

MODEL SESSION PLAN

Topic: Interactive Narration of Historical Events

Subject: History

Student's age: 11-16 years

Duration of session: 60-70 min.

Objectives

Enhance skills in coding and storytelling through Scratch. Comprehend a historical event, identifying key facts and motivations.



Material/resources

Computers or tablets, pens, paper, notebooks, History textbooks



Description of the lesson

Introduction (10 minutes)

- Objective Review: Explain the purpose of the lesson: understanding historical events through interactive storytelling.
- Scratch Overview: Briefly introduce how to use Scratch to bring historical events to life. Students should have a previous knowledge of Scratch.

Selection of Historical Event (5 minutes)

- Event Choice: Work with the student to choose a historical event they find interesting or one recently covered in their studies, such as a significant battle, a political event, or a social movement. Explain why understanding the motivations, context, and figures involved in this event can deepen their historical understanding.

Brainstorming and Planning (15 minutes)

- Setting the Scene: Help the student visualize the event. Encourage them to imagine where and when the event took place, who the main figures were, and what their roles or motivations were. They should jot down notes on the setting and main characters.
- Dialogue Creation: Guide the student in writing a short dialogue for key moments. The dialogue should reflect the historical significance and motivations of the figures involved. For instance, if the event is a battle, they might script a conversation between generals planning strategy or soldiers discussing the impact of the battle.



Description of the lesson

Introduction to Scratch (10 minutes)

- Scratch Demonstration: Demonstrate essential Scratch features, such as adding characters, animating movements, changing backdrops, and adding sounds. Show them how these elements can be combined to create an engaging, interactive scene.

Creating Interactive Narration (20 minutes)

Programming the Scene: Assist the student in using Scratch to program their chosen scene.

- Add characters to represent historical figures.
- Implement the dialogue based on their script.
- Animate characters to interact or move as the scene unfolds.
- Select or create a backdrop that represents the historical setting.
- Optionally, they can add sound effects or music to make the scene more immersive.

Presentation and Reflection (10 minutes)

- Showcase: Have the student present their completed interactive scene, describing the historical event, the figures involved, and why this moment was significant.
- Reflection: Conclude with a discussion on what they learned about the historical event. Encourage them to share which part was the most engaging or challenging and any coding or storytelling techniques they would like to explore further.

