

**DIDACTIC UNIT P 13**

**Basque Mithology**

**Subject**: ENGLISH

***Issue***:

Students are discovering the Basque mythological creatures. They have designed padlets about them and made oral presentations in the Basque class and then they have shared them with Greek students. They have created digital stories with all the information received

**Individual work**:

Students have decided the mythological creatures they will choose for the padlets. Once they have learnt about them through their padlets and oral presentations, they will create the digital stories.

**Justification of the proposal**:

As the project "Discover and share your identity mark " is a project between Elexalde school in the Basque Country and Katerini school in Greece , the exchange of mythological creatures is a way to strengthen links between both schools to enrich the knowledge about this interesting subject which identifies both cultures.

**Problem situation**

**Context**:

Our mythology is part of our heritage. Students have discovered their own creatures in the Basque class and have learnt how to create stories with these mythological creatures.

**Problem**:

Will be students aware of the importance of the Basque mythology as an identity mark and part of our heritage?

Look and search for as much information as possible about these mythological creatures.

**Competences**

Basic competences:

Competence in linguistic and literary competence (communication skills)

Technological Competence.

Art Competence.

Transversal competences:

Communication competence: The English language will be used as the communication vehicle.

ICT competence: Use of you tube to create the presentations.

**Didactic objectives**:

-Grow students' interest in the discovery of the Basque Basque mythology and motivate them to learn how to create digital stories.

-Make them aware of the importance of discovering their Basque mythology, share them with the Greek students and discover the Greek ones.

-Learn how to write narrative in English

-Learn and use the platform story jumper as the platform to share the stories with Greek students.

- Develop their creative and imaginative skills to create digital stories.

-Awake their interest and motivation when they get the activity from the Greek students as mythology is very important and rich in Greek heritage.

- Make them aware of the differences between the Basque and Greek mythology. Find common creatures between both cultures.  
- Build bridges between both schools through mythology.

-Promote interest in mythology

-Work the narrative in English through mythological stories

- Interaction between schools through mythology.

**Contents**:

Different mythological creatures

Tartalo, Basajaun, Basandere, lamiak, Mari Anboto, Olentzero, Akerbeltz, jentilak, galtzagorri , Herensuge, Gagueko,Amalurra, Eguzki Amandrea,iratxoak

***Task sequence***:

**Initial stage**

-Explain the task in detail describing the objectives of it and the importance of the Basque mythology in our heritage.

-Brainstorming about different creatures from the Basque mythology.

-Explain to students how to write a narrative in English.

- **Middle Stage**

**This activity takes place in the Basque class**

- Divide students and give them different characters to create their padlets.

-Create different padlets with all the information learnt, including videos, stories about them, webpages

- Oral presentation of the padlets.

**Final Stage**

-Learn how to write stories in English.

-Learn the use of the platform story jumper

-Write a story with mythological creatures, taking into account all the information learnt about them.

-Once the story has been created through story jumper share it as a digital story.

**Methodology:**

Flipped classroom. Search information about the mythological creatures to be included in the padlets.

**Assessmen**t:

The writing of the English exam and the extra exam has been about mythology.

Rubrics to assess their digital stories.