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FUTURE CLASSROOMS' LEADERSHIP SCENARIO

Healthy lifestyle

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TOPIC: Healthy lifestyle

GRADE: 6 th

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

DURATION: 90 min

Summary: Summary where you briefly mention the trend used for this learning scenario (project-based learning, flipped classroom etc), the related subjects if it's a transdisciplinary approach etc .

The main trend used in this lesson is based on project-based learning, a transdisciplinary approach, and using IT. The subject combines English language learning, critical thinking, scientific knowledge about healthy lifestyles and cooperative work. During the lesson, students improve IT skills through the use of the Internet, Canva and making videos, tablets, interactive whiteboards and educational applications. The structure of the lesson is based on group work, doing different tasks such as: making the menu, a healthy plan of the day, or how to maintain well-being. The students' research helps them to prepare a final common work. As a result, they can perform the final productive work and present it among the others. All presentations will be recorded to make short videos.





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Learning Objectives, Skills and Competencies:

What are the main objectives? What skills will the learner develop and demonstrate within the scenario? (e.g. 21st Century Skills).

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- Students will be able to independently search for and select information in various sources of knowledge and develop their critical thinking (authentic materials) using modern technologies.
- They will develop the ability to write useful texts on a given topic (menu, plan of the day, or healthy tips about well-being)
- Students will deepen their knowledge about the role of a healthy lifestyle in their lives - they will be able to select information, write short texts and make presentations and videos in Canva
- 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
- Developing skills connected with planning and designing





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Learners' role:

What sort of activities will the learner be involved in?

- Reading comprehension tasks – searching for information, answering the questions based on the texts,
- Taking part in an interactive quiz about the healthy lifestyle,
- Writing practice– writing the brochure, presentations
- Planning and designing the brochures and presentations
- Presentation of the student's work: presentations of the group work
- Making short videos

Tools and Resources

What resources, particularly technologies, will be required?

Tablets, an interactive board, 3 laptops or 3 computers,





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Where will the learning take place e.g. school classroom, local library, museum, outdoors, in an online 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.

<https://flippity.net/rp.php?c=Daria.Alicja.Amelia.Anastazja.Natalia.Marta.Kamil.Hubert.Maja.Maja.Natalia.Wiktor.Malwina.Cichowicz.&t=Random%20Name%20Picker>

Learning Activities

Warm-up activity

Students are led in the context of the lesson and are asked to complete tasks about healthy lifestyles using the app Curipod on their tablets. (<https://curipod.com/>).

1. What are your associations with a healthy lifestyle? words cloud

2. Draw sth connected with a healthy lifestyle.

At the end, they compare their answers.





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Collaborative work	The students will work in 3 teams divided by with Random name picker. They will work firstly in small groups to gather the necessary information and do the tasks. At the end they will combine the results of their work to make a final product - the brochure with healthy tips.
Investigation work	<p>1. The students will take part in the poll about their healthy lifestyle in Curipod (What is the best way to stay healthy?)</p> <p>2. Each group is responsible for appropriate tasks:</p> <p>I group - You are asked to prepare a healthy menu for your colleagues. Find information about healthy food for teenagers on The Internet. Use Canva, and Google slides to present your work.</p> <p>II group - You are asked to prepare a healthy plan of the day including physical activities. Find information on The Internet . Use Canva, and Google slides to present your work.</p> <p>III group- You are asked to prepare healthy tips : how to maintain well-being. Find information on The Internet . Use Canva, Google slides to present your work.</p>
Practice work:	<p>They are supposed to find appropriate information to complete the given tasks. To make the students' research more productive the students can follow given links with supportive questions.</p> <p>Found information will be useful for their presentations in Canva or Google Slides</p>





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Producing work	<p>The leader of each group will present their work in front of the class using the interactive whiteboard. The presentation will be recorded by assigned students and posted in Canva as a short video.</p> <p>The next stage is planning and making a brochure with healthy tips for teenagers which is the final product of the common work of three groups.</p>
Discussion	The teacher discusses each exercise with the students making sure they know how to perform a certain exercise.
Presentations	<p>The students will present their group works; menu, the healthy plan of the day, and well-being tips. They will also present the common brochure. The final part of the presentation will be a short video based on previous presentations.</p> <p>The students' answers in the application Mentimeter will be presented as a class profile.</p>
Assessment and feedback	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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