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FUTURE CLASSROOMS' LEADERSHIP SCENARIO

A virtual trip to London

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TOPIC: A virtual trip to London

GRADE: 6th

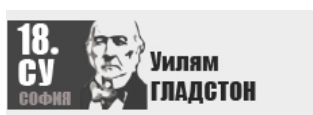
APPROACH: transdisciplinary, collaborative and project-based lesson and technology

DURATION: 90 min

Summary: The main trend used in this lesson is based on project-based learning with a transdisciplinary approach. The subject combines English language learning, critical thinking, cultural knowledge and cooperative work. Above all, the activities of the lesson develop students' IT skills through the use of the Internet, VR glasses, 3D printers, tablets, interactive whiteboards and educational applications. During the lesson, the students participate in a virtual tour around London. They perform different tasks at 6 learning stations in 3 teams. As a result, they can perform the final productive work and present it to the others.

Learning Objectives, Skills and Competencies:

What are the main objectives? What skills will the learner develop and demonstrate within the scenario?





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- Students will be able to independently search for and select information in various sources of knowledge (authentic materials) using modern technologies.
- They will develop the ability to write useful texts on a given topic (e-mail) and communicate in typical everyday situations.
- Students will deepen their knowledge of London – they will be able to identify, name, and briefly characterize selected monuments and places of interest in London.
- As a result of group work, students will develop the ability to formulate statements correctly and logically in an atmosphere of mutual respect
- Students will be able to combine knowledge and skills from different fields to achieve the goal.
- Students will have the opportunity to foster their cognitive curiosity,
- The activities of the lesson will implement students in the project work

Learners' role:

What sort of activities will the learner be involved in?

Methods: working with a computer and interactive whiteboard, using the Internet:

- Reading comprehension tasks – searching for information, asking and answering questions based on the text, taking part in an interactive quiz,
- Listening comprehension tasks – arranging information in order, labeling a picture,
- Speaking/communication practice – asking for information (buying a ticket, shopping for souvenirs, getting around a city – directions),
- Writing practice- writing an email with a description of the chosen place in London, sending greetings
- Watching cultural films and taking a virtual tour with the use of VR glasses – marking places on the map, completing gaps in sentences,
- Designing and 3D printing a souvenir from London
- Presentation of the students' work: QR badges and the reply email to other teams





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Tools and Resources

What resources, particularly technologies, will be required?

3 tablets, an interactive board, VR glasses, 3 laptops or 3 computers, 3D printer

Learning space

A room equipped with the necessary IT equipment large enough to ensure that students can work comfortably and move freely.

Future Classroom Scenario Narrative

Describe in max 10 sentences the main ideas of the scenario

At the beginning of the lesson, students will be divided into three groups of 3 - 4 people in each group. Each group will be given a tablet on which they will perform tasks. The tasks will be on 6 learning stations and will include instructions hidden in QR codes. Each group must complete all tasks. For completing each task, the groups will receive virtual badges as confirmation of completion of the exercises. The purpose of the tasks is to improve language skills (listening and reading comprehension, writing and communication skills, consolidating and expanding lexical set), deepening the knowledge of London as well as using students' IT skills in practice. In addition, students acquire the ability to work and cooperate in a group.





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Learning Activities

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| Warm-up activity (5 min.) | At the beginning of the lesson, the teacher presents the topic and the main aims of the lesson. The students are going to become tourists and learn about amazing places in London. The warm-up activity is a memory game with the most popular symbols of London. (flipping memory game https://www.flippity.net/mg.php?k=13CAsmTPAYKZqzkfbPTTLsNcfmST3ncpTJbKgZsNPUVg) |
| Collaborative work | Students work in established teams throughout the lesson. In the final stage of the lesson, there is interaction between all 3 groups through virtual written contact. |
| Investigation work (5 min.) | <p>1. The students will be divided into three groups by random name picker on the interactive board.</p> <p>https://flippity.net/rp.php?c=Hania,Lena,Ewa,Laura,Alan,jakub,Julia,Matylda,Alicja,Wiktor,Aleksander,Karol,Zofia&t=5d</p> <p>2. Each group is given a tablet with instructions. After completing each task the students will earn a badge which will be hidden in a code QR</p> |





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| <p>Practice work (25 min.)</p> | <p>Students perform tasks at each station:</p> <ul style="list-style-type: none">• A rainy guided tour Station – Students listen to a tour guide and put names of landmarks and places in the order they appear in the recording.• London Transport Station – Students have to translate the given travel-related expressions and questions, and then find the answers on http://projectbritain.com/london/index.htm• London Virtual Tour Station – Students take a virtual tour of London with a recorded guide. The use of VR glasses will make students feel as if they are actually in London. After taking this short trip, students must mark the places they learned on a virtual map• Landmarks Station – Students will learn in detail about selected London landmarks described on http://projectbritain.com/london/index.htm• Then they take part in the interactive quiz to find out how much they learned• Shops and markets Station – Students watch a video showing the most famous stores and markets in London. Then they complete the dialogue – ask questions and complete the information based on the material they watched. After completing this task, they receive a badge and the opportunity to print a 3D-printed souvenir of their choice from London. |
| <p>Producing work (15 min.)</p> | <p>The students are supposed to write an email to other groups with a description of the most amazing landmark visited during the virtual trip. The other groups are expected to guess the name of the place and find an image of it on the Internet. Then they send the image with greetings as a reply email.</p> |



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| Discussion (10 min.) | The teacher discusses each exercise with the students making sure they know how to perform a certain exercise. |
| Presentations (20 min.) | The students will present the image with greetings that they have sent to other groups. They will also confirm the completion of all the tasks by showing their badges. The final part of the presentation will be the souvenirs 3D-printed. |
| Assessment and feedback (10 mn.) | The evaluation will be carried out based on the attached evaluation tools. Before starting the lesson the starting level of the individual competencies that are the goal of the project will be established for each student and the level of expectations. Upon completion of the project, students' knowledge and skills gains will be tested in terms of individual STEAM components and the attractiveness of the project. |

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