

Activity 2: STEM education for social justice _ A story - 60 m. – LO 2

Students' activity	Timing	Teacher's Actions	Students' Actions	Related to Session's ILO
2.	60'	<ul style="list-style-type: none"> - The teacher selects a story from the book "European Mobility Folktales Collection" (2012) or from anywhere else he/she wants to be associated with interculturalism, inclusion, and so on. - Once the dialogue is over, the teacher divides the children into groups of 3-4. Each group contains both boys and girls. - The teacher tells the children that they will work with scratch software (see appendix for user guide). He/She reminds the children how it works (the children know already the software) and then asks the children to represent to scratch a scene they liked, which can be woven into interculturalism, but also to a Europe enriched by its diversity culture. 	<ul style="list-style-type: none"> - The children listen to the story aloud through the computer, which is recorded and then the teacher discusses for a while with the children about the heroes and the story. There is a dialogue between them, so that the words of difference, change, embrace of the different, etc. are heard in the classroom. <p>Each team uses the Computer to present the scene they have created with the scratch software to the other students and explains how it worked.</p>	2.
Preparatory tasks for Students (if they needed):	N/A			

Teacher's preparatory actions:	Collection of "European Mobility Folktales" (www.eumof.unic.ac.cy), PC
Notes:	The teacher should not interfere in the discussions and decisions of the groups, but can help them in the technical part of the activity related to the software.

