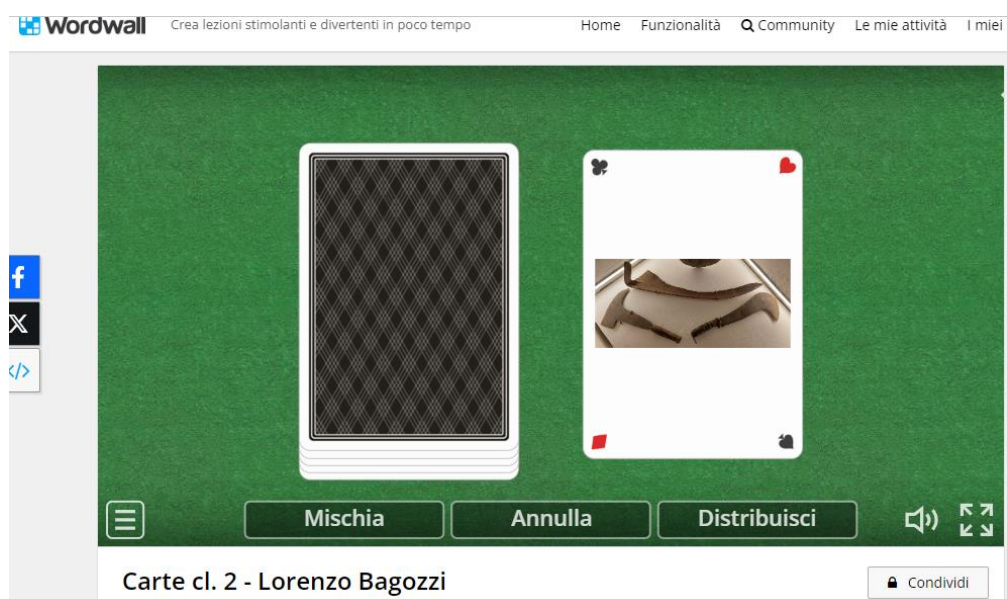


ACTIVITY 6	At the museum... in streaming!
The aim of the activity	Carry out a workshop in which a part of the museum is discovered by exploiting digital technologies and integrated digital teaching.
Places where the event can be held	Classroom
Age group for the activity	6-11


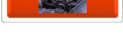
B. IN THE OUT-OF-SCHOOL LEARNING ENVIRONMENT	
Educational tools	Internet connection, video playback device in classroom, video recorder at the museum, eventually interactive whiteboard or devices like smartphone and tablet.
Method, technique and strategies	Digital teaching, mini games
PRACTICE	A game played in streaming with the museum
Introduction of the activity	<p>The class connects via a platform (Skype, Zoom, Meet, etc) to the museum. After the presentation of the operator and a quick contextualization of the museum reality, the activity begins.</p> <p>The class is shown 3 envelopes, which read the following categories:</p> <ul style="list-style-type: none"> • CHARACTERS (related subject: Italian, history, geography); • OBJECTS (related subject: Art and Image, technology, Italian, science, geography); • PROFESSIONS (related subject: Italian, history, science, geography). <p>The class have to choose 1 envelope. In each envelope there are the following sub-categories:</p> <ul style="list-style-type: none"> • 3 characters; • 3 objects; • 3 professions. <p>The class chooses 1 of the 3 characters, or 1 of the 3 objects, or 1 of the 3 professions. The operator, according to the choice made by the class, moves into 1 of the 3 "rooms" (previously identified), where he describes the chosen sub-category and the room itself (for the Iron museum: tools room, mole room, blades room). the description of the</p>

	operator focuses on the selected sub-category: if a character, he will tell the story of a worker, if an object, its function and its evolution, if a trade he will tell what it consists of and the tools used, showing museum's collection.
Development of the activity	<p>Once the preparatory activity is over, the class is divided into a few small groups that will have to try their hand at a series of interactive activities based on the description made by the operator:</p> <ul style="list-style-type: none"> • I, II and III classes of Primary school: Wheel of fortune; missing word; Pairings; • III and IV, V classes of Primary school: Quiz; Pairings, Crosswords; <p>The difficulty of the questions and games will be differentiated according to age of the class. Quizzes are built with Kahoot platform (https://kahoot.it/), while matching, wheel of fortune, missing word, crossword puzzle with Wordwall platform (https://wordwall.net/it).</p> <p>The groups, in turn, will have to address the various questions, the operator will manually "fill in" the answers, or add the missing words or spin the quiz questions, etc. Of course devices (tablets, smartphones, or even the interactive whiteboard) can be used to make the game even more exciting (eventually not having the operator's intermediary), also create a competition game about which group gets the best results.</p>
Evaluation of the activity	The class will see the results directly on the shared screen through the IWB (<i>interactive whiteboard</i>). It is possible to offer participating schools pdf sheets of the games played. The different categories of choice make a different experience possible even for a class that wants to repeat the workshop in the same year or in subsequent years.



Wordwall Crea lezioni stimolanti e divertenti in poco tempo Home Funzionalità Community Le mie attività I miei ri

0:02

	<input type="text"/>	LA SPADA
	<input type="text"/>	LA RUOTA DENTATA
	<input type="text"/>	L'ARMATURA
	<input type="text"/>	IL PODET
	<input type="text"/>	VALLE TROMPIA
	<input type="text"/>	LA PIETRA DI SARNICO
	<input type="text"/>	AFFILARE
	<input type="text"/>	LA BRUNITURA

Invia risposte

Abbinamenti cl. 2 - Le lame

Condividi

Wordwall Crea lezioni stimolanti e divertenti in poco tempo Home Funzionalità Community Le mie attività I miei ri

0:09 Trova le coppie

Memory cl. 2 - Lorenzo Bagozzi

Condividi