

Didactic Scenario

1. Title

In the world of birds

2. Keywords

art, bird life, augmented reality, artificial intelligence, technology

3. Basic Information

STEAM Subject: English, IT, Art, Biology

Typical interaction time with the instructional scenario in teaching hours for in-school work:
English (1 hour), IT (1 hour), Art (1 hour), Biology (30 min)

General description of the scenario:

<u>Phases</u>	<u>Stage</u>	<u>Time</u>
Warm-up activity, introduction to the topic	preparation stage	5'
Explanation of work ahead and what is expected of them	preparation stage	5'
Presentation of the instructional-educational content	implementation stage	35'
Evaluation	conclusion-evaluation stage	5'

Age group: 6-10 years

Estimated difficulty level:

Very Easy	Easy	Moderate	Challenging	Very Challenging
			X	

Teaching resources

Material: paper, colored pencils, eraser

School infrastructure: Internet access, video projector or projection screen, tablets or smartphones

Additional material from external sources/online tools:

<https://curipod.com/ad6bed9d-9390-4345-bc3e-583b854141b4/lessons/WCWdlyVQXBHkJKMN1uB?showpreview=tru>

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

Developed by: Dorina Marin

4. Educational Problem

The beauty of birds has been the subject of many artistic creations. The lesson transposes the students into the fascinating world of the colourful and musical life of birds. They will learn to participate interactively in the lesson through curipod.com, to draw a hummingbird and to consolidate their knowledge with the help of the Birdie Memory augmented reality application.

5. Learning Objective (-s)

1. Students will discover the wonderful world of the birds;
2. Students will learn to draw a humming-bird;
3. Students will develop their digital skills.

6. Phases of the Scenario

Phase 1

Title: Warm-up activity, introduction to the topic

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 5'

Detailed description of the scenario phase: Students will guess the birds by listening to their sound.

Activity sheets:
<https://www.youtube.com/watch?v=98hP1ajP65Q>
<https://www.youtube.com/watch?v=Zzj-kLXXrBw>

Phase 2

Title: Explanation of work ahead and what is expected of them

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 5'

Detailed description of the scenario phase:

- It will be explained to the students, ahead of time, that they must create an account on the curipod.com platform and that they can send the requested answers to questions on this platform, they will learn how to draw a hummingbird and use a new application.
- If the activity takes place in the classroom, the students will answer the questions orally.

Activity sheets: N/A

Phase 3

Title: Presentation of the instructional-educational content

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 35'

Detailed description of the scenario phase:
 Students will watch the presented material and participate interactively in the lesson;
 Students will learn to draw a hummingbird with the help of a video tutorial;

Activity sheets:

<https://curipod.com/ad6bed9d-9390-4345-bc3e-583b854141b4/lessons/WCWdlyVQXBHkjIKMN1uB?showpreview=true>
<https://www.youtube.com/watch?v=eiCJNeOrgGM>

7. Evaluation Methodology

- Students will use the augmented reality application Birdie Memory to remember information about birds and to develop their digital skills to consolidate their assimilated knowledge.
- There will be an exhibition of children's artistic creations.

8. Additional Resources for the teacher

N/A