**Your lesson plan**

-------------------------------------------------------------------------------------------------------------------------------

| Topic/Lesson Title: Exploring EU Values through a Gamebook and Treasure Hunt |
| --- |

| Author: Ourania Floratou |
| --- |

| Methodology: (group, individual, plenary, brainstorming, etc…)  group work, class discussions, brainstorming, digital tools, digital games |
| --- |

| Aims/Goals or SWBATs (Students will be able to......)   * Understand the core values of the European Union (EU), such as human dignity, freedom, democracy, equality, rule of law, and human rights. * Engage in collaborative problem-solving and critical thinking. * Reflect on the importance of these values in real-life scenarios. |
| --- |

| Age group:  15-17 year-old students |
| --- |

| Time (Lesson duration):  90 minutes |
| --- |

| Materials:  for the students: a mobile phone/tablet  for the teacher: an interactive whiteboard and a laptop/PC |
| --- |

| Lead-in *What’s going to happen here to introduce your students to the topic?*  Time: 5 minutes  Brainstorming - the teacher prepares an activity Word Cloud in the app <https://www.menti.com>, the teacher shares the code with the students and the students brainstorm expressions related to the EU values they know. |
| --- |

| *What can students predict or do to get started with the lesson?*  Before the lesson, students were invited to look at the material in the Europass teacher academy website <https://online.teacheracademy.eu/> and access the course “Becoming an Active Citizen of the EU (Secondary School)” to learn the basics about European Union and its functions |
| --- |

| *What vocabulary could teachers focus on? What needs to be pre-taught?* Time 5minutes  Respect, Human dignity, freedom, democracy, equality, the rule of law,  respect for human rights, minorities, violation, discrimination. |
| --- |

| *What kinds of activities can students do to deepen their knowledge?* Time \_\_\_\_\_\_  Introduction: 10 minutes  Objective: Introduce EU values and set the stage for the activities.  The Teacher briefly discusses what the European Union is and why it has core values.  And shows a short video or infographic on EU values.  He/She then explains the two-part activity: the gamebook challenge and the treasure hunt.  2. Gamebook Challenge (30 minutes)  Objective: Explore EU values through interactive storytelling.  The Teacher sets up the activity in <https://storymate.dev/>.  He/She then divides the students into small groups (3-5 students per group).  Each group receives a gamebook chapter detailing a fictional scenario/prompt in an EU member state.  *Example Scenarios/prompts:*  A protest highlighting freedom of expression.  A court case involving equality laws on gender.  A debate over refugees' human rights.  Groups make decisions that reflect their understanding of EU values through choices that lead to different decision paths and outcomes.  After finishing the scenarios, groups share their choices and outcomes. They then need to highlight how their decisions align with EU values.  3. Treasure Hunt (35 minutes)  Objective: Reinforce EU values through a fun, hands-on activity.  The Teacher organizes a scavenger hunt game through <https://goosechase.com/>.  He/She sets up stations around the school, each representing an EU value.  Each station includes:  A clue or QR code leading to the next station.  A mini-task or riddle related to the value (e.g., matching flags to countries, identifying the EU anthem among options etc).  Groups, after being randomly formed with the help of <https://classroomscreen.com> app, solve the tasks and collect points.  4. Reflection and Wrap-Up (10 minutes)  Objective: Reflect on the activities and consolidate learning.  Teacher monitors a plenary discussion for the students to express their opinions, findings and comments.  In the end, the Teacher hands out prizes for participation and teamwork and ends with a group photo with the EU flag or other emblem. |
| --- |

| *What kinds of questions can students answer from the activities? What should they notice or analyze?* Time \_\_\_\_\_  Which are the EU values?  How do these values apply to students’ lives?  How would these values affect different groups (e.g., citizens and governments)? |
| --- |

| *What are other follow up (or homework) activities that can be included?*  As follow-up activities, students   1. suggest action plans on how to promote EU values on a padlet wall (<https://padlet.com/>). 2. do a relevant quiz on <https://quizizz.com/> to check comprehension |
| --- |

| Other thoughts about this lesson plan:  This lesson plan on EU values is rich in engaging students, and it can be tailored to fit different learning environments or age groups. |
| --- |