

Innovative Teaching and Learning Strategies

First Mandatory Activity Template (Module 2)

YOUR TASK

For this activity we would like you to **design a learning activity** that you can use in your own classroom. This learning activity needs to **focus on collaborative learning (either in face-to-face or online settings) and make use of digital technologies** to facilitate collaboration between students. As part of describing the learning activity you will have to explain in detail why you chose the digital technologies and how you plan to use them. Make sure to design an activity you actually intend to use with your students, so carefully consider the context and availability of digital technologies for your class. The aim is not to describe a learning activity with a complex and fancy use of digital technology that is unrealistic to achieve in your own classroom, but rather for you to come out of the course with **an achievable scenario that you can implement in your own context**. This is also reflected in the rubric document we will use as part of the assessment process at the end of the course.

SUMMARY INFORMATION

YOUR NAME & SURNAME: EMILIANA RUFO

TITLE OF YOUR LESSON: **Exploring New Zealand**

TIME FRAME: 4 hours

SIZE OF CLASS: 24 students

OTHER RELEVANT REMARKS: Lower Secondary School in Italy – 3rd Year (age: 12-13)

SHORT DESCRIPTION OF THE LESSON AND HOW IT FITS INTO YOUR ONGOING CURRICULUM:

LEARNING OBJECTIVES:

Students will learn about New Zealand, History, and Geography in a CLIL lesson (Content Language Integrated Learning). They are ESL students. The activity will be organized by using Situated Learning Episode approach with collaborative activities and Flipped learning. The results of the activity will be the presentation of a digital product by groups of students to the teacher and the class. There will be an improvement of competences in English as a Second language, in digital skills, in cultural heritage about a country in which English is the official language, in social skills.

ACTIVITY

In the following section you are asked to describe the different activities which make up your lesson plan. You can add more activities by simply copy-pasting the above activity box for as many times as you require for your lesson plan.

Learning Activity	
<p>Learning Outcomes, Skills, and Competencies</p> <p>What are the main objectives of this activity? Consider the Bloom's Taxonomy and write here the skills the learner will develop and demonstrate during this activity (e.g., communicative skills, computational thinking, problem solving, etc).</p>	<p>Objectives:</p> <p>Find out/discover: Search on the web facts and important events about New Zealand</p> <p>Comprehension: of new vocabulary and texts</p> <p>Choose: right information about the place, traditions, customs and historical period</p> <p>Select: Images, information and dates</p> <p>Organise: Digital products to explain and show the information found</p> <p>Show: awareness of traditions, history, geography and culture of New Zealand</p> <p>Give feedback: The teacher will assess the collaborative activity by using an assessment rubric.</p> <p>Students will be able to locate New Zealand on a world map and identify its geographical features (islands, mountains, seas, rivers, etc.).</p> <ul style="list-style-type: none"> • Students will gain basic knowledge about the Maori culture and its significance in New Zealand. • Students will learn about some of New Zealand's unique flora and fauna. • Students will use technology responsibly to research and plan a virtual trip to New Zealand.
<p>Time</p> <p>What's the estimated duration of this activity?</p>	<p>The estimated time is 4 hours of lessons</p>

<p>Role of students</p> <p>What is the role of the students in this activity? Write here what the students will be doing during this activity and what is their specific role for it.</p>	<p>Students will first listen to the teacher, watch videos and read some texts about the topic, then they will have an active role by chatting with the AI New Zealander Tourist Guide and create a digital product to show the outputs of their research findings. This interactive experience will enable them to directly engage with the subject matter, gather firsthand information, and apply their knowledge to a scenario (<i>planning a dream New Zealand adventure</i>).</p>
<p>Role of the teacher</p> <p>What is the role of the students in this activity? Write here what the students will be doing during this activity and what is their specific role for it.</p>	<p>The teacher acts as a two-stage facilitator:</p> <ol style="list-style-type: none"> 1. Material Curator and Presenter: The teacher lays the groundwork by providing and introducing all the resources students will need. This could involve things like compiling relevant articles, selecting engaging videos, and creating presentations to introduce key concepts about New Zealand. 2. Student Coach: Once students have a solid foundation, the teacher transitions into a coaching role. He/she'll be there to guide students as they explore the topic further through the Mizou chatbot and presentation creation. This might involve answering questions, providing feedback on drafts, and facilitating discussions to ensure everyone's on the right track. <p>Here is the link to the teacher's lesson: https://emilianarufowordpress.com/2021/02/21/new-zealand-and-maori/</p>
<p>Digital technologies and Resources required</p> <p>What ICT tools, resources or other technologies will be required? Choose the tool(s) and explain how you will use it.</p>	<p>This lesson plan leverages the Mizou app to address several educational needs and create engaging learning opportunities for my students:</p> <p>Needs Addressed:</p> <ul style="list-style-type: none"> • Research Skills: Students need to practice researching online using age-appropriate websites to create their presentations and virtual trip planning. • Information Literacy: Students must evaluate the information they find online and distinguish between credible sources and potentially unreliable websites. • Technology Integration: The lesson plan integrates

	<p>technology in a meaningful way by using the Mizou app to enhance learning. Students practice using chatbots and interacting with AI technology.</p> <ul style="list-style-type: none"> • Cultural Awareness: The lesson fosters an understanding of Maori culture and the importance of respecting different cultures. <p>Learning Opportunities:</p> <ul style="list-style-type: none"> • Active Learning: Students become active participants in their learning by researching, creating presentations, and planning their virtual trips. • Personalization: Using the chatbot allows students to personalize their learning by focusing on places and activities that interest them most. • Critical Thinking and Problem-Solving: Students need to critically evaluate the information they gather, make decisions about what to include in their presentations and itineraries, and solve any challenges they encounter while using the chatbot. • Communication Skills: The lesson plan encourages communication through presentations and interaction with the chatbot, allowing students to practice expressing themselves clearly. <p>Students will also use interactive tools to create presentations, such as: Genially, Canva, Prezi.</p> <p>These tools allow them to create with their imagination online presentations by adding information, videos, photos and explanations.</p>
<p>Description of the activity</p> <p>Share here the description of the activity.</p>	<p>Day 1</p> <p>Introduction (10 minutes): Begin by showing a world map and ask students if they can locate New Zealand. Briefly discuss the concept of islands and archipelagos. Introduce the Maori name for New Zealand - Aotearoa (Land of the Long White Cloud).</p> <ul style="list-style-type: none"> • Geography of New Zealand (20 minutes): Show pictures and videos of New Zealand's landscapes, highlighting the North and South Islands, the Southern Alps mountain range, glaciers, and beaches. Discuss the unique weather patterns caused by New Zealand's location.

- **The Maori People (20 minutes):** Introduce the Maori people as the indigenous inhabitants of New Zealand. Show pictures and videos of Maori culture, including traditional waka (canoes), haka (dance), and moko (facial tattoos). Discuss the importance of respecting and learning about different cultures.

Day 2

Review (5 minutes): Briefly review the key points learned about New Zealand's geography and Maori culture.

Flora and Fauna (20 minutes): Show pictures and videos of New Zealand's unique wildlife, such as the kiwi bird, the kea parrot, and the sheep population. Discuss the importance of protecting endangered species and preserving ecosystems.

Interactive Activity (20 minutes): Divide students into groups. Each group will be assigned a specific aspect of New Zealand (e.g., Maori myths and legends, national parks, adventure activities). Students will research their assigned topic using age-appropriate online resources and prepare a short presentation for the next class.

Day 3

Planning a Virtual Trip with a Maori Guide

1. **Introduction to Mizou App (10 minutes):** Introduce the Mizou app and explain its function as an AI chatbot. Instruct students that they will interact with a chatbot designed as a Tourist Maori New Zealander Guide.
2. **Virtual Trip Planning with AI Chatbot (20 minutes):** The teacher will open the session with the Chatbot <https://mizou.com/preview-bot? ID=11135>

Students will use the Mizou app to interact with the chatbot guide. They can ask questions about specific places of interest in New Zealand, cultural experiences, or activities. Based on their research and interaction with the chatbot, students will create a short travel itinerary for their virtual trip.

Day 4

Presentations (20 minutes): Each group presents their findings on their assigned topic, sharing what they learned with the class.

	<p>Students will present their activities and research to the teacher and the class for a final assessment of Writing and Speaking competences and digital competences with this Assessment Rubric.</p> <p>The teacher will have access to the Chats students had with Mizou Chatbots and evaluate their interaction.</p>
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