

Lesson Plan: Greek History and Language Video Project

8th-10th Grade Greek

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Objectives	Concept Objectives: <ul style="list-style-type: none">• Students will practice translating Greek to English in a meaningful way.• Students will practice spoken Greek through story telling.• Students will research and develop their project on one aspect of Greek mythology.
Materials	<ul style="list-style-type: none">• Video Camera/Web Camera• Computer• Kaltura account• Microphone
Procedure	<ol style="list-style-type: none">1. Divide students into groups of four or five. Have student groups pick a story from ancient Greek mythology, the story must be written in Greek.2. Demonstrate Kaltura and how students will be using it to help them with their project. Show examples of how to add English subtitles to their videos. Demonstrate how to properly cite any images used and how to add credits to their videos.

3. Students will translate their chosen story into English.
4. Using the translation students will create their own interpretation of the story in the form of a Script. The Script must be at least 10 lines per group member.
5. Students will then create a video of their script using pictures with narration or a video of themselves acting it out. The video must be at least a minute and a half long. The video must be done entirely in Greek. The video can be shot using Kaltura's webcam recording functionality.
6. Once the video is complete students will use Kaltura to edit their video and add in accurate subtitles based on their scripts. Adding in the subtitles will provide extra translation practice as well as make it easier for any viewer to follow a long with the story.
7. Once the video is complete, students will choose a website of their choice and use Kaltura to upload their finished video to that site so that it may be shared with everyone.

Assessment

Students will be graded on the quality of their translations, whether or not they stayed within the criteria for the script and video, and the quality of their subtitles.

Standards

Applies to ISTE NETS-T Standards 2a, 2b, 2d, 4a and 4b

- 2a: Design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity.
- 2b: Develop technology-enriched learning environments that enable all students to pursue their individual curiosities and become active participants in setting their own educational goals, managing their own learning, and assessing their own progress.
- 2d: Provide students with multiple and varied formative and summative assessments aligned with content and technology standards and use resulting data to inform learning and teaching.
- 4a: Advocate, model, and teach safe, legal, and ethical use of digital information and technology, including respect for copyright, intellectual property, and the appropriate documentation of sources.
- 4b: Address the diverse needs of all learners by using learner-centered strategies and providing equitable access to appropriate digital tools and resources.

