

Learning Design for: Learning in a museum

Context

Topic: Venetian Domination in Nafplio

Total learning time: 400

Number of students: 16 pupils



Description: The teacher and the pupils will visit the Nafplio's Museum of War and specially the periodic exhibition about the Venetian Domination in Nafplio. The plan describes the preparation, the visit and after the visit. This LD emphasizes at the visit in an exhibition.

Aims

To create a interesting visit in a museum for students. The aims are the students to learn about this historical period and through this meeting to cultivate 21th century skills and attitudes. SKILLS: Skills: collect information, observe, discuss, compare, explain, suppose, synthesize, draw conclusion, cultivate critical thinking, develop dialogue, encourage cooperation and participation, improve communication, play and design games, create educational material, develop creativity, empower initiative, insert the use of educational digital tools, accept freedom of speech and the personal expression, become active citizen, construct cultural consciousness, share the knowledge, adopt a historical building, be expose, take over responsibility, learn to use educational ICT tools

Outcomes

Knowledge (Knowledge): A thinklink A timeline A crossword

Synthesis (Synthesis): A flash card game An event

Evaluation (Evaluation): Cube with Questions-Answers An evaluation form

Uncategorised (Uncategorised): GAMES: Puzzle

Teaching-Learning activities

The preparation- The motivation. Before the visit ...

Practice 15 minutes 16 students Tutor is available

MOTIVATION

- The pupils solve a puzzle on the interactive board (<https://www.jigsawplanet.com/?rc=play&pid=3ac9c47e9ac9>)
- The pupils answer a small questionnaire about Venetian Domination (<https://argyribiliouri.typeform.com/to/jwi7fs>) . After these they work at school and at home, individually and in groups.

Read Watch Listen 15 minutes students Tutor is available

- Also, the pupils see a presentation about the fortification of the Venetian Years on https://quizlet.com/_4opb80
- The pupils see a virtual trip of the museum for preparation ([http://armpiliouri.artsteps.com/exhibitions/40548/The Venetian Domination in Nafplio](http://armpiliouri.artsteps.com/exhibitions/40548/The_Venetian_Domination_in_Nafplio))

Investigate 25 minutes 16 students Tutor is available

- The students gather information about the exhibits
- Each group prepares the presentation about its exhibit

The planning of the visit in a museum (e.g.: the preparation, the kind of the activities) depend on the topic of the museum or the exhibition (e.g.: historical, artistic, natural history) and the designing of the exhibition.

During the visit -OUTSIDE the museum

Read Watch Listen 10 minutes students Tutor is available

TEACHER: The visit begins with the information about the building. • The building's location in the Venetian Years. 1st activity: An engraving with Nafplio of the Venetian Domination with the Gates of the Sea: The students observe the gravure, hypothesize, discuss and try to find the location on a recent town's map. • The building's history. We focus on the uses of this building and on the changes of them through the years.

Produce 10 minutes students Tutor is available

- The object (a cannon) outside the main door. 2nd activity: A cannon – Imprint : There is an old cannon outside the door. Two of the pupils imprint on a paper with colorful crayon the date of its construction and the owners' coat of arms.

Collaborate *10 minutes* *students* *Tutor is available*

Paint- Focus * The cannon is the motive to refer at the aims of Venetian Domination. 3rd activity: A map of the Mediterranean Sea of the Venetians Years (why they had conquered so many harbors to the Mediterranean

BIBLIOGRAPHY

<https://argolikivivliothiki.gr/%CE%B5%CF%85%CF%81%CE%B5%CF%84%CE%AE%CF%81%CE%B9%CE%BF/venetian-domination>

https://el.wikipedia.org/wiki/%CE%92%CE%B1%CF%83%CE%AF%CE%BB%CE%B5%CE%B9%CE%BF_%CF%84%CE%BF%CF%85_%CE%9C%CE%BF%CF%81%CE%AD%CF%89%CF%82

https://commons.wikimedia.org/wiki/File:Regno_di_Morea.svg#/media/File:Regno_di_Morea.svg

During the visit -IN the exhibition- An experimental visit The teacher explains that the exhibits are historical sources, they give to us many information. In the guiding at the exhibition, THE PUPILS have been organized in groups. Every group has prepared the presentation of an exhibit. The chosen objects are: an old map/ a chart, a wooden galleon, a venetian armor, the venetian coat of arms, a gravure.

Investigate *5 minutes* *students* *Tutor is available*

The pupils walk alone and free through the exhibits. They find their object and every group takes a seat in front of it.

Practice *20 minutes* *students* *Tutor is available*

Present.: Following the route of the exhibition, the students announce their information to the others in a variety of presentation ways. Every team has prepared an activity for its item: questions for critical thinking about the location expanding of the town, a quest on a picture about the commerce of those years, the “reading” of a 3D picture with a soldier.

Discuss *10 minutes* *students* *Tutor is available*

Listen, Think, Answer 1. A sketch for the Nafplio in those years. The students observe and answer at their classmates’ questions. 1st worksheet -QUESTIONS: The building plan of the town– Compare the sketch with a recent map of the town • Where had the town built, near the sea or on the hill? • Where is the town located nowadays? • Why the buildings construction of the upper town (Akronafplia) was expanded outside the walls and created the down town? • The houses and the buildings reveal the origin of its habitants. Study the gravure and find out in which place the habitants were those years.

2nd worksheet : The fortification and the conquerors/ builders of the town • Observe the fortification of the town. What do you see that isn't there today? • Why Morozini fortified the town with strong and many castles? • Why the towns aren't fortified nowadays?

Discuss *minutes* *students* *Tutor is available*

Observation and critical thinking 2. A gravure from the siege of Nafplio of Venetians against Ottomans. The map gives the information about the lion of Venetians. 3rd worksheet –Questions: What is the meaning of the emblem? • What does the Venetian's lion look like? Compare it with the lion of the First Venetian Domination and with the canon's lions. Find and explain the differences.

Produce *15 minutes* *students* *Tutor is available*

Inform and Paint 3. A Venetian soldier armory gives the opportunity to speak about the boarders' protection. A 3D picture with a Venetian soldier (3a). The pupils focus on the picture and find what it hides. A knife is hidden. The answer drives to the next object a Venetian armory and the guns. (3b) A photo with a stradioti. The missionary region's soldier of those years. PAINT: After this, the teams share a painting and they must find and paint the "stradioti" (3c).

Discuss *5 minutes* *students* *Tutor is available*

Compare 4. The galleon. A wooden galleon and the gravure with a galleon give information about the navy of those years. The pupils present it and they refer to the products that the Venetians merchandise from Argolis. Also, they present a map with the Venetian harbours-towns.

OUTSIDE the museum

Practice *10 minutes* *students* *Tutor is available*

Remember/Recall ☐ They play the "fortune-teller" paper game: "The lions of the Venetian years". The game has been created by other pupils

Collaborate *10 minutes* *students* *Tutor is available*

Summarize ☐ Create a word cloud on the paper with the museum vocabulary.

Collaborate *10 minutes* *students* *Tutor is available*

Create ☐ Complete the timeline playing “the hunt of the clues” MATERIAL: The timeline of 1200 AD until today, on a piece of cloth. 6 cards with a characteristic point of every period. The pupils share the cards and put them on the timeline. right point

Collaborate *minutes* *students* *Tutor is available*

Practice ☐ Solve the crossword (www.eclipsecrossword.com) –online or printable ☐
Or answer the questions game (www.quizziz.com) on ipad (use QRCode)

An easy way, the students work on an activity in the museum, is to share the activity's QRCode.

C. After the visit at school - Time of production and creativity 5. Evaluate the visit: The students complete an evaluation form about the benefits or the negatives from the visit. Also, the pupils will create a new material that show the results of the visit.

Produce *10 minutes* *students* *Tutor is available*

3rd Activity- ICT. They create on the www.jigsawonline or on www.3Dpuzzle.com a puzzle with the wooden painting of the Nafplio siege or a photo with a Venetian building in Nafplio today.

Discuss *10 minutes* *students* *Tutor is available*

4th Activity : 1st step- The wooden painting with the siege of Nafplio from Ottoman (The photo 1). The pupils observe the masterpiece, localize the bombardments on the map and discuss about the differences between those years and nowadays. 2nd step- Creative writing: If you were a boy or a girl of those years write a small story or a paragraph...

Produce *15 minutes* *students* *Tutor is available*

5th Activity (15') : ICT They create the word cloud of the topic's word on www.wordart.com
6th Activity: ICT They create a timeline on www.tikitoki.com

Collaborate *30 minutes* *students* *Tutor is available*

7th Activity : 1st step - The pupils in groups create games (e.x. memory, matching, flash card, cube with answers-questions). They utilize the information that they gathered, write

the questions, find and write the answers and create the game. The teacher presents the tools to the pupils and creates the accounts. We prefer the easy and free tool. 2nd step ICT : With these directions the pupils create games to the digital tools e.g.: www.readwritthink.com Every team creates a different game and they present their games to each other and compare their results.

Investigate 40 minutes students Tutor is available

Collaborate 8th Activity : The pupils find the Venetian buildings in Nafplio. They take a photo of them. ICT : They create a interactive presentation on a picture. The construction on the www.thinklink.com or the www.sutori.com begins at the class of ICT and the pupils have the ability to complete it from/on their own PC.

Produce 15 minutes students Tutor is available

9th Activity- ICT They create a virtual trip for the exhibition or/and for the town using a digital tool.

EVALUATION The pupils and their parents will complete an evaluation form about this experience.

Practice 1 minutes students Tutor is available

- The pupils play the game Ask-Answer with their questions from their flash –cards so they repeat and they don't forget the knowledge.

Produce 1 minutes students Tutor is available

- The pupils' creations of digital material will be uploaded on the website for the town (<https://nafplioguide.yolasite.com/Venetians-Years.php>). The materials (the plan of project, the products) will be free to utilize from teachers, students, parents, visitors.
- The pupils will present their digital or printable products to other classmates.

Collaborate 1 minutes students Tutor is available

- The project will be presented to the local community with the Local Authorities' cooperation in a Venetian Monument in the cultural event at the end of the school year. •

The pupils will guide another team of pupils to the exhibition at the Day of the Museum, 18 May. The teacher will be cooperated with the Local Authority to include the pupils' guiding to the celebration. TIPS The pupils will wear T-shirts with the project's logo (e.g.: the wordart creation)

Read Watch Listen minutes students Tutor is available

Evaluate Complete an evaluation form at the end of the project about their participation, their knoweledge, their products, their feelings.

COOPERATION The teacher of ICT The Director of National Gallery in Nafplio for the license to use the wooden painting. The Municipality of Nafplio because our guiding to the War Museum at the Day of Museum becomes accept to body at the town's event. PERMISSION With respect to the Creative Commons: [?] We ask to publish the wooden masterpiece for the owner. [?] We ask the permission to use the exhibition's photos for the virtual trip TIPS We print our project's logo and/or the website QRCode on a T-shirt and the pupils wear them in the Museum's Night.

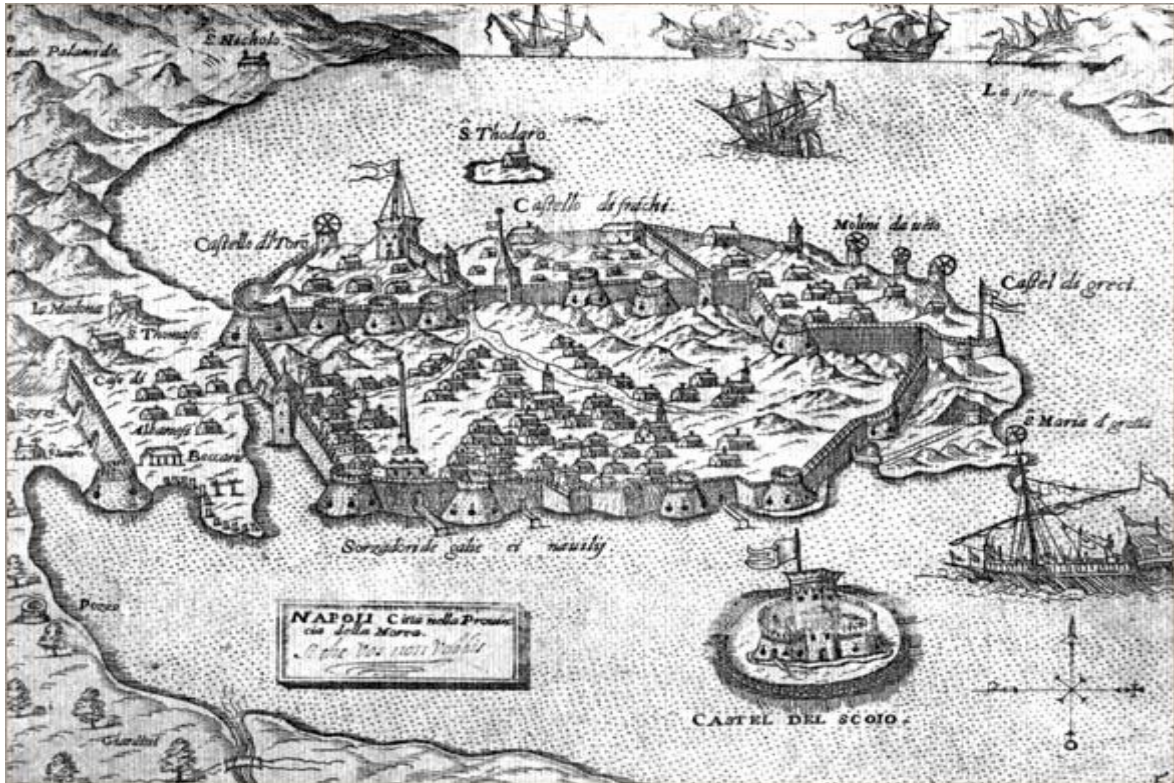
The website QRCode



ANNEX

Some of the WorkSheets

A. The gravures to compare the fortification and the buildings of the town.



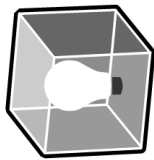
B. The siege of Nafplio from Venetians





C. Find and paint only the “stradioti”

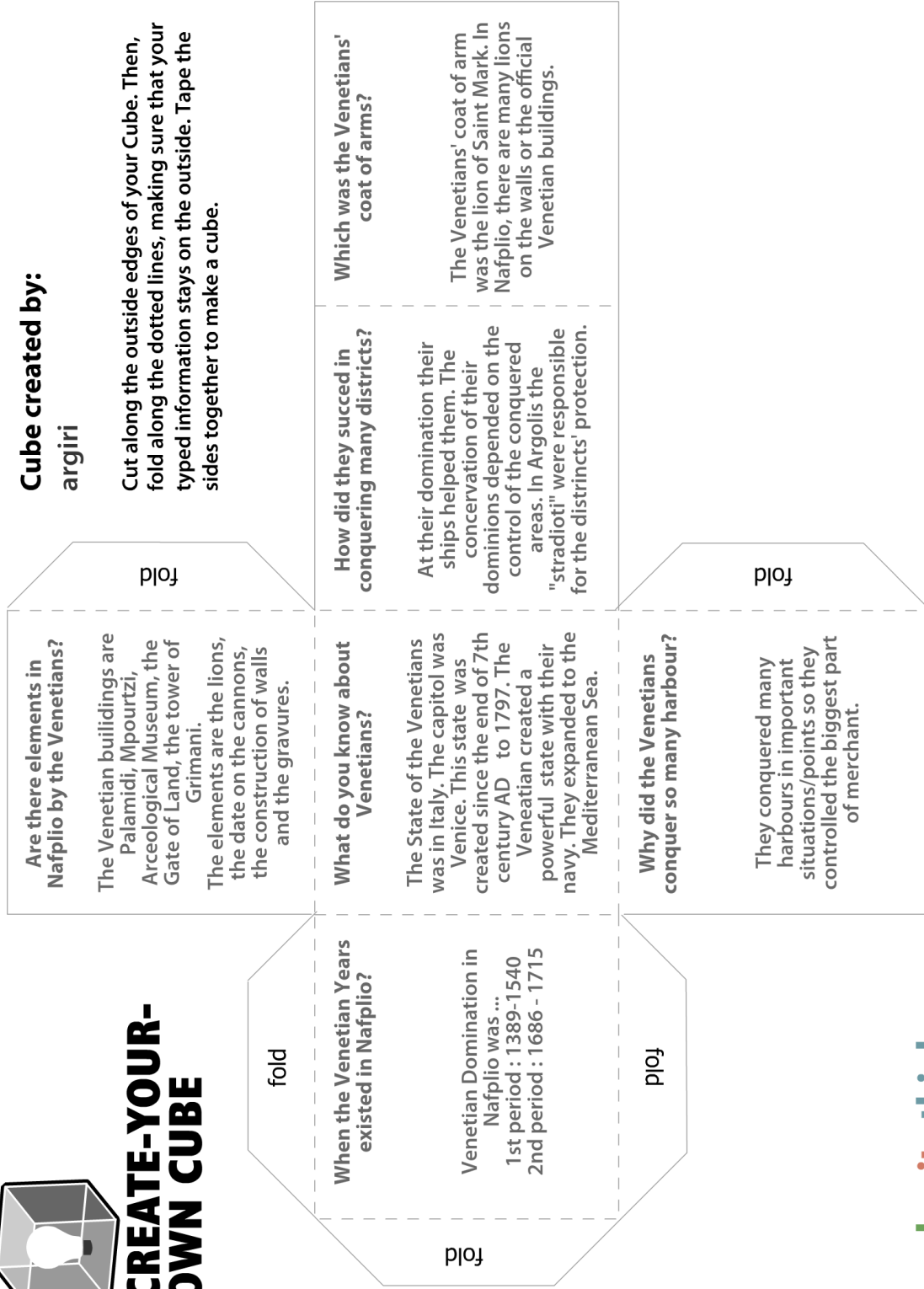




CREATE-YOUR-OWN CUBE

Cube created by: argiri

Cut along the outside edges of your Cube. Then, fold along the dotted lines, making sure that your typed information stays on the outside. Tape the sides together to make a cube.



D. The creation of a Cube