

## Introduction

How did the Age of Discovery change our world?

In this workshop, students (8-12) will become explorers, map-makers, and storytellers. They will use AI tools to bring history to life and discover the origins of the world we know today.

## Key Goals

- **Analyze:** Historical events and figures.
- **Map:** Routes of famous explorers.
- **Create:** Diaries using AI visuals.
- **Reflect:** On cultural exchange and heritage.

## Resources

- **Research:** KidsChatGPT, Kiddle.
- **Maps:** Google My Maps.
- **Visuals:** Craiyon, Canva.
- **Story:** My Diary App.



## Storytelling

Age of Discovery



**Co-funded by  
the European Union**

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Target Group: 8-12 y.o.  
SmAile Project

## Learning Outcomes

### Knowledge:

- Key events of the 15th/16th century.
- Significance of maps and trade.

### Skills:

- Research with digital tools.
- Creative writing (diaries).
- AI image generation.

## Values

- Cultural Curiosity
- Respect for Diversity
- Global Awareness

## 1. Research

**Explorer Profiles:** Teams research Columbus, Da Gama, or Magellan using AI tools. **Mapping Routes:** Using Google My Maps to trace journeys. **Food Origins:** "Why is there cinnamon in my roll?" Investigating how trade changed European cuisine.

## 2. Creative Application

**The Diary of an Explorer:** Students write journals describing their fears and discoveries. **AI Visuals:** Using AI to generate illustrations that match their written descriptions.

## 3. Evaluation

**Reflection:** "If I were an explorer..." **Feedback:** Peer review of interactive presentations.