Storytelling: Age of Discovery

SMaiLE Project

Target Group: 13 - 16 y.o.

Duration: 9 lessons (45 min each)

Key Learning Goals:

1. **Historical Analysis:** Analyze the impact of the Age of Discovery on globalization.

2. **Critical Thinking:** Recognize bias, Eurocentrism, and colonialism in narratives.

3. **Digital Storytelling:** Create podcasts and interactive maps using AI tools.

4. **Global Perspectives:** Understand the "Columbian Exchange" and trade routes.

Learning Outcomes

Students will be able to:

KNOWLEDGE & UNDERSTANDING:

- Demonstrate knowledge of key explorers and their motivations.

- Understand the significance of maps as tools of power.

- Use diverse AI tools to create historical examples.

SKILLS & ABILITIES:

- Conduct research using safe sources and AI.

- Create multimedia content (podcasts, maps).

- Work effectively in teams using the Jigsaw method.

ATTITUDES & VALUES:

- Develop curiosity about history and culture.

- Show respect for diverse perspectives (e.g., indigenous voices).

European Dimension / Erasmus+ Connection

- **Cultural Heritage:** Exploring how European exploration shaped global identity.

- **Social Integration:** Fostering empathy by analyzing history from non-dominant perspectives.

- **Digital Literacy:** Combining history with modern technology.

1. Resources and Tools

- **Research:** ChatGPT, Google Bard.

- **Creation:** StoryMapJS, Canva, Audacity (for podcasts).

- **Materials:** Jigsaw instructions, Map projections (Mercator, Peters).

Activity Overview

Phase	Time	Activity
Intro	15 min	**Context:** Video "Age of Exploration". Discussion on adventure.
Research	180 min	**Deep Dive:** Jigsaw research on Explorer Profiles (Activity 1), Map Bias (Activity 2), and Columbian Exchange (Activity 3).
Creative	180 min	**Storytelling:** Creating an Indigenous Diary (Podcast) and Interactive StoryMap.
Reflection	30 min	**Evaluation:** Self-reflection and Teacher Rubrics.

2. Research and Learning

Activity 2.1: Critical Explorer Profiles (Jigsaw)

Goal: Beyond the "Hero" narrative.

- **Task:** Groups research Columbus, Da Gama, Magellan, or Vespucci.

- **Focus:** Sponsors, motivations, and impact on indigenous populations.

- **Critical Reflection:** How is the explorer remembered? Who tells the story?

Activity 2.2: Who is at the Center? (Maps)

Goal: Analyzing map bias.

- **Visuals:** Compare Mercator vs. Peters projections.

- **Discussion:** "Why is Europe in the center?" "How do maps distort reality?"

Activity 2.3: The Columbian Exchange

Goal: Understanding global trade.

- **Hook:** Show items (Tomato, Chocolate). "These didn't exist in Europe before 1492!"

- **Task:** Trace the origin and impact of goods like potatoes or tobacco.

3. Creative Application

Activity 3.1: The Diary of an Indigenous Observer

Task: Shift the perspective.

- Write a script for a podcast from the viewpoint of an indigenous person meeting explorers.

- Use AI tools to generate background imagery or sound effects.

Activity 3.2:   Interactive StoryMap

Task: Visualizing globalization.

- Use **StoryMapJS** to build a narrative map showing the journey of a specific commodity.

- Include images, text, and historical facts.

4.   Reflection and Evaluation

Assessment Criteria:

- **Historical Accuracy:** 5 pts.

- **Perspective & Empathy:** 5 pts.

- **Creativity:** 5 pts.

- **Technical Use:** 5 pts.