**Learning Design for: Every Vase Has a Story**

Context

Topic: History of Ancient Greek Olympics

Total learning time: 270

Number of students: 25

Description: This is about the history of the ancient Greek Olympics. The task involves the students in evolution of sports and digital literacy in contemporary times. They have already engaged in on line sport video games several times and in physical education activities. The students must be able to edit all the information and create a animation product relate to the issue

Aims

The aim is to encourage students to research the history of the sports and visualize the new knowledge. Specifically 1. to find out information for the sports from the ancient greek vases 2. to develop the critical thinking. 3. Use digital tools to represent sports in antiquity and create an animated production.

Outcomes

Synthesis (Synthesis): Design an animation the students anasinthetontas synthesize all the elements they have investigated

Evaluation (Evaluation): Students will evaluate their knowledge in the history of sport in relation with the production of the animations.

Knowledge (Knowledge): develop an awareness of the main similarities and differences between the modern Olympics and the Ancient Greek Games be able to assess the ethical, philosophical and cultural importance of the Olympics to the Ancient Greek

Affective learning outcomes (Affective learning outcomes): creatively communicates a contemporary issue in sports

Teaching-Learning activities

Introduction

Discuss 5 minutes 25 students Tutor is available

Students familiar with on line sport video games (p.e. Mario & Sonic at the London Olympic Games). Motivation for the lesson/Brainstorming Students have watched the Olympics on television and are interested in sports. Teacher ask the following questions: • What kind of sports do you see in the Olympics today? • Do you think that sports today are similar with sports in ancient Olympics?

Read Watch Listen 15 minutes 25 students Tutor is available

Watch a video for ancient olympia https://www.youtube.com/watch?v=T2-NWOWFbD8 and the video https://www.youtube.com/watch?v=ht1j4\_qV6js

Investigate 15 minutes 25 students Tutor is available

The students research in internet for the Ancient Olympics. They list any information they find about history of ancient Greek Olympics, the origin and the element that could have influenced the sports of Olympics.

Collaborate 10 minutes 25 students Tutor is available

The students work in groups using resource materials relevant to the issue. Every group present in the class the result of the research and compare/discuss.

Search for information- Finding similarities and differences

Read Watch Listen 05 minutes 25 students Tutor is available

students watch The Runners : https://www.youtube.com/watch?v=w-CobvWeg6U Olympic Games Gameplay-Men's 100m&200m running[HD]: and https://www.youtube.com/watch?v=V9GP27W4hGs

Investigate 20 minutes 25 students Tutor is available

Students research the clothing worn by athletes in the ancient Greek Olympics. Discuss and compare clothing between ancient of athletes and contemporary ones in relation with the ethical, philosophical and cultural system of value.

Collaborate 20 minutes 25 students Tutor is available

In class make a decision to produce in groups animation, including figures and information for the sport from ancient greek vases, synthesizing all the investigated elements in the final product. Every group take a part of story

Homework: Visit a virtual museum (or internet) and search for ancient pottery with sport representation

Preparation of the animation

Read Watch Listen 20 minutes 25 students Tutor is available

Teacher explains and demonstrates the tools for the artifact and gives instructions

Investigate 15 minutes 25 students Tutor is available

Students investigate for the shape of athetes figures in ancient greek vase

Collaborate 15 minutes students Tutor is available

In groups students illustrate the figures that they have chosen and the movements of athletes

Practice 30 minutes 25 students Tutor is available

Create a storyboard for the animation, wtitte the story and comments

Discuss 10 minutes students Tutor is available

In class discuss and make a desicion for the final shape of figures

Present the animation and the way of evaluation

Discuss 20 minutes 25 students Tutor is available

Students present their part of animation at classmates

Collaborate 15 minutes 25 students Tutor is available

All class nts collaborate and make decision in how they can synthesize the parts of animation and make the final complete story

Produce 55 minutes 25 students Tutor is available

Create the final animation and preset in the classroom. Upload the animation in school site.

See the evaluation of animation in the site taking into account the comments

Read Watch Listen minutes students Tutor is available