



Lesson Plan (Implementation lesson - LTT in Greece)

Title: SICILY: SHAPES, COLOURS AND FREEDOM	Subject: ITALIAN, HISTORY, GEOGRAPHY	
Age: 8-9	Teachers: VASTA CONCETTA	Country: Italy
Objectives	<p>- Improvement in the knowledge of Sicily's history and traditions</p> <p>- Greater spirit of sharing and collaboration.</p> <p><u>Learning objectives</u></p> <ul style="list-style-type: none">- Learning what Sicilian autonomy is (knowing the most important articles of the Sicilian autonomous statute).- Knowing the most representative places in our island.- Knowing a typical dance of our tradition (tarantella) and reproduce its basic moves.- Using interactive educational games. <p><u>Goals for the development of reference skills</u></p> <ul style="list-style-type: none">- Developing artistic and creative skills.- Enhancing coordination and teamwork.- Developing digital literacy skills. <p>Enriching the students' knowledge through oral communication, reading and writing activities.</p> <p><u>Prerequisites</u></p> <ul style="list-style-type: none">- Basic historical and geographical knowledge.	



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	- Minimum competence in using interactive educational games.
Materials and equipment	<ul style="list-style-type: none">• Computer• IWB• Books• Kahoot.it
Procedure	
Directions	<p>1st step: «The Sicilian autonomy statute»</p> <p>The teacher, with the help of an educational video and using the brainstorming methodology, presents the topic: Sicily, the first autonomous Italian region.</p> <p>The teacher reads the most important articles of the Sicilian autonomy statute.</p> <p>Pupils interact with the teacher by asking questions about the topic.</p> <p>2nd step: «Sicily through shapes and imagination»</p> <p>In the second phase of the lesson, the teacher shows photographs of the places chosen for the activity, using the IWB.</p> <p>The teacher assigns the work to each pupil. The children have to:</p> <ul style="list-style-type: none">- observe the stylised images of the most evocative places in our island,- colour according to the instructions,- introduce something imaginary in order to change the perception



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and meaning of the images.

3rd step: «**Let's play together on Kahoot**»

The teacher proposes an interactive game to the pupils, to make them learn about some geographical, historical and traditional Sicilian elements.

The pupils check their understanding of the topic through an interactive learning game, using Kahoot.

The teacher checks the results of the quiz with the students.

4th step: «**Discovering a traditional dance**»

The teacher shows the children some videos on the tarantella and invites the children to do some dance moves. Children learn the basic moves and dance the tarantella.

Evaluation

- Teachers' analysis of the children's improvement;
- teachers' observations of the pupils' participation and understanding during their work;
- teachers' and pupils' analysis of the pupils' results in playing Kahoot.