

**The Common Teaching Unit plan
(structure and contents)**

"Apps4EL – Mobile Applications for Effective Learning"
Erasmus+ KA2 Project number: 2016-1-DE03-KA219-

Name of school	Liceo Artistico B. Munari Castelmassa (RO)
Theme of the lesson	The Art of the Roman Empire.
Pupils' age range	14-16
Timeline	4 hours in May 2018
Objectives	<ol style="list-style-type: none"> 1. Understanding the origins of Roman civilization; 2. Identifying the meaning and purpose of artifacts of Roman art; 3. Knowing the tools for critical analysis of the artworks; 4. Understanding Roman art in its different forms and in its cultural context; 5. Developing new vocabulary related to the description of a work art, with use of new Applications; 6. Developing new vocabulary related to ancient forms of Roman art; 7. Identifying, classifying, analyzing, synthesizing and evaluating a work of art; 8. Involving students in the knowledge of Roman art (painting, sculpture, architecture); 9. Using the internet and apps to study and review.
Strategies and Methods	<ul style="list-style-type: none"> • Brainstorming; • Interactive lesson; • Cooperative learning; • Use of tablet and new apps; • Finding relevant information; <p>Part I – Pre-Task Introduction to topic and tasks</p> <ol style="list-style-type: none"> 1. The teacher will explain the objectives to students; 2. The teacher will explore the topic with the class, will help the students to understand instructions and prepare; 3. The teacher will start brainstorming with the students about the meaning of the words: Colosseum or Amphitheatre Flavio, Triumph Arch, Roman Forum. 4. The students will answer to some questions about the Roman architecture of the Imperial period (prepared by the teacher) using three different tools: Kahoot, Mozaik3D app, Google Arts & Culture. <p>Part II – Task Cycle</p> <p>Task</p> <ol style="list-style-type: none"> 1. Students will perform the task in pairs or small groups, while the teacher will check. <p>Students' tasks:</p> <ul style="list-style-type: none"> • Guided reading of texts; • Identification of the visual elements of the text, to highlight the cultural issues presented in the text; • Use of apps. • Recognition of visual images; • Guided reading of the visual images of the main artistic Roman art works (paintings, sculptures, architectural monuments, etc.) ...

	<p style="text-align: center;">Planning</p> <ol style="list-style-type: none"> 2. Students will report to the whole class (in oral or written form) how they did the task, and/or what they decided or discovered. 3. The students will answer to some questions relative to the various tools used during the interactive review lesson. <p style="text-align: center;">Report</p> <ol style="list-style-type: none"> 4. Some groups will present their reports to the class, or will exchange written reports and will compare test results with the Kahoot application. The interactive use of Mozaik 3D app, will show a virtual reconstruction of the monuments of the Imperial Rome. <p style="text-align: center;">Part III – Language Focus</p> <p style="text-align: center;">Analysis – Key words of Roman Art</p> <ol style="list-style-type: none"> 1. The Students will examine and will discuss specific features of the works of Roman art. <p style="text-align: center;">Practice</p> <ol style="list-style-type: none"> 2. The teacher will conducts the practice of new words, phrases, and patterns that will occur in the data collected during the lesson.
<p>Materials and tools</p> <p style="text-align: right;">Used App</p>	<ul style="list-style-type: none"> • Computers; • Interactive boards; • Smartphones and tablets; • Students’book; • Photocopies; • Slides. <ul style="list-style-type: none"> • Kahoot; • Mozaik3D app; • Google Arts & Culture.
<p style="text-align: center;">Assessment</p>	<ul style="list-style-type: none"> • Interactive test of History of Roman Art; • Group work; • Questionnaire; • Problem solving.
<p style="text-align: center;">Remarks</p>	<p>The teacher will coordinate the students in every step of their activity. They will be supported during their working in team. They will also have the possibility to use apps and software tools in a critical way.</p>
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