#### **DRAWING EMOTICONS**

Educational level: Primary, Lower and Upper Secondary Education

Aspects of emotional competence covered: Emotional awareness

Subject: Art, Cross Curricular, Design and Technology, Foreign Languages, ICT, Psychology.

Duration: 8 hours.

Procedure:

# • Step 1- prerequisite:

- Type of interaction: local. Individual work.
- Subject: Technical Drawing
- Time: 3 hours
- Material & resources: pencil & paper, drawing tools, teacher's explanations
- Description: the students have to draw ovals, spirals and ovoids using the proper constructions of Technical Drawing.
- Learning outcomes: learn how to draw the curves using compass and set square

### • Step 2- awareness:

- *Type of interaction:* Local. Groups of 6 students.
- Subject: English, Psychology
- Time: 30 min
- Materials & resources: PC/tablet; Internet connection; website link:

## https://greatergood.berkeley.edu/quizzes/ei quiz

- Description: The students complete the questionnaire called "emotional intelligence quiz", about facial expressions that show a specific emotion.
- Learning outcomes: recognize emotions through facial expressions.

## • Step 3- preparation

- Type of interaction: Local. The whole class.
- Time: 30 min
- Material & resources: board or projector

• Description: the teacher assigns one of the basic emotions to a group of students, so that each group can work on a specific emotion.

# • Step 4- creation

- Type of interaction: local. Individual work.
- Subject: Technical Drawing, ICT.
- Time: 3 hours
- Material & resources: pencil & paper, drawing tools, teacher's explanations, app for drawing (Paper, SketchBookX...).
- Description: the students have to draw an emoticon that represents the assigned emotion, using the tools and the constructions for ovals, spirals and ovoids. Whoever is particularly skilled in the artistic drawing can make a sketch of the emoticon using pencil and paper or an app for drawing. The cooperation between the members of the group facilitates the acquisition of the necessary knowledge and skills, and helps to understand if the drafts express the right emotion.
- Learning outcomes: make emoticons.

#### • Step 5- sharing

- Type of interaction: local. Big group
- Subject: ICT
- Time: 30 min
- Material & resources: mobile phone camera, Padlet
- Description: each student takes a photo of his drawing and posts it on the Padlet
- Learning outcomes: learn how to use the Padlet or how to share a jpg from an app.

#### • Step 6- election

- Type of interaction: local/transnational. Big group.
- Subjects: ICT
- Time: 30 min
- Material & resources: PC/tablet; Internet connection
- Description: each student uses the Padlet to vote for the best drawing. The most popular drawings will be published on the Twinspace.
  - Learning outcomes: understand how a drawing can communicate a message.