

# Learning Design for: A day in a museum

## Context

Topic: History

Total learning time: 180

Number of students: 21

Description: Before the visit the students collect information about the artefacts to be prepared and to bring their own devices. During the visit they take photos, videos or notes. After the visit, in the classroom, they are divided into 3 groups. We ask each group to work on different activities in order to express their inspiration by the artefacts of the museum using the English language. The role of the teacher is to facilitate learning and to guide the students. After the end of the activities, each group presents its work and a discussion will follow. The teacher gives the students an assessment rubric to complete.

## Aims

1) Linguistic skills in English language and vocabulary enrichment 2) Acquisition of historical knowledge 3) Working in groups 4) Using ICT tools to present students' work.

## Outcomes

Knowledge (Knowledge): learn from each other

Critique (Analysis): develop of critical thinking

Synthesis (Synthesis): create their own work

## Teaching-Learning activities

### I enrich myself inside a museum.

*Production : 60 minutes 7 students Tutor is available*

A picture tells a story. A group of 4 students writes a story inspired by a picture using the Ict tool and then they present it. They can use google translate for their vocabulary.

*Produce 60 minutes 7 students Tutor is available*

A group of 4 students takes photos and after they create a PPT using the ICT tool "power point".

*Produce*                      *60 minutes*    *7 students*    *Tutor is available*

A group of 4 students creates a clip to present their favorite artefacts using the ICTtool "movie maker".They present it to the class.

*Discuss*                      *15 minutes*    *21 students*    *Tutor is available*

The rubric assessment. All the students complete a rubric assessment to evaluate their activities as an alternative way to learn.