



Project Number: 2020-1-FR01-KA201-080108

## Experimentation of the Teaching Source “European values”

<i>Level of difficulty</i>	<i>Name of the partner school</i>	<i>Name of the teacher(s) involved</i>
<i>Difficult</i>	<i>CNFETP</i>	<i>Magdalena Wolski: Economy and management teacher</i>

### Description of the experience

#### Number of students and age range

The experiment is conducted in a 11th grade class (17 years old - 23 students)

#### Development of the experience

The lesson is in law class.

- 1) Students first express their ideas about what they believe are the important values of the EU? (20 minutes)
- 2) Students collectively play the 12 differences game to discover what the EU values are: <https://www.les12differences.eu/fr/home/1> (30 minutes).
- 3) The students must show how the EU motto "United in diversity" illustrates the notion of empathy and its central place among the values of Europe.  
Their mission is to create a short video around this motto. (60 minutes)
- 4) At home, they can also illustrate it with a visual illustration

### Strong and weak points

Strengths:

- Development of self-awareness through the values of the EU
- Reinforcement of the sense of belonging to the EU which develops internal motivation
- Interaction and free expression of each pupil
- Development of creative, communicative/digital and social skills with the video and the visual illustration

Weaknesses:

- Some students may have difficulties to transfer these principles to their daily lives

### Needs of the classroom to be addressed



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The teacher noticed that it is important to help students identify empathy in different contexts, at a personal level and at the European level. They study what is the EU and how it works and learn what the European Union brings to them.

Students discover the values of the European Union. What does the European Union bring to the students? What is the motto of the EU? Do they share the founding values of the EU?

### **Validation of the teaching source**

Pupils feel comfortable to share their preconception about EU values. Based on game playing, this teaching source shows that using games in teaching can help increase student participation and foster social learning. The 12 differences game ensures classroom interactions that provide the students with the knowledge they need about the topic.

**Testing carried out on:** February 2022



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