

Implementation Report

| Date | October 2022 – May 2023 |
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| Description | In the "Mycenaean Age" learning scenario, students embark on an immersive journey into the past, exploring the historical context of the Mycenaean age. This educational adventure is designed to foster a multidisciplinary approach, encompassing Science, Technology, Engineering, Arts, and Mathematics (STEAM).  To participate, students should have a basic understanding of 3D design, having completed a few introductory lessons in Tinkercad. Throughout the scenario, students are encouraged to ponder real-life questions, such as how to effectively find and assess information, collaborate efficiently, and harness technology for enhanced learning and presentation skills.This scenario aims to provide students with knowledge about the historical context of the Mycenean age, including its political and social systems, as well as its architecture and culture. It also focuses on developing skills such as 3D design, creating AR books and quizzes, and using various ICT tools. The scenario is designed for 12-13-year-old students. |
| Estimated Reach (students) | 100 |
| Results | The scenario integrates various subjects and skills, promoting cross-disciplinary learning and 21st-century skill development. It effectively engages students in collaborative learning and the use of technology to enhance their understanding of historical topics. Here are some key results:  Knowledge-based goals:  Students successfully recognize the Mycenean political and social system.  They distinguish and analyze the social structure of the Mycenean age.  They recognize architectural elements of the Mycenean acropolis.  Skill-based goals:  Students create 3D models using Tinkercad.  They create AR books and quizzes.  They create activities using various ICT tools.  Affective goals:  Students adopt a positive attitude towards collaborative activities.  They embrace ICT tools with enthusiasm.  They develop creative thinking, collaboration, and communication skills.  Link to STEAM careers:  Students gain skills relevant to STEAM careers such as archaeologist, civil engineering, architect, 3D artist, and designer.  21st Century Skills:  Collaboration, communication, creativity, and critical thinking are fostered throughout the scenario.  Summary:  The Mycenean Age scenario effectively integrates history, technology, and collaborative learning to engage students in a comprehensive exploration of the historical period. It encourages students to research, collaborate, and present their findings creatively. The use of 3D design and augmented reality adds an innovative dimension to the learning experience.  References: The scenario draws on educational research, collaborative learning strategies, and technological tools to create a rich and engaging learning experience.  Online Resources: The scenario incorporates various online tools and platforms, including Tinkercad, AR Tutor, Metaverse Studio, Quizizz, Genially, and Crossword Labs, to enhance the learning process.  Scenario Evaluation:  The scenario incorporates continuous feedback loops through student comments, teacher observations, and assessments at various stages. Both students and teachers have opportunities to provide feedback, allowing for ongoing improvement of the educational experience.  The Mycenean Age scenario demonstrates a well-structured and innovative approach to teaching history while promoting the development of essential skills for the 21st century. |