VISITOR

VIRTUAL MUSEUMS IN THE COVID ERA

LESSON PLAN

Design an virtual museum for Cycladic culture

Project Title	VISITOR (VIrtual muSeums In The cOvid eRa)
Project reference No.	2020-1-FR01-KA226-SCH-095600

Co-funded by the
Erasmus+ Programme
of the European Union

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Title of Lesson :
Design an virtual museum for Cycladic culture

Background *(What museum artefact are you using for your lesson ? What curriculum areas does your lesson address, (eg History, Science, Language, etc.) ? What age range is your lesson suitable for ? What pre and post activities do you envisage? How will the work be assessed ?)*

11-14 years old
ICT, History

Students will have been studying Cycladic culture in History. This activity will be a collaboration between the computer science teacher and the history teacher. Students will design and create a virtual museum for the Cycladic culture.

Assessment to be based on the selection and description of each item of the virtual museum as well as their digital skills

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Learning Objectives (*What are the learning objectives addressed referenced to your own national curriculum ?)*

- *To get to know the Cycladic culture in a variety of ways (Lifestyle, entertainment, occupations, customs, traditions, geographical location)*
- *To get to know the Cycladic figurines-marble-sculpture.*
- *To get to know the influence of Cycladic figurines on modern arts.*
- *To be aware of the arts, and understanding the value of friendship and cooperation.*
- *To express themselves and feel the joy of creation and play.*
- *To develop their digital skills*

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Lesson Starter *(First 20 minutes: How will you begin the lesson in an engaging way ?)*

Show the virtual museum app and the demo museum. Then, the teacher will explain that students will collaborate in groups and each group will search, collect, select and create a museum room with the teacher's guidance.
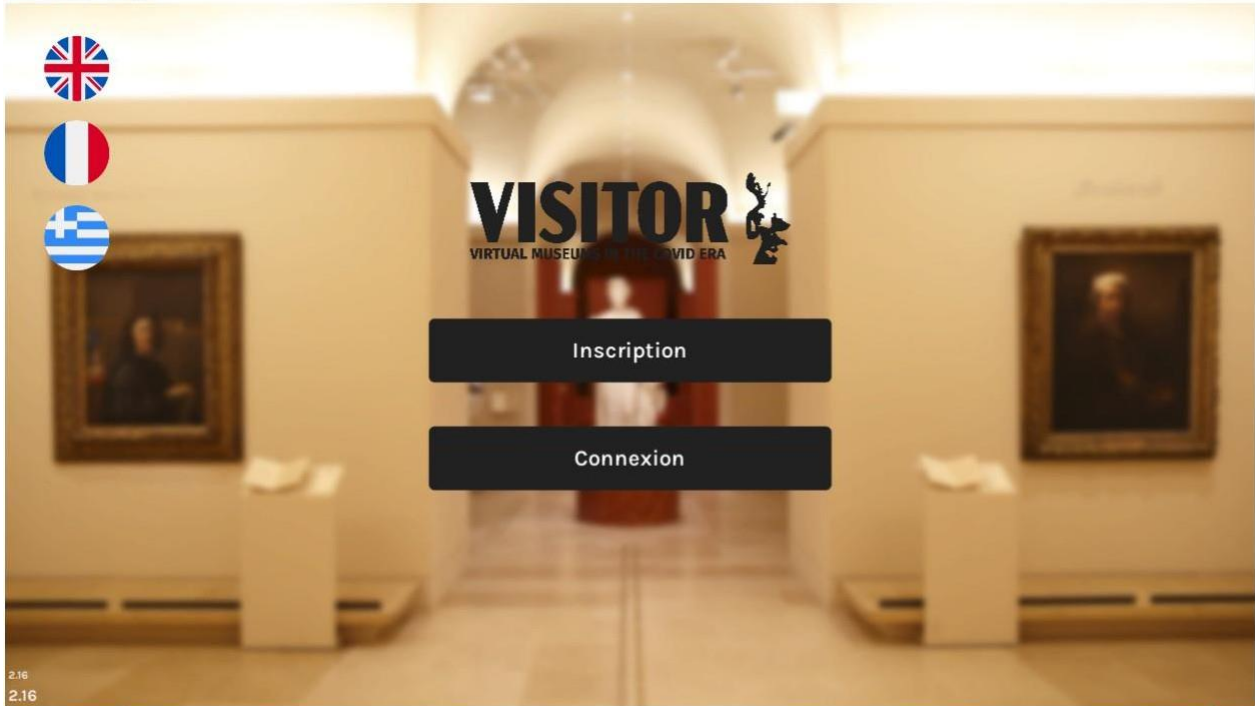
Main Activity *(20 minutes, 45x3 minutes : What is the task children need to do ? How are the children organized -pairs, groups, etc.? How is the work differentiated? What extension activity is there ?)*

Students will be separated into groups.

First 20 min:
Students will discuss the topics that each of the museum rooms will be. Then, each group selects a name, and the teacher will create the names of the rooms on the museum app.

45x2 min:
All groups will have two sessions of 45 min to search on the aggregator or other resources to find and collect the objectives they want to include.

The teacher has already created specific templates for all the necessary information that students should collect for each item.

The teacher will make preparations on the museum app when the two sessions end.

45 min:
Each group, with the teacher's guidance, creates the museum room by adding each virtual item and all the required information.

Plenary *(45 minutes : How will the children share what they have learned ? How will you link back to the Learning Objectives ? How will you link to the next lesson ?)*

Each group presents the virtual room to the other groups. Students from the other groups explore the rooms and then rate the rooms based on a specific rubric that the teacher has already prepared (based on the selection and description of each item of the virtual museum). Finally, the teacher presents the results.

Resources *(What is needed to run this lesson (eg PowerPoints, Worksheets, Ipads, Internet access, Video Projection, Interactive whiteboard, etc.) ? Attach example documents and jpeg of artefact.)*

Interactive whiteboard or projection equipment
PC-laboratory
Virtual Museum app https://visitor-project.eu/game/
Aggregator https://aggregator.visitor-project.eu/
Rubric – online through an online tool or in the printed worksheet)
Template (online document) with the required information for museum items