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Applying modern metaverse enabled pedagogical techniques for civic learning: Supporting K-12 teachers and students.

WP2:

A2.1 Identification of traditional effective practices of civic education in primary education

SCENARIO PLAN INFORMATION

Author(s): Harris Pericleous and Rhiannon Bland

Subject: Global Perspectives – Digital Citizenship

Topic: Beyond Gender Equality

Age of students: 10

Preparation time: 1 hour

Teaching time: 80 minutes

LICENCE (??) [SELECT LICENSE]



KEYWORDS

Beyond Gender Stereotypes

TEACHER NOTES

- ✓ Add here your comments and evaluation AFTER the implementation of this scenario that might help other teachers use it.

[insert picture of traditional scenario]



TRADITIONAL SCENARIO BUILDING TEMPLATE

ABSTRACT

Children encounter all kinds of stereotypes in the media. But are children always aware of what they're seeing? This lesson helps students think critically about how gender stereotypes can affect the ways they view themselves and others.

LESSON PLAN METHOD(S) INVOLVED (Check more than one, if applicable)

<input checked="" type="checkbox"/>	Face to Face Learning	<input type="checkbox"/>	Blended Learning
<input type="checkbox"/>	On-Line Learning	<input type="checkbox"/>	Collaborative learning
<input type="checkbox"/>	Project-based learning	<input type="checkbox"/>	Inquiry based learning
<input type="checkbox"/>	Peer learning	<input type="checkbox"/>	Hands-on learning
<input type="checkbox"/>	Game based learning	<input type="checkbox"/>	Other

In case of Other, please elaborate:

LEARNING OBJECTIVES (use Bloom Taxonomy)

By completing this learning plan, students will achieve learning outcomes and learn skills such as:

- Define "gender stereotype" and describe how they can be present online.
- Describe how gender stereotypes can lead to unfairness or bias.
- Create an avatar and a poem that show how gender stereotypes impact who they are.

LESSON PLAN ACTIVITIES

Describe here in detail all the activities during the lesson and the time they require. Make sure you properly describe the role of the students and teachers as well as how each activity is linked to the learning objectives of the LP.

Name of the activity	Description
Introduction	Ask: How do gender stereotypes shape our experiences online? Nearpod – Students use the drag and drop tool on Nearpod to assign jobs that are 'typically' male and typically female. For example, a ballerina may be perceived as a job for a woman.
Main	Watch video. https://www.youtube.com/watch?v=G3Aweo-74kY&t=2s

	<p>Collaboration Board: What surprised you about the video. What message does it show? Students read the following statements and discuss how it makes them feel. Boys – Boys are competitive and like to win. Girls – Girls worry about how they look and are drama queens. Discuss ‘gender stereotypes’. Collaboration Board: Think about your experiences online. What examples of gender stereotypes have you seen or heard? It could be a character in a show, something from a music video, or even a message someone posted. Activity: Students spend the rest of the lesson creating an avatar from scratch. Students need to think about the stereotypes discussed and create an avatar that challenges them.</p>
Plenary	<p>Ask: What stereotypes did you challenge in your avatar? Read: ‘Just Because’ poem and reflect.</p>
<i>Add rows if needed</i>	

ACTIVITIES SEQUENCE

Describe here in detail the sequence of the activities during the lesson and the time required. You can divide the activities into phases if needed.

Name of the activity	SEQUENCE No	Duration
Introduction	1	15
Main	2	40
Plenary	3	15
<i>Add rows if needed</i>		

TESTING / ASSESSMENT

Formative assessments – Verbally. Assessing their participation and understanding of the classroom discussion.
 No summative assessment.

LEARNING RESOURCES/SERVICES/TOOLS

Provide information about any learning resources or services/tool that should support a learning activity .

Name of the activity	Name of learning resource or service/tool	Description of learning resource or service/tool
Activity 1 (introduction)	Ipads Nearpod Internet	
Activity 2 (main)	Ipads Nearpod	
Activity 3 (plenary)	Ipads Nearpod	
<i>Add rows if needed</i>		

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**(Please provide content pdf and slides to understand the lesson and also investigate if a game can be created in metaverse
Game of the introduction with gender based selection of occupations)**

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