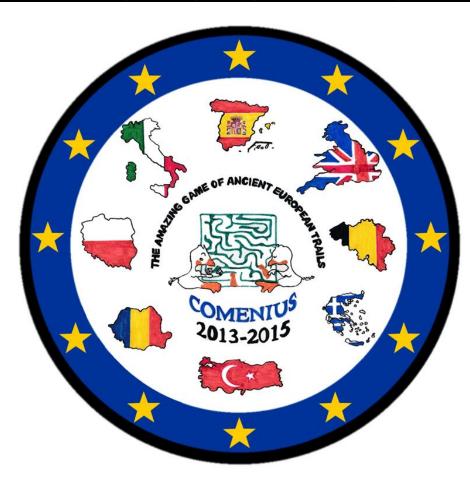
METHODOLOGY GUIDE









Lessons using the game





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Lesson plans based on the game for different subjects

LESSON PLAN OF

THE AMAZING GAME OF ANCIENT EUROPEAN TRAILS

TEACHER: Loredana Juverdeanu

COUNTRY	SUBJECTS INVOLVED
Romania	Mathematics, Communication in Mother Tongue, Arts,
	History, Geography

PLAN	METHODOLOGY	MATERIALS AND EQUIPMENTS	AIMS-TARGET
Introduction, scaffolding and icebreakers	 Prepare the pupils in emotionally and affectively. Check for previous knowledge Introduction into the subject 	 Whiteboard Computer Overhead projector Handouts Puzzles Glue 	1. Learning facts about Stepphen the Great 2. Introducing notions of patriotic education O ₁ : to know personalities from the history of the Romanian people;
2. Teaching-Learning Activities	 4. Reading for specific information -explanation 5. Game play – brainstorming 6. Matching exercise 7. Evaluation 		O ₂ : to recognise the main historical events from the reign of Stephen the Great;
			O ₃ : to associate the historical event to the ruler/country/ year
			O ₄ : to decide the truth value of some sentences;
			O ₅ : to understand the spirit of sacrifice of generations of ancestors .

INTRODUCTION TIME

1. Scaffolding 5 min

- 1.1.1 The Teacher asks questions related to Moldova's historical past
- 1.1.1 What's the name of our school? Let's sing a song about Stefan cel Mare.

DEVELOPMENT

2. Teaching-Learning Activities

- 1.2.1 Reading the info from a PowerPoint presentation.
- .2.2 The Ss will answer questions from a ppt game using the previously read information
- 1.2.3 The Ss will cut and paste the portrets of different historical characters according to the age they ruled
- 1.2.4 The Students are rewarded with diplomas and grades.

ASSESSMENT OF THE ACTIVITY

Methodology

40 min

The correctness of the answers given by the students The correct matching of the historical character to the era they ruled.

ADDITIONAL ASSESSMENT FOR SPECIAL NEEDS

LESSON PLAN OF

THE AMAZING GAME OF ANCIENT EUROPEAN TRAILS - Create a comic using the board of the game

TEACHER: Ana María PÉREZ MORAL

COUNTRY	SUBJECTS INVOLVED
Spain	CLIL Art through English
	Language Arts

PLAN	METHODOLOGY	MATERIALS AND EQUIPMENTS	AIMS-TARGET
Introduction, scaffolding and icebreakers 3. Teaching-Learning Activities	 Language scaffolding Check for previous knowledge Brief introduction to the design of a comic Split the classroom in pairs: one of the members of the couple needs good drawing skills. Look at the design of the board of the game and choose in pairs the squares that match better to create a story concerning the different countries of the game. 	 Interactive Whiteboard or computer and screen English dictionary European Atlas book or poster map Art materials (A3 drawing board, felt pens or watercolour) 	-Ability to discuss different points of view -Ability to work in group to do a collaborative task -Ability to convert concepts into images - Learning objectives: - Improve the knowledge of Europe and the partner's countries - Improve the skills of English language through the
	The title of the story comes from this stage. 12. Research by the internet the meaning of the picture of the selected		assignments - Improve the art skills 3. Concepts:
	squares and discuss in pairs to get ideas. 13. Create in a sheet of paper		Geography of EuropeCreation of a comicWriting of a short storyDrawingPainting
	the layout of the story, the characters and write the script in English. 14. Draw the end comic in		4. Outcomes:
	the drawing board. It should be of 2-4 pages.		- Comic

INTRODUCTION TIME

- i. Language scaffolding
- ii. Check for previous knowledge of European geography and language.

2. Introduction to comic drawing

a. Scaffolding

i. Explanation about the creation of a comic: writing of a story, layout, storyboard, plan of a sheet

30 min

DEVELOPMENT

b. Teaching-Learning Activities

i. Select the squares and the title of the comic by pairs. The students have to be able to split the work load by themselves. The teacher's intervention may be needed.

180 min

ii. Create the characters and write the script

iii. Design the story board

iv. Create a full colour comic of 2-4 pages. If the story is enough complicated it may be of 4-8 pages.

CLOSURE

3. Gather of the best comics in a plain comic-book

30 min

ASSESSMENT OF THE ACTIVITY

- a. Script of the comic accuracy on the use of English, originality of the story, number of concepts
- b. Comic -number of concepts included in the pictures, accuracy and quality of artwork

ADDITIONAL ASSESSMENT FOR SPECIAL NEEDS

This activity may be complicated for special needs students. Include them in larger groups for peer-to-peer tutoring and assess more the effort rather than the results.

LESSON PLAN OF

THE AMAZING GAME OF ANCIENT EUROPEAN TRAILS:SİLK ROAD

TEACHER: Fatih ÖZPİNAR

COUNTRY	TİME:40 +40	SUBJECTS INVOLVED
General		English as Second Language
		History
		Geography

## Activities ### Activities				
and icebreakers 16. Check for knowledge abou silk road. 17. Brief introduction to the dates and time of the silk road. 18. Learn about the geography and topography of China and surrounding countries. 2. Discover how ideas, cultures, and goods were exchanged through the Silk road. 3. Relate some ideas of trade and globalization to today. 4. The main effects of trade of the silk road. 5. Discussion about the importance of the route to cultural exchanges and life of people.	PLAN	METHODOLOGY	MATERIALS AND EQUIPMENTS	AIMS-TARGET
Activities geography and topography of China and surrounding countries. 2. Discover how ideas, cultures, and goods were exchanged through the Silk road. 3. Relate some ideas of trade and globalization to today. 4. The main effects of trade of the silk road. 5. Discussion about the importance of the route to cultural exchanges and life of people.	. 55	16. Check for knowledge abou silk road.17. Brief introduction to the dates and time of the silk	computer.English dictionary.Silkroad map or poster map.	language. 2.Learning the time and past of the ancient silk
INTRODUCTION		geography and topography of China and surrounding countries. 2. Discover how ideas, cultures, and goods were exchanged through the Silk road. 3. Relate some ideas of trade and globalization to today. 4. The main effects of trade of the silk road. 5. Discussion about the importance of the route to cultural exchanges and		itinerary of the silk raod. 4.Getting some info about the aim of the silk road. 5.Relationships with other students by working in
	INTRODUCTION		TI	ME

15 min 1. Scaffolding

- 1.1. Check for previous knowledge of Silk Road and history.
- 2. Introduction to the time and dates.
- 2.1. Giving some information about the time zone and period of the route.

DEVELOPMENT



- 6. Teaching-Learning Activities
 - 3.1 Talking about the countries involved in the trade of Silk Road.

40min

- 3.2 Giving some ideas about what goods were traded along the silk road.
- 3.3 Listing the influence of the Silk Road to the past and today.
- 3.4 Discussion about the cultural and religional facts the trade has brung out.

CLOSURE

4. Answering a short test related on the topic.

25 min

ASSESSMENT OF THE ACTIVITY

The evaluation of the short test.

Observation of students for level of interaction, using language and giving ideas.

The students ability to do research and work in groups.

Students with special needs may be assessed trough their collaboration in the project in general, according to their abilities.

LESSON PLAN OF THE AMAZING GAME OF ANCIENT

EUROPEAN TRAILS

TEACHER

COUNTRY	SUBJECTS INVOLVED

Poland English as Second Language

Social Sciences

Natural Sciences

PLAN	METHODOLOGY	MATERIALS AND EQUIPMENTS	AIMS-TARGET
7. Introduction, scaffolding and icebreakers	Pictures on the whiteboard which introduce essential vocabulary connected with the lesson	 Interactive Whiteboard or computer and screen European Atlas book or poster map 	1. Behavioral: cooperation between the students
8. Teaching-Learning Activities	18. Reading comprehension19. Vocabulary development20. The students get to know much about Poland and	A reading comprehension text	2. Learning objectives: to get to know about facts which are essential to play Polish version of the game
	different subject fields – History, Art, Science		3. Concepts: reading comprehension

INTRODUCTION TIME

a. the teacher introduces vocabulary

1.1.1 introduces vocabulary essential to understand the text the choice of the words to be translated depends on students' level of English

1.1.2 The teachers shows pictures on the board which are partly covered, the students' task is to guess what the pictures show, 1.1.3 The teacher pre-teaches the words by providing the students with English equivalents

1.1.4 Pronunciation practice – the students repeat the words after the teacher

10-15 minutes

DEVELOPMENT

b. Teaching-Learning Activities

1.2.1The teacher distributes texts connected with Polish trail and then the students' task is to read the text

1.2.2 The teacher checks if the students understand the text asking

questions

30 min



1.2.3 (optional) After that the students are divided into groups and a competition

takes place – the teacher asks questions about the text, the students cannot look into the text, the group which answers the questions correctly gets a point, the group which gets the biggest number of points is the winner

ASSESSMENT OF THE ACTIVITY

The students get information about Poland the trail which is essential to play the game, they also develop their English vocabulary

ADDITIONAL ASSESSMENT FOR SPECIAL NEEDS

		1				
LESSON PLAN OF						
THE AMAZING GAME OF ANCIENT			FACILITA	TOR	Marilyn Tinkler	
EUROPEAN TRAILS						
COUNTRY		SUBJECTS INVO	LVED			
United Kingdom		Personal and so	cial Deve	lopment		
PLAN	METHODOLOGY	MATERIALS AND EQUIPMENTS		AIMS-TA	ARGET	
 Introduction, scaffolding and icebreakers 	Assess any prior knowledge Settle to Carlisle presentation (tutor) Route map completion	6.Flipchart/pen	working skills whilst working in groups. Building of confidence whilst presenting to a group in English langua pens 2. Learning objectives		Whiteboard Pens Computers Handouts Instruction Sheet Flipchart/pens working skills wh working in groups Building of confid whilst presenting group in English la 2. Learning object	g skills whilst g in groups. g of confidence oresenting to a n English language. ning objectives:
2. Teaching-Learning Activities	 Create student presentation Open topic research Group work 			After completing the workshop students will be able to: present their ideas to small groups with confidence, demonstrate they are able to present their research; show they can work effectively		
3. Plenary	3.1 Activity to demonstrate learning has taken place			level of the Sett and oth 3. Conc To deve underst history, purpose	trate an increased knowledge about tle to Carlisle line er trailsAncient	
INTRODUCTION				TIME		
 Flipchart quiz using hand held devices (iPanales). Presentation on the Settle-Carlisle line or required(tutor). Student task to complete diagram / maps Information to be taken from the relating Popresentations that will be handed out. 		r other trails as os of the route.	and	5 mins 10 mins 10 mins		
DEVELOPMENT						
 Teaching-Learning Activities Students to be divided up into groups of 4. Produce a 4 slide PowerPoint presentation on 4 difference facts about the Settle/ Carlisle line 			40 mins			
Carlisle line. 2. Each group to present to rest of the group, with each student presenting a slide and introducing themselves.		nt	20 mins			

ASSESSMENT OF THE ACTIVITY

Students ability to research will be assessed by a variety of median (books, internet, prior knowledge).

Observation of groups for level of interaction between individuals.

Formative assessment of PowerPoint presentation.

Q & A to assess knowledge by interaction with students at the end of the session.

ADDITIONAL ASSESSMENT FOR SPECIAL NEEDS

Refer to IPL's of students.

LESSON PLAN OF				
THE AMAZING GA EUROPEAN TRAIL		TEACHE	ER	
COUNTRY		SUBJECTS INVOLVED		
United Kingdom		English as Second Lang	uage	
PLAN	METHODOLOGY	MATERIALS AND EQUIPMENTS	AIMS-TARGET	
Introduction, scaffolding and icebreakers	 Assess any prior knowledge Settle to Carlisle presentation (tutor) Route map completion 	1.Interactive Whiteboard 2.Pens 3.Computers 4.Handouts 5.Instruction Sheet 6.Flipchart/pens	1. Behavioural: Practice general vocabulary whilst working in groups. Experience in presenting to a group in English language.	
2. Teaching-Learning Activities	 Create student presentation Open topic research Group work 	7. PowerPoint notes 2. Learning object After completing to workshop students able to: demonstrate their understandin using PowerPoint; demonstrate they able to carry out research; show the work effectively wigroup; demonstrate increased level of knowledge about Settle to Carlisle lias. Concepts: To develop a deeper understanding of the story, culture and purpose of the Settle line.		
3. Plenary	3.1 Activity to demonstrate learning has taken place			
INTRODUCTION			TIME	
 Flipchart quize Presentation Student task be taken from the Portion 	5 mins 10 mins 10 mins			
DEVELOPMENT				
PowerPoint presentation on 4 difference facts about the Settle/			30 mins 10 mins	
presenting a slide and introducing themselves.				
ASSESSMENT OF THE ACTIVITY				

Observation of groups for level of interaction between individuals. Formative assessment of PowerPoint presentation.

Q & A to assess knowledge by interaction with students at the end of the session.

ADDITIONAL ASSESSMENT FOR SPECIAL NEEDS

Refer to IPL's of students.

GREECE: Create a Klepsydra

Activity: Design of the Italian Dress for the Counter

Mariapia D'Uva Maria Emanuela Ianniruberto

Involved Subjects: English, History, Art, and ICT.

Involved Classes: II and III year students

Students' age: 12-14 years old

Time at disposal: Five hours

<u>Materials</u> Computers and Internet connection

<u>needed</u>:

Glue, scissors, coloured and white paper, pens, pencils

Interactive whiteboard and printer

<u>Organization</u>: Group work (four to six for each class)

Working together with the two involved classes

Choosing an appropriate workspace (the ICT or Art lab)

Sharing tasks (each group has its own)

Steps:

I. Three groups make researches on the Internet about the passports adopted by the European countries (cover colour and shape, size, inner pages, symbols).

Others make hypothesis on the possible use of such a document in the game.

2. When the Internet research is satisfying enough, the two groups exchange information: those who worked on the Net will show through the whiteboard the images and texts found whereas those who worked on the ideas for a possible use of the document will explain the best ones.

3. Group discussion about the shape, colour, size to adopt for the game document; symbols to put on the front page, spaces on the inner pages to be used for stamps.

4. Creation of a paper passport and a virtual one by using Paint or some other computer programme.

Aim of the activity:

To improve cultural awareness on the European Union and the use of English language to summarize and discuss the points of the work

Materials needed:

Calligraphy brushes or felt pens, A4 size board or watercolor paper, computer provided with

internet connection, digital projector and interactive whiteboard.

Organization:

Individual or pair work.

Steps:

- 1. The students have to research in the internet about Italian traditional stamps, the stamps used in passports for inspiration.
- 2. When the Internet research is satisfying enough, ask the students which symbol are they choosing to represent their country and the reason.

3. Explain the use of calligraphy brushes or felt pens and make a demonstration.

4. The students have to design the artwork for the stamp

5. Choose the best design and discuss the result.

Aim of the activity: To improve cultural awareness and identification of cultural symbols, and

to encourage the use of English in the classroom.

Activity: Creation of the Italian stamp for the game

Mariapia D'Uva Maria Emanuela Ianniruberto

Involved Subjects: English, History, Art, and ICT.

Involved Classes: II and III year students

Students' age: 12-14 years old

Time at disposal: three hours











