Title: **SEA LIFE**

Description: This learning unit was carried out within the cross curricular activity "It's sea time", in collaboration with the University of Catania. The main topic, the sea, was studied in various aspects in each curricular subject of the First Year classes and the final work presented at the University of Catania. This activity was carried out in CLIL mode (English-Science), focusing on sea life. The goal was to create an augmented reality poster containing scientific information cards about some sea creatures. Students worked in groups on Google Classroom platform on which the necessary materials (photos and information sheets) were shared. They also worked in a collaborative way in a single online presentation in Google Slides. They searched information and chose pics, overlay and trigger images to be used to create AR contents with HP REVEAL App for the poster.

School: 4° Istituto Comprensivo "Marconi "Lentini, Italy

OBJECTIVES		Improving the following skills: − Science skills: getting general information about sea life, describing, classifying and focusing on amazing facts. − English Skill: describing animals, simple present of verbs, using adjectives, learning new vocabulary. − Digital Skill: content curation searching information on the web, using Google Classroom, Google Slide and HP Reveal for Augmented Reality,
OVERVIEW	Topic	SEA LIFE CLIL
	Class (target age)	1B – 1D (10-11)
	Ideal group size	4 STUDENTS
	Time	8 HOURS
RESOURCES (Apps…)		Lim, notebook, Internet, smartphone, Google Classroom, Google Slides, HP Reveal, cardboards, printer
ACTIVITIES	1.	Proposing the activity to teachers and students
	2.	Overview of the activities to carry out, focusing on HP Reveal App
	3.	Introducing new vocabulary about "Sea Life"
	4	Searching pics and information on the web
	5.	Filling in the sea creature schedules in a Google Slide, shared in Google Classroom
	6.	Preparing triggers and overlays for the AR objects
	6.	Creating "Auras" using smartphone
	7.	Making the poster

[Digitare qui]

	8	Final show of the activity at Catania University
EVALUATION		To evaluate the learnin unit students filled a form answering th following 6 questions: 1. Did you enjoy the unit? 2. What was the most important thing you learnt? 3. What was the best thing you did? 4. Which activity did you like most? 5. Which activity did you dislike? 6. Which of the following skills did you improve most? Scientific, English or Digital?

Photos : https://photos.app.goo.gl/DtceBexfxWHPcGHx7

Author: Virginia Puglisi

[Digitare qui]