

Didactic Scenario

1. Title

From Museum to Entertainment

2. Keywords

Tourism, relief, sculpture, historical items, cultural heritage, digital museum

3. Basic Information

STEAM Subject: Technology and Design, Arts

Typical interaction time with the instructional scenario in teaching hours for in-school work: 3 hours

General description of the scenario:

Museums, Historical ruins... have always been a matter of curiosity in human life. History, culture, ruins, monuments and Museums. They will have fun with music, and their interest and curiosity will be aroused with questions. By using technology in the right way, virtual museums will be opened and visited. House games will be played by making artistic design works with clay or play dough. At the end of the game, students will establish their own art museum and exhibit it. He will prepare and distribute invitations for the museum. He will learn correct behavior in the museum. He will share what he has learned with his circle. They will gain self-confidence and experience the happiness and pleasure of presenting works in the museum exhibition.

<u>Phases</u>	<u>Stage</u>	<u>Time</u>
Let the Fun Begin	Introductory phase	160'
BT	Implementation phase	80'
Science - Technology	Implementation phase	40'

Age group: 7-10 years old

Estimated difficulty level:

Very Easy	Easy	Moderate	Challenging	Very Challenging
	X			

Teaching resources

Material: Play dough, Clay and clay shaping tools and equipment, Colored pencils, Papers, Special items that students brought from their homes

School infrastructure: whiteboard, internet

Additional material from external sources/online tools: N/A

Differentiated Instruction for students of differing abilities and learning styles in the same class: N/A

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4. Educational Problem

All students are included in a program and lessons and art work are carried out as much as possible. However, students in every region of our country do not have the same opportunities. This situation is the same for students studying not only in our country but also around the world. This situation is also related to regional and financial opportunities. In cases where family and school resources do not allow for a trip, creativity is left to us teachers. We have prepared this fun event for students who cannot go to visit museums, historical and historical sites, and do not know what a museum is.

5. Learning Objective (-s)

1. Understands the importance of preserving the works in the museum.
2. Makes visual art designs with the impressions gained from the surroundings of museums, art galleries, ruins, historical monuments, etc.

3. Discuss the contribution of making various visual designs based on the works in the museum to his own cultural accumulation.
4. He enjoys exhibiting his visual works and sharing this feeling with those around him.
5. Shares the knowledge and skills they have learned with their environment.

6. Phases of the Scenario

Phase 1

Title: Let the Fun Begin

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 160 minutes

Detailed description of the scenario phase:

1. Students will be made to listen to music called Sculptures in the Museum. They will be asked to sing and dance along to the music.
2. Museum visuals will be opened on the blackboard.
3. Students' attention will be attracted with questions and their curiosity will be made possible.
4. Virtual museums will be introduced and museums will be visited in the virtual environment.
5. Art design works will be carried out.
6. House games will be played with the art designs made.
7. Museum invitation will be prepared.
8. A museum consisting of art works will be created and the museum will be prepared and exhibited.

Activity sheets: N/A

Phase 2

Title: BT

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 80 minutes

Detailed description of the scenario phase:

In order to attract attention to the museum event and to excite the students, they will be asked to dance along to the song "Sculptures in the Museum".

He shares his thoughts about the song with his friends and teacher.

Virtual museum sites will be opened from the smart board. Students will be shown how to enter these sites and visit museums.

Students will be given a virtual museum tour.

By showing visuals related to daily living skills. They will be asked to comment on these images. Students will be asked to create art works with clay and colored dough, inspired by the items they remember.

NOTE: They will be asked to bring their belongings that have meaning to them to make a museum at the school.

<https://www.youtube.com/watch?v=fFdAPc-e2uQ> Onur EROL heykel

<https://sanalmuze.gov.tr/>

<https://www.youtube.com/watch?v=sqT2ANOH3yU>

EVENT PAGES:

<https://www.tatilsepeti.com/dunyada-gezebileceginiz-online-muzeler>

https://www.ntv.com.tr/galeri/seyahat/evden-cikmadan-gezebileceginiz-33-sanal-muze,wmKvmKrrPkeSY6FC8SOaIQ/ezYdp565U0i8Bapt_60SHA







Activity sheets: N/A

Phase 3

Title: Science - Technology

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 40 minutes

Detailed description of the scenario phase:

Recognizes clay main raw material and its content.

Recognizes play dough. Distinguishes what is healthy and what is not.

Knows natural and non-natural substances closely. He/she chooses the most suitable activity material for himself/herself. Prepares the working environment by preparing shaping tools and equipment.

Creates original art works with the guidance of the teacher.

He plays house with his artistic designs.

He opens a school museum exhibition consisting of his games and the designs and objects he has made.

<https://www.youtube.com/watch?v=HH8A8UCDbvE>



Activity sheets: N/A

7. Evaluation Methodology

ANNEX.1 Peer Evaluation Form

Your Classmate to Evaluate:.....	Date:/...../.....		
Attitudes and Behaviors to be Evaluated	Always	Sometimes	Never
Participation in the event is voluntary.			
He/She always fulfills her duty.			
He/She is respectful of her friends' opinions.			
It collects and presents information from different sources.			
He/She uses positive language when warning her friends.			
Likes to work collaboratively.			
Does not waste materials when using them.			
Is careful and meticulous when using tools and equipment.			
Follows classroom rules.			
Pays attention to own and class safety.			

APPENDIX:2 Self-Assessment Form

SELF EVALUATION FORM

EVENT NAME:

Date:.././.....

Student Name Surname:

1. What did I learn in this event?

.....

2. What did I do well?

.....

3. In which subject and why did I have difficulty?

.....

4. Where did I need help?

.....

5. In which area should I improve myself?

.....

6. What are my strengths and weaknesses?

.....

7. What will I do differently in my future work?

.....

8. Additional Resources for the teacher



<https://www.youtube.com/watch?v=zQeROUdJ2Qo&t=7s>