

We are the makers – IoT Learning Scenario – Impact of Enable

1. Title of the Scenario	Giving the world a helping hand – the social impact of e-Nable
2. Target group	English class, in 4 th to 5 th year of learning English
3. Duration	5-6 hours
4. Learning needs	<ul style="list-style-type: none"> - social awareness - gain knowledge about people with disabilities and modern solutions
5. Expected learning outcomes	<ul style="list-style-type: none"> - gain knowledge about a social organization and its impact on children and their families (meaning for the society) - learn about the history of e-Nable/e-Nable France - realize the importance and impact of 3D printing -
6. Methodologies	<p>Train different competences:</p> <ul style="list-style-type: none"> - research work - audio-visual comprehension - reading comprehension - writing - speaking - mediation - (3D printing)
7. Place / Environment	<ul style="list-style-type: none"> - classroom (with interactive whiteboard or PC to show the films) - room with 3D printers
8. Tools / Materials / Resources	<ul style="list-style-type: none"> - films - texts - tasks (see PPT)
9. Step by step description of the activity / content	<ul style="list-style-type: none"> - Introduction - Ideas for research work - Ideas for Reading comprehension - Ideas for Creative Writing - Ideas for Speaking - Ideas for Mediation <p>(see PPT)</p>
10. Feedback	The peer students and English teacher give his/her students feedback about their work.
11. Assessment & Evaluation	The teacher may set a written class test or other kind of quiz to test the newly gained knowledge and awareness of the students.