

TITLE: Explore the World Heritage

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Timeframe of activity: __60__ min

Tags: World map, AR, Geography, European heritage

Grade Level: Years 4-6

App/Tech Tools: smartphones, tablets, CleverBooks Geography app, QR code reader, kahoot!, Aurasma app (optional)

Additional material: CleverBooks world map, QR codes, miniatures of monuments, cards depicting cities of the world, Lego

Learning Objectives:

- To familiarise learners with cutting-edge technological tools.
- To train them how to be technologically literate.
- To increase learning curves in a fun and digital fashion
- To develop friendship, reciprocal communication and turn-taking skills.
- To cultivate effective problem-solving, risk taking, critical thinking and intelligent action.
- To practice working with various people, modifying and adapting themselves in order to succeed in their goal-project.
- To develop presentation skills while presenting their work in front of the class.
- To learn about the European heritage

Lesson Activity: Part 1

Divide the class into 2-3 small groups. Each group should have CleverBooks map of the World to work with.

Play a blind Kahoot.

Kids will play a Kahoot without knowing the topic in order to be intrigued and smoothly introduced to the topic.

After that class will be shown the CleverBooks World Map and they will be asked if they can imagine what kind of world map this is and what they know about world heritage.

Students are given miniatures of monuments and cards depicting cities of the world. Then they are asked to match the miniatures with the corresponding cards. After that students are asked to check their answers using the CleverBooks World Map. Zoom in and out to explore the most famous heritage places of the world. Press on different 3D models to see how to spell its name and hear how it's called

Questions outline:

- 'What can you see?'
- 'What kind of map do you think this is?'
- 'What are the most famous monuments?'
- 'In which cities are they located?'

Part 2

Students will play a CleverBooks AR Scavenging hunt. The teacher has pasted QR codes inside the classroom. The students are asked to find and scan a QR code. When a QR code is scanned, a Clue like a riddle will be shown on their tablets and smartphones. Then students will use the CleverBooks World map to find the corresponding monument.

Part 3

Each team selects one monument to their choice. They are asked to make a 3D model using Lego. Then they will be asked to write down some information for each monument. Next, they will transcribe the information into QR code messages, which they will print and pin on each monument.

Additional Ideas (optional):

- Students can create Aurasma videos presenting the monuments.
- Students can use Google Earth in conjunction with this app to obtain more details about the monuments.
- The teacher can organize a Skype Virtual Tour for students to watch one of the monuments live.