

LEARN HOW TO LEARN

THE BOOKLET CONTAINS LESSON
PLANS USING ENGAGING TEACHING
METHODS

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The project was implemented in partnership of Poland,
Croatia and Greece under the Erasmus+ programme



LEARN HOW TO LEARN

ABOUT THE PROJECT

The aim of project activities is to make students aware of the need and meaning of a conscious learning process in order to extract the individual's potential and define the path of development. The contemporary approach to the educational process changes the perspective from "teaching" to "student learning". Therefore, the role of the school and the teacher is also changing with teachers/mentors organizing and supporting the process. Thanks to this, the student learns through commitment and stimulating cognitive curiosity and internal motivation.

In addition, the student learns and develops (knowingly) individual learning preferences. Moreover, he or she perceives the lesson as a coherent act of learning and teaching, in which the student himself becomes a co-author of success and co-decides about the area.

Project partners are actively involved in the idea of conscious development resulting from the individual's needs. The contemporary student must be prepared in many ways for the world to function, i.e. to observe, search for information, analyze, make decisions, communicate, and not only have detailed and encyclopedic knowledge.

It is reasonable to choose teaching methods which require the student to be actively involved in acquiring knowledge. Studies on perception have shown that the more senses are involved in the learning process, the more lasting effects it produces.

People remember 10% of what they hear, 40% of what they talk about and as much as 90% of what they do. Lack of presence of effective learning methods can be a serious threat to social and professional inclusion. In relation with the above, the project aims to improve, enrich and develop new perspectives for people working with youth, and above all for young people themselves.

LEARN HOW TO LEARN

INVOLVED ORGANIZATIONS

- **PARNAS SCHOOL - POLAND**

At our school there is an atmosphere of friendship and mutual acceptance. We make every effort to ensure that every student feels secure and safe. We ensure the comprehensive development of students' personalities, self-esteem and self-confidence. We foster a learning environment by developing creativity, responsibility and the ability to use knowledge gained.

- **LJUDEVITA GAJA PRIMARY SCHOOL NOVA GRADISKA - CROATIA**

Using the potential of place, people as well as technology, we support students' individual passions, developing their personal talents, imagination and creativity. We improve skills of acquiring information, managing it, selecting, critically analysing and creating valuable knowledge. We support independence and the development of soft skills such as teamwork, effective communication and building effective relationships in teaching and learning.

- **1ST N.SMYRNA JUNIOR HIGH SCHOOL - GREECE**

We develop self-esteem and self-confidence by setting realistic and understandable goals and using effective feedback. We prepare our students to be active in the international space, focusing on the development of language skills. We use the latest technology so that our graduates are prepared for life in an information society. There is a friendly atmosphere in the school which encourages, above all, the development of the students and the acquisition of knowledge in an interesting way.

LEARN HOW TO LEARN - CLASSES SCENARIOS

SUBJECT

GEOGRAPHY

TARGET GROUP

PRIMARY SCHOOL STUDENTS
AGE: 13-14 years old

MAIN TOPICS

Characteristic of Poland-
Croatia- Greece

OBJECTIVES

comparison of Greece, Poland and Croatia in the EU; the impact of local terrain on the development of the economy of Greece, Poland and Croatia, comparison of statistical indicators

METHOD USED

- The students work in mixed groups
- The students talk about the subject, search for information, videos, photos and look for statistics on the internet
- The students use Padlet to present their work
- The students of each group check what they have learned using a quiz game in Kahoot
- The students compare their works and results they have reached

ICT TOOLS USED

- Internet
- Google maps
- Padlet application
- Statistics on the Internet .quizizz application Kahoot

ACTIVITY 1

- Objective: Discussion, search information and images, organization, preparation.
- Materials : computer, books, internet, geographical maps Greece and Poland
- Activity duration: 45 min
- Description of the activity: The students discuss in English the topic, search for information on the internet or in books, take notes and organize their work
- Method and tools: Students wondering, searching, exploring ,discovering, organizing, presenting the new knowledge.

LEARN HOW TO LEARN - CLASSES SCENARIOS

ACTIVITY

- Objective : Students CREATE their presentation.
- Materials : computer,tablets,mobile phones, Padlet, internet
- Activity duration: 120 min
- Description of the activity: The students, using their own tablets and mobile phones, with the help of the office, made each one his slides and table and finally they integrated them into one presentation using digital tools Padlet and Kahoot at the end of the work
- Method and tools: use of the application ppt, typing and copy-paste and formatting pictures and using statistics and Google maps

EVALUATION

- Materials: quiz
- Duration: 10 min
- Description of evaluation: quizizz application Kahoot (true/false)

LEARN HOW TO LEARN - CLASSES SCENARIOS

SUBJECT

PHYSICS

TARGET GROUP

PRIMARY SCHOOL STUDENTS

AGE: 13-14 years old

MAIN TOPICS

Scientists, inventors and inventions from Greece, Poland and Croatia

OBJECTIVES

Most famous scientists, inventors and inventions from 3 countries

METHOD USED

- The students work in mixed groups
- The students talked about the subject, searched for information, videos and photos on the internet.
- The students kept draft notes in Padlet app and organized their presentations.
- The students of each group created one presentation in MS Sway.
- The students created an electronic game in Plickers related to the information of their presentation

ICT TOOLS USED

- Internet
- Padlet application
- Sway
- Plickers (quiz application)

ACTIVITY 1

- Objective: Discussion, search information and images, organization, preparation.
- Materials: computer, books, internet, YouTube videos, Padlet application.
- Activity duration: 180 min
- Description of the activity: The students discuss in English the topic, search for information on the internet, take notes, collaborate and organize their work using Padlet.
- Method and tools: Students are searching, exploring, discovering and organizing the new knowledge.

LEARN HOW TO LEARN - CLASSES SCENARIOS

ACTIVITY 2

- Objective: Students created their presentation in MS Sway and quiz in Plickers application
- Materials: computer, tablets, smartphones, Padlet, Sway, Plickers, internet
- Activity duration: 180 min
- Description of the activity: Students, using tablets and smartphones, made interactive report in MS Sway, prepared questions and cards for quiz in Plickers application.
- Method and tools: use of the applications Padlet, Sway and Plickers, organizing gathered information, pictures and videos.

ACTIVITY 3

- Objective: Students presented their research.
- Materials: computer, smartboard, MS Sway, internet.
- Activity duration: 20 min
- Description of the activity: Students presented their research in MS Sway to other students.
- Method and tools: use of the applications Sway, oral presentation.

EVALUATION

- Materials: computer, smartboard, Plickers, internet, cards with QR codes, smartphone.
- Duration: 10 min
- Description of the evaluation: Students checked knowledge of other students using Plickers quiz application. Students had to answer 10 questions with proposed answers by correctly turning card with QR code.

LEARN HOW TO LEARN - CLASSES SCENARIOS

SUBJECT

ENGLISH

TARGET GROUP

PRIMARY SCHOOL STUDENTS

AGE: 13-14 years old

MAIN TOPICS

Typical dishes in Poland, Greece and Croatia; Christmas festive cuisine in Poland, Greece and Croatia; Popular athletes from Poland, Greece and Croatia

OBJECTIVES

Students search for information and learn about the three countries' typical meals/ Christmas cuisine/ popular athletes and comment on similarities and/or differences.

METHOD USED

- group work, listening, reading, speaking, writing

ICT TOOLS USED

- Genial.ly,
- Thinglink,
- Wordwall

ACTIVITY 1

Collection of Information and Output Production (Presentation).

- Objective: To develop students' soft skills through collaborative work, interaction and exchange of ideas, tap into students' higher-order cognitive skills, making connections,

- inferencing, critically thinking in order to identify particular information necessary, to use the target language in authentic context, based on real-life purposes, let students freely express opinions on the topic and produce the presentation of the main material through collaboration and negotiation, therefore practising both oral and written speech, to draw on students' creative skills to respond within the tasks' requirements while their self-esteem and self-expression is reinforced.

LEARN HOW TO LEARN - CLASSES SCENARIOS

- Materials needed: tablets/mobile phones, the Internet, pen and paper, ICT tools.
- Activity duration: 20 minutes
- Description of the activity: Students use the internet as the means to collect information regarding the particular education systems, they keep notes, exchange ideas, compare, and collaboratively take decisions on which material to include in their presentations.
- Methods : speaking/listening, note-taking, decision-taking, watching.
- ICT tool used: Genial.ly, Thinglink

ACTIVITY 2

Quiz making

- Objectives: To develop students' creative and critical skills, in order to respond to the creation of a quiz which should aim at reinforcing the knowledge acquired through the presentation on the given topic, to use the target language to interact with each other, express opinions and take decisions.
- Materials needed: computer, smart board, tablets/mobile phones, Internet.
- Activity duration: 15 minutes.
- Description of the activity: Students create a quiz based on the output of the previous activity (presentation). Through interaction and negotiation, they conclude on the ideas to be tested, and the type of quiz to be produced, i.e. sorting out, matching, crossword puzzles, etc.
- Methods : speaking/listening, decision taking, internet
- ICT tool used: Wordwall

LEARN HOW TO LEARN - CLASSES SCENARIOS

ACTIVITY3

- Presentation – Quiz completion
- Objective: To develop listening/speaking skills as well as reading/presentation skills, to recycle key language and ideas, consolidate acquired knowledge, and boost students' confidence and self-esteem.
- Materials needed: Internet, computer, tablets/mobile phones, ICT tools.
- Activity duration: 15 minutes
- Description of the activity: Students present their work, emphasizing on the different typical dishes/ Christmas cousine/popular athletes from each country. They prove knowledge of the topic, and the relevant vocabulary and ideas. They send the link for the quiz to the rest of the classroom to do.
- Methods : reading, speaking/listening
- ICT tools: Genial.ly, Thinglink, Wordwall

LEARN HOW TO LEARN - CLASSES SCENARIOS

SUBJECT

GEOGRAPHY

TARGET GROUP

PRIMARY SCHOOL STUDENTS
AGE: 13-14 years old

MAIN TOPICS

Characteristic of Poland-
Croatia- Greece

OBJECTIVES

Students search for information and learn about historical data, geomorphology, traditional products, traditional plates, touristic destinations, famous scientists

METHOD USED

- The students worked in mixed groups: 2 students from Greece, 1 student from Croatia and 1 student from Poland in each group
- The students talked about the subject, searched for information, videos and photos on the internet
- The students kept draft notes in notebooks and organized their presentations
- The students of each group created one presentation of 8-10 slides.
- The students created an electronic game related to the information of their presentation.

ICT TOOLS USED

- Internet
- Youtube
- Ppt presentation
- On line book "Geography B Gymnasiou"
- Video
- Quizizz application

ACTIVITY 1

- Objective: Discussion, search information and images, organization, preparation
- Materials : computer, books, internet, youtube, videos
- Activity duration: 45 min
- Description of the activity:
The students discuss in English the topic, search for information on the internet or in books, take notes and organize their work

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- Method and tools: Students wondering, searching, exploring ,discovering, organizing, presenting the new knowledge.

ACTIVITY 2

- Objective : Students create their presentation.
- Materials : computer,tablets,mobile phones, ppt, internet
- Activity duration: 50 min
- Description of the activity:
The students, using their own tablets and mobile phones, with the help of the office made each one his slides and finally they integrated them into one presentation.

Method and tools: use of the application ppt, typing and copy-paste and formatting pictures

EVALUATION

- Materials: on line game in app quizizz
- Duration: 25 min
- Description of evaluation:
true/false game using quizizz app

LEARN HOW TO LEARN - CLASSES SCENARIOS

SUBJECT

PHYSICS

TARGET GROUP

PRIMARY SCHOOL STUDENTS

AGE: 13-14 years old

MAIN TOPICS

Ways of generating electricity in Poland, Croatia and Greece

OBJECTIVES

Ways of production advantages and disadvantages comparison of 3 countries - Greece, Poland, Croatia

METHOD USED

- The students worked in mixed national groups
- The students talked about the subject, searched for information, videos and photos on the internet
- The students kept draft notes in notebooks and organized their presentations
- The students of each group created one presentation of 8-10 slides.
- The students created an electronic game related to the information of their presentation.

ICT TOOLS USED

- Internet
- Youtube
- Ppt presentation

- Internet
- Youtube
- Ppt presentation

ACTIVITY 1

- Objective: Discussion, search information and images, organization, preparation
- Materials : computer, books, internet, youtube, videos
- Activity duration: 45 min
- Description of the activity: The students discuss in English the topic, search for information on the internet or in books, take notes and organize their work
- Method and tools: Students wondering, searching, exploring ,discovering, organizing, presenting the new knowledge.

LEARN HOW TO LEARN - CLASSES SCENARIOS

ACTIVITY 2

- Objective : Students create their presentation.
- Materials :
computer, tablets, mobile phones, ppt, internet
- Activity duration: 50 min
- Description of the activity:
The students, using their own tablets and mobile phones, with the help of the office, made each one his slides and finally they integrated them into one presentation
- Method and tools: use of the application ppt, typing and copy-paste and formatting pictures they completed their work

EVALUATION

- Materials: on line game in app quizizz
- Duration: 25 min
- Description of evaluation:
true/false game using quizizz app

LEARN HOW TO LEARN - CLASSES SCENARIOS

SUBJECT

ENGLISH

TARGET GROUP

PRIMARY SCHOOL STUDENTS

AGE: 13-14 years old

MAIN TOPICS

Education system in Greece, Croatia and Poland.

OBJECTIVES

Students search for information and learn about the three countries' education systems, and comment on similarities and/or differences.

METHOD USED

- group work
- listening, reading
- speaking
- writing

ICT TOOLS USED

- Canva
- Learning Apps

ACTIVITY 1

- Objective: To develop students' soft skills through collaborative work, interaction and exchange of ideas, tap into students' higher-order cognitive skills, making connections, inferencing, critically thinking in order to identify particular information necessary, to use the target language in authentic context, based on real-life purposes, Let students freely express

opinions on the topic and produce the presentation of the main material through collaboration and negotiation, therefore practising both oral and written speech, to draw on students' creative skills to respond within the tasks' requirements while their self-esteem and self-expression is reinforced.

- Materials needed: tablets/mobile phones, internet, pen and paper, web 2.0 tools.
- Description of the activity: Students use the internet as the means to collect information regarding the particular education systems, they keep notes, exchange ideas, compare, and collaboratively take decisions on which material to include in their presentations.

LEARN HOW TO LEARN - CLASSES SCENARIOS

Methods : speaking/listening, note-taking, decision-taking, watching.
ICT tool used: Canvas

ACTIVITY 2

- Objectives: To develop students' creative and critical skills, in order to respond to the creation of a quiz which should aim at reinforcing the knowledge acquired through the presentation on the given topic, to use the target language to interact with each other, express opinions and take decisions.
- Materials needed: computer, projector, tablets/mobile phones, Internet.
- Activity duration: 15 minutes.

- Description of the activity: Students create a quiz based on the output of the previous activity (presentation). Through interaction and negotiation, they conclude on the ideas to be tested, and the type of quiz to be produced, i.e. sorting out, matching, crossword puzzles, etc.
- Methods : speaking/listening, decision taking, internet
- ICT tool used: Learning apps

ACTIVITY 3

Objective: To develop listening/speaking skills as well as reading/presentation skills, to recycle key language and ideas, consolidate acquired knowledge, and boost students' confidence and self-esteem.

Materials needed: internet, computer, tablets/mobile phones, web 2.0 tools.

Activity duration: 15 minutes

Description of the activity: Students present their work, emphasizing on the three different education systems. They prove knowledge of the topic, and the relevant vocabulary and ideas. They send the link for the quiz to the rest of the classroom to do

Methods :

- reading,
- speaking/listening

ICT tools:

- Canvas,
- Learning Apps.

LEARN HOW TO LEARN - CLASSES SCENARIOS

SUBJECT

ENGLISH

TARGET GROUP

PRIMARY SCHOOL STUDENTS

AGE: 13-14 years old

MAIN TOPICS

House and furniture

OBJECTIVES

Students name rooms and furniture in a house.

METHOD USED

- group work
- listening, reading
- speaking
- writing

ICT TOOLS USED

- wordwall
- e-books
- liveworksheets
- padlet

ACTIVITY 1

Objective: Students name rooms in a house.

Materials needed: e-books, computer, smart board, internet

Activity duration: 5 minutes

Description of the activity: First students play a game of dragging and dropping pins with the words of rooms to their correct place on the image.

Methods/ICT tools used:

- speaking,

- wordwall,
- e-books,
- E-sphere,
- Internet

ACTIVITY 2

Objective: Students name furniture in a house.

Materials needed: e-books, books, computer, smart board, the Internet

Activity duration: 10 minutes

Description of the activity: Students play a game of match up. They drag and drop key words for furniture next to their definitions. Then they do it in their books.

Methods/ICT tools used:

- wordwall,
- e-books,
- E-sphere,
- Internet

LEARN HOW TO LEARN - CLASSES SCENARIOS

ACTIVITY 3

Objective: Students name rooms and furniture in a house using descriptions.

Materials needed: workbooks, e-books, books

Activity duration: 10 minutes

Description of the activity: Students do the crossword puzzle in their interactive workbook made in Liveworksheets.

Methods/ICT tools:

- liveworksheets
- reading
- writing

ACTIVITY 4

Objective: Students name rooms and furniture using descriptions.

Materials needed: computer, the Internet, smart board, tablets

Activity duration: 20 minutes

Description of the activity: Students in teams play a game on Kahoot with the theme of rooms and furniture.

Methods/ICT tools:

- the Internet
- Kahoot
- smart board

Homework: Tasks for homework are posted on the class Padlet.

LEARN HOW TO LEARN - CLASSES SCENARIOS

SUBJECT

HISTORY

TARGET GROUP

PRIMARY SCHOOL STUDENTS

AGE: 13-14 years old

MAIN TOPICS

Balkan peninsula in the 19th century

OBJECTIVES

Students learn about events in the Balkan peninsula in the 19th century

METHOD USED

- group work
- listening, reading
- speaking
- writing

ICT TOOLS USED

- Nearpod
- Canva
- Coogle.it
- Books/e-books.

ACTIVITY 1

Objective: guess the monument and the city

Materials needed: computer, internet

Activity duration: 5 minutes

Description of the activity: students watch a 3D video and walk through Aja Sofia, based on arhitecture they need to guess which monument is it and in which city

Methods/ICT tools used:

- Nearpod
- Internet

ACTIVITY 2

Objective: learn about governing and reforms in Bosnia under Austrian occupation and confrontation between Balkan countries - Serbia, Bulgaria, Albania, and Otoman Empire, Russia, Austria-Hungary

Materials needed:

- Nearpod
- Canva,
- books,
- Internet

Activity duration: 35 minutes

Description of the activity: Students watch a lesson in Nearpod during which they are given different assignments (quiz, poll, colaboration bord...). When presented the lesson they have to make a poster in Canva about peasants uprising in Bosnia in 1875.

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ACTIVITY 3

Objective: repeat key words
from today's lesson

Materials needed:

- books/e-books
- Cooogle.it

Activity duration: 5 minutes
(finish the rest for homework)

- Description of the activity:
Students make mind map
using digital tool
- Methods/ICT tools: writing.
creating

LEARN HOW TO LEARN - CLASSES SCENARIOS

SUBJECT

MATH

TARGET GROUP

PRIMARY SCHOOL STUDENTS

AGE: 13-14 years old

MAIN TOPICS

- Graphing Linear Function (long distance learning)

OBJECTIVES

Students will learn how to make graph of linear function in coordinate plane

METHOD USED

- playing online game
- watching video
- calculating
- writing
- drawing

ICT TOOLS USED

- Internet
- hybrid computer, tablets
- Screencast-O-Matic,
- GeoGebra, Wordwall, Learning apps.

ACTIVITY 1

- Objective: Repetition previously learned content
- Materials needed: Internet, tablets, Learning apps.
- Activity duration: 5 minutes
- Description of the activity: Students will repeat previously learned content by playing game in Learning apps. They have to connect pairs (concepts and right definition)
- Methods/ ICT tools used: Learning apps

ACTIVITY 2

- Objective: Graphing linear function
- Materials needed: hybrid computer, tablets, books, notebooks, pencils, rulers, the Internet, GeoGebra.
- Activity duration: 20 minutes
- Description of the activity: Students will watch video which I made using Screencast-O-Matic and GeoGebra application. They will write down in their notebooks examples from video
- Methods/ ICT tools used: watching, writing, drawing, GeoGebra.

LEARN HOW TO LEARN - CLASSES SCENARIOS

ACTIVITY 3

Objective: Students practice graphing linear function

Materials needed: notebooks, books, pencils, rulers

Activity duration: 10 minutes

Description of the activity: Students solve 2 problems from their books. They have to draw coordinate plane and graph linear function

Methods/ ICT tools used:

- writing
- drawing
- reading

ACTIVITY 4

Objective: Students review what they learned

Materials needed: tablets, the Internet

Activity duration: 5 minutes

Description of the activity: Students play quiz in Wordwall and receive feedback how well they did it.

Methods/ ICT tools used:

- Wordwall

LEARN HOW TO LEARN - CLASSES SCENARIOS

SUBJECT

PHISICS

TARGET GROUP

PRIMARY SCHOOL STUDENTS

AGE: 13-14 years old

MAIN TOPICS

- Conservation of energy

OBJECTIVES

Law of conservation of energy in practice

METHOD USED

- listening,
- discussing
- writing, calculating
- solving problems

ICT TOOLS USED

- Plickers
- Phet simulations
- Powerpoint presentation
- Forms

ACTIVITY 1

Objective: Students name types of energies

Materials needed: computer, smart board, the Internet, QR codes

Activity duration: 5 minutes

Description of the activity: First students answer questions about energy, work and conservation of energy using QR codes (repetition)

Methods/ICT tools used: Plickers

ACTIVITY 2

Objective: Students research how energy is converting from potential energy to kinetic energy and vice-versa.

Materials needed: tablets, the Internet

Activity duration: 15 minutes

Description of the activity: Students work in groups of three using their tablets. They research conversation of energy in two Phet simulations: Scate energy park and Pendulum lab. They make conclusion about conservation of energy

Methods/ICT tools used: speaking, writing, discussing, Phet simulations

LEARN HOW TO LEARN - CLASSES SCENARIOS

ACTIVITY 3

Objective: Students write law of conservation of energy and use it in solving problems

Materials needed: computer, smart board, blackboard, notebooks

Activity duration: 10 minutes

Description of the activity:
Teacher explains definition and formula of the law of conservation of the energy which students write in their notebooks. Students come to the blackboard and solve two problems from ppt.

- Methods/ICT tools: listening, reading, writing, solving problems, Powerpoint presentation

ACTIVITY 4

Objective: Students solve problems

Materials needed: the Internet, tablets, notebooks

Activity duration: 15 minutes

Description of the activity:
Students in groups of three solve given assignment in Forms

- Methods/ICT tools: writing, Forms.

LEARN HOW TO LEARN - CLASSES SCENARIOS

SUBJECT

GERMAN

TARGET GROUP

PRIMARY SCHOOL STUDENTS

AGE: 13-14 years old

MAIN TOPICS

- My school

OBJECTIVES

- Students can name the classrooms.

METHOD USED

- Listening
- Speaking
- Writing
- Reading

ICT TOOLS USED

- Mentimeter
- E-Book (Izzy)
- Plickers
- Jigsawplanet

ACTIVITY 1

- Objective: The students should activate their previous knowledge
- Materials needed: Computer, Smartboard, Tablets or mobile phones, Internet
- Description of the activity: The instructions for the task are on the smartboard, students take their tablets or cell phones and follow the instructions, open the website from the Mentimeter and enter the code, answer a question asked, answer in one word.

Answers are then processed on the smartboard. Students see which word was used the most or what they remember the most, as this word is enlarged on the smart board.

Methods / ICT-Tools used:
Reading, Writing/ Smartboard-
Mentimeter

LEARN HOW TO LEARN - CLASSES SCENARIOS

ACTIVITY 2

Objective: Motivate the students for the new topic, let the students guess the title

Materials needed: Smartboard, , Internet, blackboard, notebooks

Activity duration: 10 minutes

Description of the activity:
There is a puzzle on the smartboard (made in the Jigsawplanet program). Each student comes to the board one after the other and is allowed to move a puzzle. At the end, the students see a photo of their school. On the blackboard, the teacher wrote the first few letters of the heading (M_____e Sch_____e), now the students can guess the topic (the heading). The students write the headline in the booklets (My school)

Methods / ICT-Tools used:Speaking, Writing/ Smartboard- Jigsawplanet

ACTIVITY 3

Objective: The pupils are introduced to new words, the S. should write down new words

Materials needed: Internet, E - Book, Notebooks, Tablet
Activity duration:: 15 minutes

Description of the activity:
The pupils open their e-books, page 53 and do task 2. We check the accuracy orally. Read out the new words. Then we copy the new words into the notebooks..

Methods / ICT-Tools used:
Reading, Writing/ Tablets, E-Book

ACTIVITY 4

Objective: Students practice new words

Materials needed: Internet, E-Book, Notebooks, Tablets

Activity duration:10 minutes

Description of the activity : Pair work. The pupils receive worksheets on the desk (two columns: Goethe School in Frankfurt / Osnovna škola Ljudevita Gaja Nova Gradiška), watch a short video about the Goethe School in Frankfurt on a smartboard, then enter the classrooms they have in the table seen the video and what we have in our school. Then we read the answers and talk about what they like and what they don't like in the other school.

LEARN HOW TO LEARN - CLASSES SCENARIOS

Methods / ICT-Tools used:

Reading, Writing, Speaking,
Listening./ Smartboard- E-Book
Izzy

ACTIVITY 5

Objective: Application of new
words

Materials needed:

Teacher: Internet, Mobile
phone, SmartBoard
Student: Paper card with a
code

Activity duration: 7 Minutes

Description of the activity:

Each student is given a piece of paper with an image code (the code is square and there is a letter abcd on each side). The teacher projects a picture with a classroom on the smartboard, below the picture are four answers (abcd), only one answer is correct. Students turn their sheets of paper face up to the teacher who shows the correct answer. The teacher scans the answers on her cell phone and the pupils see their name and the correct answer on the smartboard. The teacher sees the answers of the students, points and percentages on her cell phone. Five questions are asked in this way.

Methods / ICT-Tools used:

Reading, Speaking/Mobile
phone, Smartboard- Plickers

LEARN HOW TO LEARN - CLASSES SCENARIOS

SUBJECT

ENGLISH

TARGET GROUP

PRIMARY SCHOOL STUDENTS

AGE: 13-14 years old

MAIN TOPICS

- Culture and Cultural Diversity

OBJECTIVES

- Students learn and talk about various cultural aspects and cultural diversity, as well as culture in their country.

METHOD USED

- Listening
- Speaking
- Writing
- Reading

ICT TOOLS USED

- Ordclouds
- Esl-video,
- Learning apps, quizlet, thinglink

ACTIVITY 1

Objective: To introduce the topic and get students think what is often seen as culture and what cultural diversity is.

Materials needed: computer, projector, loudspeakers, internet.

Activity duration: 5 minutes

Description of the activity: Students look at the wordcloud which introduces important vocabulary related to the topic and found in the video. It is used as a springboard for discussion, where students share their knowledge and opinion on it.

Methods/ICT tools used: speaking, watching/wordclouds.

ACTIVITY 2

Objective: Students watch a 4-minute video on multicultural Britain and at the same time they do the quiz accompanying the video.

Materials needed: computer, projector, tablets, Internet, loudspeakers.

Activity duration: 10 minutes.

Description of the activity: Students watch the video about multiculturalism and immigration and answer some open-ended questions and a number of multiple choice questions in the quiz, all based on the video.

Methods/ICT tools used: speaking, listening, watching/esl-video, Internet.

LEARN HOW TO LEARN - CLASSES SCENARIOS

ACTIVITY 3

Objective: Students consolidate and learn vocabulary related to culture and cultural diversity by solving a crossword puzzle.

Materials needed: notebooks, pens/pencils, internet, computer, tablets.

Activity duration: 10 minutes

Description of the activity: Students do the crossword puzzle created with learning apps on their tablets and keep notes regarding the given vocabulary.

Methods/ICT tools: reading, writing/learning apps.

ACTIVITY 4

Objective: Reading for specific information and acquaintance with the necessary language to introduce various aspects of one's culture.

Materials needed: class coursebooks or e-books, computer, internet.

Activity duration: 20 minutes

Description of the activity: Students read silently and identify various Chinese and French aspects of culture, which they compare with their own.

Methods/ICT tools: Reading, speaking/internet.

ACTIVITY 5

It time available, students can relax by playing with a wordgrid created on the specific topic with learning apps.

Homework: Students study the required topic vocabulary with the help of quizlet, they follow the different steps suggested, and end up doing the test. As a project work assigned to different groups of students, students must create an interactive picture with information about the Greek culture using thinglink.

LEARN HOW TO LEARN - CLASSES SCENARIOS

SUBJECT

GEOLOGY

TARGET GROUP

PRIMARY SCHOOL STUDENTS

AGE: 13-14 years old

MAIN TOPICS

- Earthquakes in Europe and Greece
- (Europe's and Greece's Seismicity)

OBJECTIVES

- Seismicity, earthquake, seismic activity, epicenter,
- Seismic waves, Intensity of earth quaking and magnitude of earthquakes

METHOD USED

- Listening
- Speaking
- Writing
- Reading

ICT TOOLS USED

- Power Point Presentation
 - On line Lesson Book "Geologia-Geographia B' GYMN"
 - Photodendron applications
 - Thinglink
 - Video
 - On line seismic wave viewer <http://ds.iris.edu/seismon/swaves/>
- Seismic waves analysis
<https://snac.gein.noa.gr/> OR
<http://edumed.unice.fr/en/data-center/seismo>

ACTIVITY 1

Objective Locating the intense seismicity areas in Europe and Greece

Materials needed: Seismicity maps

Activity duration 15 min

Description of the activity Map studying

Methods / ICT tools used Map projecting, on line or interactive maps

LEARN HOW TO LEARN - CLASSES SCENARIOS

ACTIVITY 2

Objective Locating the intense seismicity areas in Europe and Greece

Materials needed: Seismicity maps

Activity duration 15 min

Description of the activity Map studying

Methods / ICT tools used Map projecting, on line or interactive maps

ACTIVITY 3

Objective finding (discovering) the reason of the intense seismicity in Greece

Activity duration: 15 min

Description of the activity: making the connection between Lithospheric plates movement and seismic activity.
Methods / ICT tools used video, maps

ACTIVITY 3

Objective Visualisation of earthquakes, seismic waves and seismograms

Activity duration: 1h

Description of the activity: Introduction to the seismic waves and seismograms

Methods / ICT tools used On line seismic wave viewer
<http://ds.iris.edu/seismon/swaves/>
Seismic waves analysis
<https://snac.gein.noa.gr/> OR
<http://edumed.unice.fr/en/data-center/seismo>

EVALUATION

Materials needed worksheet (digital, online)

Duration of evaluation 15 min.

Description of evaluation multiple choice questions.

Methods / ICT tools used

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SUBJECT

MATH

TARGET GROUP

PRIMARY SCHOOL STUDENTS

AGE: 13-14 years old

MAIN TOPICS

- negative and positive rational numbers

OBJECTIVES

- To introduce negative numbers
- To express quantities or size variables, with positive or negative numbers. To learn to find accurately or approximately the rational number corresponding to a point on the axis.

- To be acquainted with rational opposites and what their relative position on the axis is
- To learn to compare two rational numbers and their position on the axis
- To learn to order two or more rational numbers
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METHOD USED

- Listening
- Speaking
- Writing
- Reading

ICT TOOLS USED

- Ppt presentation
- e-book "Mathematics A class Gymnasiou" chapter 7 paragraph 1
- Internet videos
- Hot Potatoes game generator

- GeoGebra,
- Learning apps,
- IXL
- Pinata,
- Phet,
- Aesop,
- Computer - tablet

ACTIVITY 1

- Objectives : Repetition previously learned content.
- Materials needed : Computer, Hot Potatoes.
- Activity duration : 10 minutes
- Description of the activity: Students will revise previously learned material on whole numbers and integers by playing "Integers" a matching pairs game produced with Hot potatoes application. They have to connect pairs (concepts and right definition).
Methods/IT tools used: Hot Potatoes.

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ACTIVITY 2

Objectives : Class discussion about children's experiences with negative numbers.

Materials needed : Computer, ppt presentation , pencils.

Activity duration : 10 minutes

Description of the activity: Students will discuss about their real life experiences with negative numbers. They see pictures from everyday life and describe them. Any differences are recorded and students keep notes.

Methods/IT tools used: Educational brainstorming technique, Hot Potatoes.

ACTIVITY 3

Objectives : Students learn how to declare profit, increase, over, after, rise , loss, decrease, under, before, fall and other correspondences

Materials needed : Computer, ppt presentation.

Activity duration : 10 minutes

Description of the activity: First the Teacher explain how we use expressions for quantities that indicate opposition, such as profit - loss, increase - decrease, up - down are explained. Firstly then the students give examples of contrasts using mathematical symbols

Methods/IT tools used: Lecture, questions and answers.

ACTIVITY 4

Objectives : Students learn how to place the rational number on $x'x$ axis

Materials needed : Computer, ppt presentation, pencils and notebooks.

Activity duration : 15minutes

Description of the activity: First the Teacher explain how we place the rational numbers on $x'x$ axis.

Methods/ICT tools used: Computer, ppt presentation.

LEARN HOW TO LEARN - CLASSES SCENARIOS

SUBJECT

ENGLISH

TARGET GROUP

PRIMARY SCHOOL STUDENTS

AGE: 13-14 years old

MAIN TOPICS

- numbers 1-100
- clock operation
- the concept of time in our daily routines

METHOD USED

- Listening
- Speaking
- Writing
- Reading

ICT TOOLS USED

- .Playing games
- Youtube

ACTIVITY 1

Objectives:

Make sure that the knowledge of how to say time in English is well memorised. Pronunciation

Activity duration: 5min.

This task is done by the students all together. They repeat after speaker the proper hour shown in the film.

(youtube link:

<https://www.youtube.com/watch?v=ub62GCUMZZo>

ACTIVITY 2

Objectives:

1. Memorise counting from 1 to 100
2. Abstract thinking in English

Activity duration : 15min.

One student is sitting in front of the board (not seeing it) and is trying to guess a number (from 1 to 100) written on it. The rest is trying to help her/him by answering, after each try, whether should go up (towards 100) or down (towards 100) or down (towards 100) or down (towards 100). Each try is counted. The person who can guess faster is winning.

LEARN HOW TO LEARN - CLASSES SCENARIOS

SUBJECT

PHYSIC

TARGET GROUP

PRIMARY SCHOOL STUDENTS

AGE: 13-14 years old

MAIN TOPICS

- Mechanical waves
- Type of sounds – sound, tone, noise
- Type of sounds because of human hearing – infrasounds, hearingsounds and ultrasounds
- How we can see the sound?

METHOD USED

- Lecture
- Discussion
- Experience

ICT TOOLS USED

- Whiteboard
- Marker
- spring
- Helmholt's wheel
- Soundcard osilloscope
- My and student voices

ACTIVITY 1

OBJECTIVES

make definition of material center
remind of inside structure of solid, liquid and gas
difference between material center and vacuum

DESCRIPTION OF ACTIVITES

- short discussion with student do remind knowledge from previous lessons
- make pictures on the board and in the student's notebooks of inside structures of solid, liquid and gas

ACTIVITY 2

OBJECTIVES

what is wave?

- What is mechanical wave?
- Transport of Energy by the mechanical waves

DESCRIPTION OF ACTIVITIES

Short discussion about waves in natural world

Experience with long spring to show student show waves can propagate in mechanical center – one person keeps one end of spring and the other keeps the other end and start to waving. First time spring waves up and down – students can see transverse wave. Second time student can see longitudinal wave

Get knowledge about main physical quantity – amplitude, frequency, velocity, length; and about them value

LEARN HOW TO LEARN - CLASSES SCENARIOS

ACTIVITY 3

OBJECTIVES

what is wave?

- What is mechanical wave?
- Transport of Energy by the mechanical waves

DESCRIPTION OF ACTIVITIES

Short discussion about waves in natural world

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Get knowledge about main physical quantity - amplitude, frequency, velocity, length; and about them value

OBJECTIVES

- Sound as a mechanical wave
 - How we can see the sound? - interactions with material things
 - Process of hearing - what sounds do we hear and why? Definition of pain threshold and hearing threshold
- ACTIVITY DURATION - 25 minutes

DESCRIPTION OF ACTIVITIES

- Students try to answer question: Is the sound is mechanical wave and why? Great part of students know that sound doesn't propagate in vacuum, so it needs material center. Students usually ask questions - can we really destroy things by very high sounds like in movies. They also say about their experience with high sounds.

- Students can watch sound on screen. I use Soundcard Oscilloscope. We can see sound as a wave. We can do few experience:
 - What we can see, if we will be extremely quiet?
 - What we can see if someone makes really low sound?
 - What we can see if someone makes really high sound?
 - What we can see if someone makes really loud sound?
 - What we can see, if someone makes really quiet sound?
 - I up frequency from 15 Hz
- In first experience we can see noise - graph is irregular. In experience 2-5 students see difference in shape of graph and they try to connect them with change of frequency and amplitude.
- In 6 experience we check hearing threshold. For human it's around 20 Hz, but it's individually.

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Experience with Helmholtz wheel - it is a wheel made from bauble and it's driven by sound whit resonant frequency.

ACTIVITY 4

OBJECTIVES

- make definition of graph
- why we need graphs in physics?
-

ACTIVITY DURATION - 3 minutes

DESCRIPTION OF ACTIVITE

- definition of graph
- graph as way to show datas in physic

ACTIVITY 5

OBJECTIVES

- we draw exaple coordinate system step by step and name every part of it - axis, name of axis with values, scale of axis, title of graph
- we put point on coordinate system and draw a graph. Datas for points are in the table
- ACTIVITY DURATION - 10 minutes

ACTIVITY 6

OBJECTIVES

- exercises in drawing graphs
- ACTIVITY DURATION - 25 minutes

DESCRIPTION OF ACTIVITIES

- Students work individually in individually rate
- I check them and answer questions individually.

EVALUATION

- Discuss with student about lesson subject. I ask short questions.
- Check students work