

Teaching hours at the Erasmus meeting in Przemyśl on 09.02.2017

The Myth of Europe

| phase  | What?  | Why?   | How?  |
|--|--|--|---|
| Introduction   | Presentation of a summary of the Myth of Europe while performing   | Clarification of the visual learning type for understanding.                         | Powerpoint, role play                           |
| Examination to provide the understanding of the Myth | Preparation of a Kahoot for the other students. In the Kahoot, the students have to answer questions about the Myth of Europe. | Deepening and replaying the story. How have the students understood the information? | Powerpoint and Kahoot and Tablets for the quiz. |
| Elaboration  | Selection of the main scene of the Myth of Europe. Build statues in groups of three students.<br><br>Do a Picture.             | Technical procedures should be used for motivation.                                  | Laptop, Tablet, Powerpoint and a camera.        |
| Presentation of the results                          | Presentation of the pictures taken by the groups and the students have   | We wanted to see what the groups kept and learned with the help of                   | A conversation with the others.                 |

|            |  |   |                          |
|------------|--|---|--------------------------|
|            | to explain why they choose these scene.  | technology.   |                          |
| Conclusion | In our group, we have explained the issue of Europe. We say why we make the role play and what we wanted to show with the role play; how everything has emerged and why Europe is called Europe, what it means to life in Europe and what Europe is all about. | We have talked about it, that everyone can make a picture of the subject. | We talked to each other. |