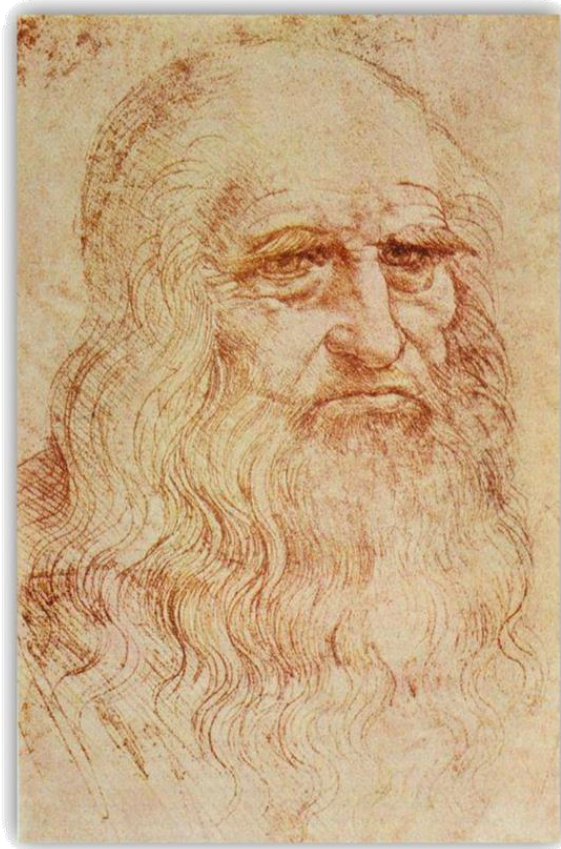


Project ERASMUS PLUS KA229

I.D.E.A.L.



Innovating by Doing Experiments About Leonardo



LTTA December 9th to 15th 2018

Castel Frentano

Italy

Woodworking / manual workshop: creation of a small gadget inspired by Leonardo

<p>Overview (panoramic)</p>	<p>The workshop stems from the desire to offer children the opportunity through the game of rediscovering the pleasure of manual skills and personal creativity that goes beyond the virtual, using natural elements such as wood. Being able to realize ideas conceived, having available equipment, materials and spaces to realize them helps to increase self-esteem, the pleasure of "I can do" helps the child / kid to feel realized in an active way, growing passion and dexterity by working wood. The workshop aims to stimulate dexterity, design, creativity and freedom of expression. The will to succeed and to overcome obstacles through a spontaneously chosen work enriches the conscience with something very different from a simple knowledge: the consciousness of its own value.</p>
<p>Learning objectives obiettivi di apprendimento</p>	<ul style="list-style-type: none"> • Creating an environment that fosters the overall well-being of the pupil and of the tenants through moments of observation and comparison; • Increasing the skills related to the laboratory experience, stimulating the student to ask when he does not understand; • Motivating the pupil to work on its own and together with others (cooperation and tutoring); • Stimulate group and individual responsibility in all phases of the laboratory. • Searching for collaboration and comparison with other teachers • Knowing how to carry out the work being proactive and creative or knowing how to activate problem solving. • Increasing the skills related to manual-oculus coordination and those related to fine motor skills. • Knowing how to shape an idea. • Gaining confidence in their ability to achieve a goal. • Transmitting responsibility and safety in using a work tool. • Emotionally stimulate the person through the pleasure of designing and building objects. • Building a key ring of various shapes engraved with the letter L of Leonardo.
<p>Human Resources</p>	<p>Theacher, English teather</p>
<p>Times</p>	<p>December: 2 hours</p>
<p>Resources</p>	<p>Thin wooden sheets, pencils, paints for wood, metal rings, carbonless paper</p>
<p>Steps</p>	<ul style="list-style-type: none"> • Presentation of the machines • Transposition on wood of the shape to be cut • Cutting with the saw of the form • Finishing with the sander • Drawing of the letter L by Leonardo with a suitable script • Groove with the letter pyrograph • Drilling hole to insert the ring with the drill • Coloring of the background and the letter L • Application of the ring
<p>Output</p>	<p>keychain</p>

Evaluation	The pupils realize the gadget
Assessment	The pupils get to know the machines of Fablab They know the name of machine They know how to use the machines
Methodology	Project based learning Collaborative learning