

ThingLink as a Tool to Produce thematic classes: Lisbon Roman Theater – v1:

MaFEA – Making Future Education Accessible
PR3 - EDUCATIONAL LEARNING PATHS

Technology tools:	ThingLink
Tool version:	
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College:	Escola de Comércio de Lisboa
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Subject of the lesson(s):	# Retail Business; #Visual Merchandising; #Marketing; #Sales Promotion; # Trade and sell; # Management



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ThingLink/ Lisbon Roman Theater

Intention: What do you wish for or hope to happen? (Intentions are often not measurable or tangible, but help you in developing the design process.)

1. Promote Cultural Knowledge: Provide students in the 1st year of the Tourism Technician professional course with an immersive experience at the Lisbon Roman Theater, enriching their knowledge of the historical and cultural heritage of the region.
2. Develop Digital Skills: Use the Thinglink software to create an interactive digital study visit, allowing students to explore different points of the Lisbon Roman Theater, in an engaging and educational way.
3. Encourage Collaboration: Foster collaboration among students in project creation, sharing responsibilities, and contributing to collective development.

Desired Outcomes: One or more measurable and tangible goals the teacher aims for with this lesson/these lessons.

1. Production of a Digital Study Visit: Creation of an interactive resource using Thinglink, incorporating relevant information about the Roman Theater of Lisbon, such as history, architecture, and cultural details.
2. Development of Collaborative Skills: Efficient collaboration among students in research, organization of content, and the use of the software.
3. Deepening of Knowledge: Greater understanding of the Roman Theater of Lisbon and the ability to communicate that knowledge effectively.

Agenda: HOW are you going to reach the goals? Description of the lesson plan / educational activities / working methods.

1. Preliminary Research:
 - Identification of relevant information about the Roman Theater of Lisbon.
 - Division of topics among students.
2. Script Development:
 - Organization of collected information.
 - Definition of key points for the digital study visit.
3. Thinglink Training:
 - Introduction to the Thinglink software.
 - Practice in creating interactive content.
4. Development of the Digital Study Visit:
 - Collaborative creation on Thinglink.
 - Reviews and feedback among peers.
5. Presentation and Evaluation:
 - Presentation of final projects.
 - Evaluation of content and collaboration.

Roles: Who facilitates what? Who participates? What do we expect of the students?

Students:

- Conducting research.
- Contribution to script development.



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Teacher:

- Active involvement in creating the digital study visit on Thinglink.

- Guidance in initial research.
- Assistance in script development.
- Support in Thinglink training.

Rules: Rules or principles are about how you want to learn and work together.

1. Mutual Respect: Valuing each student's opinions and contributions.
2. Active Participation: Active involvement in all project phases.
3. Deadline Compliance: Strict adherence to the established deadlines for each phase.

Time: Describe the time path: What time do we start / finish / break? When is the time for reflection? What happens between contact times?

1. Week 1: Preliminary Research (2 hours)
 - Identification of relevant information about the Roman Theater of Lisbon.
 - Division of topics among students.
2. Week 1: Script Development (4 hours)
 - Organization of collected information.
 - Definition of key points for the digital study visit.
3. Week 1: Thinglink Training (2 hours)
 - Introduction to the Thinglink software.
 - Practice in creating interactive content.
4. Week 2: Development of the Digital Study Visit (9 hours)
 - Collaborative creation on Thinglink.
 - Reviews and feedback among peers.
5. Week 8: Presentation and Evaluation (2 hours)
 - Presentation of final projects.
 - Evaluation of content and collaboration.