

Lesson title / subject – v1:

MaFEA – Making Future Education Accessible
PR3 - EDUCATIONAL LEARNING PATHS

Technology tools:	Tinglink
Tool version:	
Date:	
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Subject of the lesson(s):	Environmentally friendly living



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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. By working in pairs, the students must lean on each other and help each other reach their goals.
2. The students must learn to do their own research. By giving them some topics, I set them on their way to investigate these matters further.

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

1. The students learn about how to live more ecologically.

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

1. The entire task for these students is that they are going to have to build a city. But they have to take into account that the whole world is under water and that they therefore have to live more ecologically. How will they get food? How will they live? How will they move? These are all things they need to consider. This assignment is about a timing of about 12 hours. This lesson is the first lesson taught in this project. The students simply learn to get acquainted with the more ecological life.
2. The students have to brainstorm about how they can live more ecologically. To start the brainstorm they get access to the thinglink.
<https://www.thinglink.com/scene/1659647789606371330> This gives them some inspiration and encourages further research that they can use in their brainstorming session. They start brainstorming on their own.
3. After 50 minutes of brainstorming, they can sit down with their teammate. This way they can explain their brainstorm to each other and from there continue to brainstorm with two.
4. The next lesson they will have to present the brainstorm to the class. This way the other students can also get extra inspiration from this.

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

1. We expect that they find a lot of information to use for their assignment.
2. We expect them to work together with their teammate.
3. As a teacher your role is just to interfere if students get blocked.



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

1. The need to work together and explain things to each other to be successful. They are working as a team.

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

1. The students can take a break whenever they want, but they must have finished the full brainstorm at the end of the two hours and be ready to present the brainstorm in the next lesson.
2. The whole assignment will take a goof 12 hours. This piece of the assignment will take 2 hours of work. They need to have the time to do the research and watch video's, read a lot of stuff.