

Europeana Learning Scenario

Title

Roman heritage

Author(s)

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Abstract

This learning scenario will focus on Roman heritage and influence of Roman Empire, mainly in aspects of languages, art, politics, architecture and everyday living. To understand the world today, one has to be informed about it's past and Rome was one of the most important factors of it.

Keywords

history, heritage, influence, Rome

Table of summary

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Subject	History, languages, art, social history
Topic	Roman influence and heritage
Age of students	12-14
Preparation time	2 hours
Teaching time	120 min
Online teaching material	https://historiana.eu/historical-content/source-collections/in-what-ways-did-roman-inventions-affect-later-developments-in-european-life https://www.nationalgeographic.org/article/traces-ancient-rome-modern-world/ https://www.nationalgeographic.org/topics/resouhttps://www.europeana.eu/en/collections/topic/190-art?page=2&qf=COUNTRY%3A%22Italy%22&view=gridrce-library-ancient-rome/?q=&page=1&per_page=25 https://www.europeana.eu/ Kahoot - https://kahoot.it/ Smarthistory - https://smarthistory.org/
Offline teaching material	notebooks, pencils, school books
Europeana	<ul style="list-style-type: none"> • https://www.europeana.eu/pt/item/90402/RP_P_1957_653_80_1 • https://www.europeana.eu/pt/item/90402/RP_P_OB_39_404 • https://www.europeana.eu/pt/item/90402/RP_P_1957_653_92_3

resources used

- https://www.europeana.eu/pt/item/90402/RP_P_OB_39_337

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Integration into the curriculum

By the national curriculum for Latin language, students have to detect and comprehend different aspects of Roman heritage and influence of Latin language in history, culture, language, architecture etc,

Aim of the lesson

Students detect Roman influence and comprehend different aspects of Roman heritage.

Outcome of the lesson

Students make a collaborative presentation and quiz using digital tools about influence and Roman heritage

Trends

collaborative learning, cultural awareness

21st century skills

digital and cultural literacy, critical thinking, communication and collaboration, cultural awareness

Activities

Name of activity	Procedure	Time
1. Discussion	starts with short introduction to the teme that Romans had influenced strongly the western world in different aspects of life. Students try to remeber some of the aspects they are alrely familiar with and explain it to the others. Then they divide in random groups and each group is assigned their theme for research work.	10 min
2a. collaborative work	Students in groups research Roman influence in five aspects: languages, art, politics, architecture and everyday living. They are given links on europeana.eu and some others as sources for their work. They make presentation of their theme in some of digital tools.	55 min

Name of activity	Procedure	Time
2b. collaborative work	Randomly chosen representatives of each group form new group and present work of his “old” group. In that way every student will hear all the results of all groups and all students will be active during their work.	25 min
4. Finalisation	Students in groups make Kahoot quizzes based on the informations they have adopted during collaborative work 2 ^a and 2b.	20 min
5. Assessment	Solving Kahoot quizzes made by students to check their knowlege about Roman influence and heritage.	10 min

***** **AFTER IMPLEMENTATION** *****

Student feedback

Add here the method with which your students will be able to give you feedback and discuss the lesson.

Teacher’s remarks

*Add here your comments and evaluation **AFTER** the implementation of this lesson. You can always use a rubric for self-assessment.*

About the Europeana DSI-4 project

[Europeana](#) is Europe’s digital platform for cultural heritage, providing free online access to over 53 million digitised items drawn from Europe’s museums, archives, libraries and galleries. The Europeana DSI-4 project continues the work of the previous three Europeana Digital Service Infrastructures (DSIs). It is the fourth iteration with a proven record of accomplishment in creating access, interoperability, visibility and use of European cultural heritage in the five target markets outlined: European Citizens, Education, Research, Creative Industries and Cultural Heritage Institutions.

[European Schoolnet](#) (EUN) is the network of 34 European Ministries of Education, based in Brussels. As a not-for-profit organisation, EUN aims to bring innovation in teaching and learning to its key stakeholders: Ministries of Education, schools, teachers, researchers, and industry partners. European Schoolnet’s task in the Europeana DSI-4 project is to continue and expand the Europeana Education Community.

