

Full STEAM ahead for better education

Lesson plan

Fourth Class/ 10 years



TEACHER: Mrs Eleni Bougdanou

The Archaeological
Museum of Chios

Title/ Τίτλος: MUSEUM – AN ALIVE PLACE FOR ACTION AND TEACHING

Aim/Στόχοι	Familiarization of the kids with the museum Designation of the museum as a place that is alive where both action and teaching of science takes place
Tools I need/Εργαλεία	thick cardboard sheets, paper, pencils, colour markers, scissors, fabrics, candles, musical instruments, natural materials
Preparations/Προετοιμασία	designing a floor game on cardboard, building distinctive groups, cards, maps Thematic tracks inside the museum (small story lines inside the central story line), riddles, problematic situations. Choice of text, rhythm, improvised/homemade musical instruments, formation of groups.
What to do/ Δραστηριότητες	group floor game like monopoly played outdoors. Played according to the rules of the forth mentioned game only adapted with history and geography (exchange commerce, or perhaps currency exchange) Discovering specific exhibits using logical and mathematical associations leading to conclusions/deductions Attempting to present part of an ancient drama and ancient dance coordinated with rhythm and movement
What I get / results/ Αναμενόμενα Αποτελέσματα	Starting off with science we get to know a part of history, civilization and geography

The STEAM approach/ Προσέγγιση STEAM:

S	Search/Ερευνώ	Relevance of ancient drama with movement and rhythm. How an item of civilization and its use is connected with other items and evolves in time. Geographical boundaries, tracts of land and types of transactions.
T	Think/Σκέπτομαι	How to combine recitation with rhythm and movement Which objects / items can be classified in the same thematic unit. How far the items of cultural inheritance can go.
E	Experience/Δοκιμάζω-Βιώνω-Εφαρμόζω	try, test, discover while playing, experience learning, change tactic/ strategy
A	Active learning/ Ενεργητική Μάθηση	Cooperate with the group members, , make decisions, carry out actions, learn through play
M	Motivation/Κινητοποίηση	Active thinking, judgment, body, emotions are activated in a playful way.

Resources / Links: Πηγές	modification and designing of a popular board game, activity inspired by the venue and exhibits of our neighbouring archaeological museum by Mrs Eleni Bougdanou, the class teacher. Ancient Greek Drama extract
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