

We are the makers – IoT Learning Scenario – Souvenir Shop

1. Title of the Scenario	Souvenir Shop (production and 'sale' of 3D printed souvenirs)
2. Target group	Any foreign language class (starting from 2 nd year of learning, at least 10 years of age)
3. Duration	about 6 hours
4. Learning needs	<ul style="list-style-type: none"> - basic knowledge of the foreign language - basic knowledge of 3D printing (including downloading files from Thingiverse, slicing and setting up the print)
5. Expected learning outcomes	<ul style="list-style-type: none"> - get geographical knowledge about the country where the foreign language is spoken - choose an object that is related to a particular place in this country - print a chosen object - present and describe the object / "sell" it wisely (seller-buyer dialogue), with adjectives, ... phrases
6. Methodologies	<ul style="list-style-type: none"> - internet research - 3d printing
7. Place / Environment	<ul style="list-style-type: none"> - classroom with computer access - 3D printers
8. Tools / Materials / Resources	<ul style="list-style-type: none"> - internet - software and hardware for 3D printing
9. Step by step description of the activity / content	<p>The pupils...</p> <ul style="list-style-type: none"> - ... choose a landmark related to a particular region/place that they want to 3D print - ... search for information about that landmark and take notes to present it later in class and check on Thingiverse.com whether the object is available - ... 3D print the landmark/object = souvenir - ... get together in different groups of "sellers" and "buyers" to "sell" their souvenirs in a "shop" (using "sales talk")
10. Feedback	<ul style="list-style-type: none"> - peer students and the language teacher will give the students feedback about the objects/souvenirs, the facts about them and the sales talk
11. Assessment & Evaluation	The students may present their "Souvenir Shop" on an Open Day of their school or at a parents' evening.