

Title – “Bringing the World to You” By: Judy Honaker
Integrating History, Art, Literature, and Culture in the Foreign Language Classroom

Secondary Subjects – Foreign Language, Social Studies, Music, Art, English, Computers / Internet

Grade Level - 11-12

Time: 5 to 10 class periods depending on computer availability.

Goal:

Integrate history, art, literature, and culture into the Foreign Language classroom.

Objectives: Students will:

1. Use computer technology in the Foreign Language classroom.
2. Use the Internet to find information related to French, Latin, Spanish-speaking countries.
3. Create two (2) PowerPoint presentations about an important place or event from a another country.--1--English and 2--Foreign Language
4. Create a video from the PowerPoint presentations using Movie Maker adding voice narration, animation, transitions, etc.
5. Use United Streaming library for video footage and clipart.

Introduction:

1. Students will watch a Teacher Travels video from BRPTV-- *“The Greek Market Place”*
2. Students will watch teacher prepared presentations using PowerPoint and Movie Maker.
3. Students will use teacher prepared slides to practice using Movie Maker.
4. Students will choose an important place or event from a foreign country and do research, gather graphics, video, etc.
5. Each student will prepare two (2) PowerPoint presentations--1 in English & 1 in Foreign Language subject.
6. Students will do research and cite all sources of information using MLA format.
7. ITRT teacher will be available outside of class as needed. (E-mail or Appointment)
8. Students may gather information in English or Foreign Language; however, the final presentation must be in both languages.
9. Rubrics will be used to grade the student’s projects. Grades will be taken in several categories; use of technology, fluency of language, etc.

Materials:

1. Internet
2. Videos-- United Streaming, BRPTV, Teacher Travels, etc.
2. Library -- encyclopedias, printed materials, computers
3. Computer lab -- computers, CD-RW disks, flash drives [students must supply their own]. {Students will not be able to use PDAs to save data.}
4. Software--PowerPoint and Movie Maker

Activities:

1. Teacher models and motivates students by showing them teacher created projects.
2. Students will view teacher created presentations and projects.
3. Students will practice converting PowerPoint into jpegs.
4. Students will practice importing pictures into Movie Maker.
5. Students will practice downloading and saving United Streaming video clips.
6. Students will practice recording narration in Movie Maker.
7. Students are self-directed in working on their individual projects.
8. All students on computer and engaged in creating PowerPoint presentations about a place or event approved by foreign language teacher.

Assessment & Evaluation:

1. Rubrics will be used to grade PowerPoint presentations, Movie Maker Projects, etc.
2. Grammar, punctuation, fluency of foreign language skills, and oral presentation will also be assessed.

STANDARDS

French 4 Objectives

FIV.4 The student will relate information in French that combines learned as well as original language in oral and written presentations of extended length and complexity.

1. Deliver presentations in French containing well-developed ideas on a variety of topics with minimal errors in spelling, punctuation, and pronunciation in familiar vocabulary and language structures.
2. Use style, language, and tone appropriate to the audience and the purpose of the presentation.

FIV.5 The student will present or perform in French both student-created and culturally authentic essays, poetry, plays, and/or stories.

1. Produce well-organized presentations in French using appropriate visual aids and/or technological support.
2. Use appropriate verbal and non-verbal presentational techniques.

Spanish Objectives

SIV.10 The student will apply Spanish language skills and cultural understanding in opportunities beyond the classroom setting for recreational, educational, and occupational purposes.

1. Discuss in Spanish information obtained in and through media, entertainment, and technology.
2. Locate and use Spanish resources, such as individuals and organizations accessible through the community or the Internet, to enhance cultural understanding.

Latin 4 Objectives

LIV.7 The student will apply knowledge of the Latin language and culture in opportunities beyond the classroom setting for recreational, educational, and occupational purposes.

1. Discuss applications of Latin and Greco-Roman culture found in and through media, entertainment, and technology.
2. Locate and use Latin resources, including individuals and organizations, to enhance cultural understanding.

Technology Research Tools

C/T 9-12.6 The student will use technology to locate, evaluate, and collect information from a variety of sources.

1. Integrate databases, spreadsheets, charts, and tables to create reports.
2. Use available technological tools to expand and enhance understanding of ideas and concepts.

C/T 9-12.7 The student will evaluate and select new information resources and technological innovations based on the appropriateness for specific tasks.

1. Analyze and draw conclusions about the comprehensiveness and bias of electronic information sources.
2. Design and implement a variety of search strategies to retrieve electronic information.

Problem-solving and Decision-making Tools

C/T 9-12.8 The student will use technology resources for solving problems and making informed decisions.

1. Investigate and apply expert systems, intelligent agents, and simulations in real-world situations.
2. Select and apply technology tools for information analysis, problem-solving, and decision-making.
3. Use technology resources such as educational software, simulations, and models for problem-solving, and independent learning.
4. Produce and disseminate information through collaborative problem-solving activities.

Technology Communication Tools

C/T 9-12.9 The student will use a variety of media and formats to communicate information and ideas effectively to multiple audiences.

1. Determine the most effective tool, format, and style to communicate to specific audiences.
2. Use technology-based options, including distance and distributed education, to collaborate, research, publish, and communicate.
3. Practice self-directed use of advanced technology tools for communicating with specific audiences.

ISTE National Educational Technology Standards for Students (NETS*S)
http://cnets.iste.org/students/s_stands.html (Accessed January 5, 2006)

NETS for Students

Technology Foundation Standards for All Students

The technology foundation standards for students are divided into six broad categories. Standards within each category are to be introduced, reinforced, and mastered by students. These categories provide a framework for linking performance indicators within the Profiles for Technology Literate Students to the standards. Teachers can use these standards and profiles as guidelines for planning technology-based activities in which students achieve success in learning, communication, and life skills.

Technology Foundation Standards for Students

1 Basic operations and concepts

- Students demonstrate a sound understanding of the nature and operation of technology systems.
- Students are proficient in the use of technology.

2 Social, ethical, and human issues

- Students understand the ethical, cultural, and societal issues related to technology.
- Students practice responsible use of technology systems, information, and software.
- Students develop positive attitudes toward technology uses that support lifelong learning, collaboration, personal pursuits, and productivity.

3 Technology productivity tools

- Students use technology tools to enhance learning, increase productivity, and promote creativity.
- Students use productivity tools to collaborate in constructing technology-enhanced models, prepare publications, and produce other creative works.

4 Technology communications tools

- Students use telecommunications to collaborate, publish, and interact with peers, experts, and other audiences.
- Students use a variety of media and formats to communicate information and ideas effectively to multiple audiences.

5 Technology research tools

- Students use technology to locate, evaluate, and collect information from a variety of sources.
- Students use technology tools to process data and report results.
- Students evaluate and select new information resources and technological innovations based on the appropriateness for specific tasks.

6 Technology problem-solving and decision-making tools

- Students use technology resources for solving problems and making informed decisions.
- Students employ technology in the development of strategies for solving problems in the real world.

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