Storytelling: Age of Discovery

SMaiLE Project

Key Information

Target Group: 8 - 12 y.o.

Duration: 5 lessons (45 min each)

Key Learning Goals:

1. **Historical Analysis:** Use storytelling to analyze how discoveries shaped cultural heritage and global interactions.

2. **Geographical Knowledge:** Reinforce understanding of new lands, routes, and maps.

3. **AI Integration:** Use AI tools to generate visuals and refine narratives.

4. **Communication:** Improve written and oral skills through diaries and presentations.

Learning Outcomes

Students will be able to:

KNOWLEDGE & UNDERSTANDING:

- Demonstrate knowledge of key events, figures, and motivations of the Age of Discovery.

- Understand the significance of maps and trade routes.

- Use diverse AI tools to create historical examples.

SKILLS & ABILITIES:

- Develop research skills using safe sources (e.g., Kiddle, KidsChatGPT).

- Build communication skills by writing diaries and letters.

- Reinforce content creation skills by using AI to generate visuals.

ATTITUDES & VALUES:

- Develop curiosity about history and cultures.

- Show respect for diversity and different perspectives.

- Build commitment to collaboration and teamwork.

European Dimension / Erasmus+ Connection

- **Cultural Heritage:** Explores the legacy of European explorers and shared identity.

- **Social Integration:** Fosters empathy by examining diverse perspectives of history.

- **Economic Awareness:** Links early trade to modern global relations and sustainability.

- **Digital Literacy:** Aligns with Erasmus+ digital transformation priorities by using AI tools.

1. Resources and Tools

- **Research:** KidsChatGPT, Kiddle.co, Google Gemini (supervised).

- **Mapping:** Google My Maps, Canva (for infographics).

- **Storytelling:** My Diary App, Book Creator, StoryJumper.

- **Visuals:** Craiyon (AI image generation), AutoDraw.

- **Assessment:** Google Forms, Mentimeter.

Activity Overview

Phase	Time	Activity
Intro	15 min	**Setting the Stage:** Video on Age of Exploration. Discussion: "If you were an explorer..."
Research	90 min	**Project-Based Learning:** Explorer Profiles, Creating Routes (Maps), Food Origins ("Why is cinnamon in my roll?").
Creative	90 min	**Application:** Writing "The Diary of an Explorer", generating AI visuals, Interactive Presentations.
Reflection	30 min	**Evaluation:** Self-reflection (Att 3.1), Peer feedback, Teacher rubric (Att 4.1).

2. Introduction and Motivation

Goal: Engage students with the historical context.

- **Watch:** Video "The Age of Exploration".

- **Discuss:** "If you could discover a new land today, where would you go and why?"

3. Research and Learning

Activity 3.1: Explorer Profiles

Students work in groups to create profiles for Columbus, Vasco da Gama, Magellan, or Vespucci.

- Use AI tools to find: Background, Major Voyages, Discoveries.

- **Method:** Fishbowl Discussion to share findings.

Activity 3.2: Creating Routes of Discoveries

Students mark the route of their explorer on a map.

- **Tool:** Google My Maps (collaborative online map).

- Analyze the significance of the places discovered.

Activity 3.3: Why is Cinnamon in my Roll?

The Hook: "If you lived in the Middle Ages, you would never have tasted chocolate."

- Research foods brought to Europe from other continents.

- Use Padlet to sort foods by continent of origin.

- Discuss how these findings changed European cuisine.

4.   Creative Application

Activity 4.1:   The Diary of an Explorer

Students write diary entries or letters as if they were explorers.

- Detail experiences, emotions, and fears.

- **AI Task:** Use AI image generators to create illustrations that match their specific diary descriptions.

Activity 4.2:   Interactive Visual Storytelling

Students prepare a presentation of their diary entries.

- **Hook:** "Have you ever sailed on a Carrack?"

- Use the AI-generated visuals to bring the story to life.

5. Reflection and Evaluation

Group Reflection (25 min):

- What went well and why?

- What challenges did we face?

- **Assessment:** Students fill out the Self-Reflection Chart (Att 3.1).

Teacher's Notes

- Ensure safe search tools (Kiddle) are used.

- Monitor AI usage to ensure prompts are age-appropriate.

- Encourage multilingualism if students speak different languages.