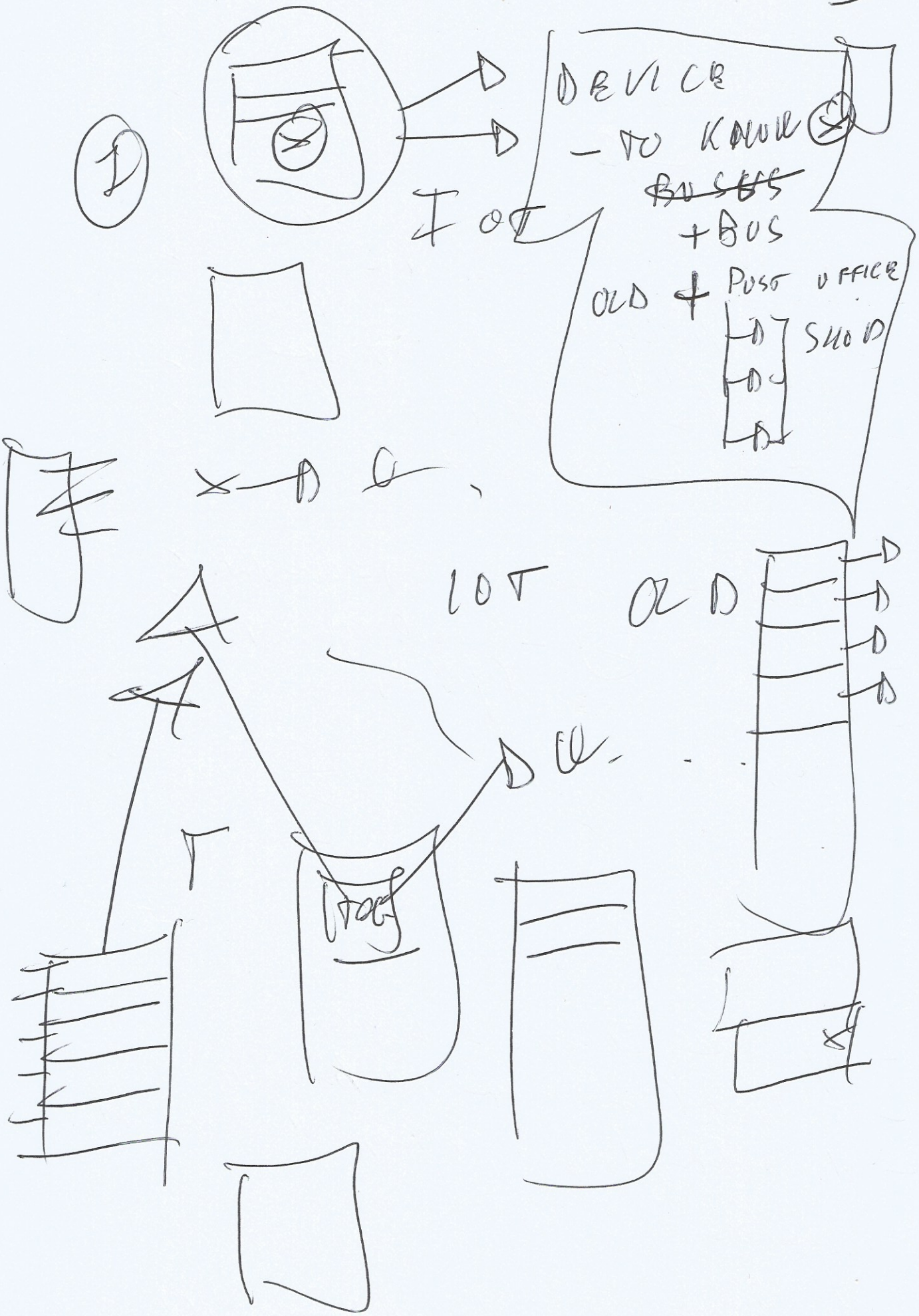


TRENDS

- ☒ Mobile Learning
- ☐ Cloud Based Learning
- ☒ Open Source Learning
- ☒ Project-Based Learning
- ☐ Game Based Learning
- ☐ Gamification
- ☒ Student Centered Learning
- ☐ Lifelong Learning
- ☒ Informal Learning
- ☒ Outdoor Education
- ☒ Visual Search & Learning
- ☐ Flipped Classroom
- ☒ Collaborative Learning
- ☒ Peer Learning
- ☒ BYOD
- ☐ Paperless learning
- ☒ Social media learning
- ☐
- ☐
- ☐
- ☐
- ☐

MAIN ACTIVITIES

- define ~~all~~ and research building
- analysis (construction and historical)
- documentation (object: history and technical)
- presentation
- sharing
- evaluation: how the building effect the quality of life


DEVICE
- TO KNOW
~~BUSES~~
+ BUS
OLD + POST OFFICE
SHOP
IOT
OLD
Stack