

# Activity Design (lesson plan)

involving the use of social media in school

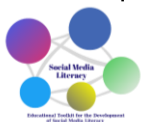
Game – a game to learn,  
a game for fun



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Title of the activity	Subject/discipline	Type of lesson
<ul style="list-style-type: none"> <li>• Game: A GAME TO LEARN A GAME FOR FUN</li> </ul>	<ul style="list-style-type: none"> <li>• Mathematics</li> </ul>	<ul style="list-style-type: none"> <li>• The project is divided in two steps:</li> <li>• <b>1. Introductory lesson</b> presentation of the disciplinary contents: sharing of the game and its rules; preparation of material through the use of specific software; training sessions</li> <li>• <b>2. Mathematical competitions</b> team organization</li> </ul>

Age of students	Duration	Social Media tools used
<ul style="list-style-type: none"> <li>• This activity is suitable for different ages, in our case students are 11 to 14 years old</li> </ul>	<ul style="list-style-type: none"> <li>• Introductory activities: 3 or 4 hours a month</li> <li>• Mathematical games: 2 hours a month</li> </ul>	<ul style="list-style-type: none"> <li>• <i>Quizlet</i> ☐ ON LINE software to produce game cards</li> <li>• <i>EclipseCrossword</i> ☐ ON LINE software to create crosswords</li> <li>• <i>Google Site</i> ☐ ON LINE dissemination and sharing of results</li> </ul>

Learning outcomes	Methods/strategies used
<ol style="list-style-type: none"> <li>1. Area 2: Communication and cooperation 2.1 Interact through digital technologies to learn by building learnings</li> <li>2. Area 3: Creation of digital contents 3.1 Development of digital contents by organizing and sharing of tools and experiences through a site</li> </ol> <p>Reference of the competences developed: Digital competence DigCompEdu</p>	<p><b>Problem Based Learning methodology - Lepida Scuola.</b></p> <p>Steps of the methodology:</p> <ul style="list-style-type: none"> <li>• <u>Motivation</u> 📖 How can we learn Maths using technology and have fun?</li> <li>• <u>Concept</u> 📖 Design a Split Treemap</li> <li>• <u>Feasibility</u>: What do we need to carry out our project?</li> <li>• <u>Execution</u>: production of cards and crosswords:</li> <li>• <u>Presentation</u>: Organisation and posting of all the materials, as final products, on the site</li> </ul> <p><b>Gamification</b> 📖 use of the typical mechanism of the points of the game, prizes virtual goods, ranking to make the students participate in the activities and motivate them to learn</p>





## Description

- Step 1:** How can we learn Maths through technology and have fun too? Production in a shared mode of a design Splitree
- Step 2:** Divide the class into groups of 3 – 4 students. Each group makes a feasibility study (What do I need? Who can help me? Who does what? How much time do I need?)
- Step 3:** Each group makes the intermediate material (Cards or crosswords with a specific disciplinary content using the software eventually proposed by the students and negotiated with the teacher)
- Step 4:** Team building of heterogeneous groups for the day of maths competitions and assignments of roles
- Step 5:** Maths competitions: the teams play and at the end of the scores of the games for the partial classifications are collected. The activity includes four competitions (one each month for four months at the end of which the winning team is proclaimed (Maximum score)
- Step 6:** Documentation of the phases (photos and videos), organization of all material for the site page
- Step 7:** Presentation of the course to third parties (other students, teachers, parents.....

## Assessment

Relational and social skills observation grids

- Digital observation grids
- Evaluation rubrics for intermediate and final products
- Summative checks on disciplinary contents

Goal of the activity:

- Promote disciplinary learning through gamification with the use of software.
- Use of social media for sharing and external communication

## Resources

- <https://www.lepidascuola.org>: P.B.L. methodology
- <https://quizlet.com/it/626863465/poligoni-e-non-solo-flash-cards/> examples of disciplinary materials
- <https://share.eclipsecrossword.com/play/d0ab23d3/quadrilateri-e-altro> examples of disciplinary items
- *Class site : Not shared for privacy policies*





## Tips & Tricks

- . This activity is very engaging for the students. The activities proposed must be challenging and very well planned. At the same time, a lot of flexibility is required in accepting students' proposals on specific software and organization.
- . Much attention should be paid to the formation of groups (intermediate and competition). They must be heterogeneous as regards to the level of learning, but with good relational dynamics. The assignment of roles must take into account specific abilities, although a rotation of roles themselves is desirable.
- . It is very important to share observation and evaluation tools before the activities themselves since students must be aware of the parameters /indicators on which they will be evaluated

## Teacher annex

[Annex 1](#)

[Annex 2](#)

[Annex 3](#)

