# Lesson plan



2023-1-SK01-KA220-SCH-00015112

Topic	Lifestyle	
Block name	How to keep secrets?	
Age category	Age category	Number of teaching hours
8-15	135 minutes	3

# Student-centered educational goals (content and performance standards)

### Veda:

Acquiring systematic and objective knowledge (mathematics, technology, art).

### **Mathematics:**

- The student knows the properties of geometric shapes.
- He adheres to the principles of economy and knows how to handle money.
- He controls numbers related to trade and the circulation of money.

### Technika / INF:

- The student can design a product in Tinkercad, which he can then print on a 3D printer.
- He/She controls work activities aimed at making the designed products.
- The student can create a video in Canva.

# Art, design:

- The student can navigate the world of art and connect it with everyday life.
- He works with a wide range of visual art stimuli.

# 21st century skills:

- The student can skillfully analyze information and create creative solutions to complex problems.
- Able to effectively communicate ideas and collaborate with others in a team environment.

# Teaching aids and teaching techniques:

- 3D printer,
- computer,
- memory card,
- Canva program,
- Tinkercad program.

## Resources (videos, methodology):

- Minedu.sk Isced 2,
- <a href="https://www.mcae.sk/pripadove-studie/jako-ziaci-zakladní-skoly-pracuju-s-3d-tiskárnou-makerbot-sketch/">https://www.mcae.sk/pripadove-studie/jako-ziaci-zakladní-skoly-pracuju-s-3d-tiskárnou-makerbot-sketch/</a>
- https://abbrobotika.sk/roboticka-3d-tlac/
- https://www.vut.cz/www\_base/zav\_prace\_soubor\_verejne.php?file\_id=127729

## **Motivational phase:**

Development of students' creativity and imagination, development of students' activity. Introductory story - familiarizing students with the fact that the jewelry they make will be used for charitable purposes.

**Duration (min):** 15 minutes

# **Objectives (regarding the student):**

development of empathy and belonging,

**Introductory activity - motivation:** Guess what you hear.

Samples of finished jewelry.

Introduction to the issue (keywords): jewelry, style, help

# Interactive questions and answers (teacher, student):

- Have you ever made jewelry? When I was a child, I used to make jewelry out of beads.
- Do you think it's possible to make jewelry using a 3D printer? I don't know. Maybe. I've never tried it.
- Do you know anyone with a similar fate? Yes specifically telling a story. No.

# **Resources:**

- Explaining the purpose of the activity: to encourage students
- Setting expectations: we expect children to be motivated by the story and want to get involved in jewelry making

# Exposure phase (discovery):

**Duration (min):** 100 minutes

**Objectives:** production of a jewelry model in a 3D printer and subsequent production of the final product.

# Science (major subject) integration:

### **Activities:**

- creation of an artistic design,
- programming and printing of 3D jewelry design,
- making the final product.

# **Informatics integration (micro:bit integration)**

### **Activities:**

- creating a video in Canva,
- jewelry design in Tinkercad

## **Group discussion:**

- jewelry price quote setting rings and earrings 2 euros, bracelets and brooches 3 euros, necklaces 5 euros
- The students will reach an agreement through voting.

# Review and evaluation of the exposure phase (from the student's perspective):

• the student would evaluate the activities through the created cards (red - did not like,

# <u>Fixation phase (fixing and deepening):</u>

Duration (min): 20 minutes

# **Activities:**

- observing children,
- encourage and praise children during the activity
- Revisiting the jewelry production process from design to final result
- creating a quiz in Kahoot.

# Student evaluation:

• Student assessment based on previous Kahoot activity.

# **Attachments:**

• Kahoot quiz.