



TEMPLATE - ACTIVITY/ LESSON/ UNIT PLAN

Author: Josephine Pavlou

Title: Road Safety

School subjects: Health Education, ICT

Level: 12-13 years old

Language: Greek

Short description: Students will develop safe behaviour in relation to the road as pedestrians, cyclists, drivers. They will use digital tools to create comic strips related to road safety.

Estimate time: 45'

Learning objectives:

Identify and evaluate the factors that cause accidents and the factors that prevent accidents.

Demonstrate appropriate behaviour as pedestrians, passengers, cyclists, and future drivers.

Process:

Introduction (3 minutes):

- Students watch DVD clips of speeches by road accident victims.
- Discussion follows, and the lesson topic is announced.

Main Activities

Activity 1 (7 minutes):

- Students view the chart of road accidents on page 131 of their textbook.
- They discuss and write in groups: a) factors causing accidents, and b) ways to prevent accidents.
- They present their answers, and a discussion ensues.

Activity 2 (10 minutes):



- Using computers and the online software Kahoot, students test their knowledge of traffic signs in groups
<https://create.kahoot.it/details/cd35ee5e-f827-4411-8966-5818cb6feaa0> .

Activity 3 (20 minutes):

- **ASSEMBLY OF ROAD SAFETY MESSAGES**
 - Students work in groups of three. They receive a plasticized and cut-up phrase in an envelope.
 - They assemble the phrase and record the message on paper. Once completed, they return the closed envelope and receive a new one.
 - The winning group is the one that assembles the most messages within the given time set by the teacher.

Extension/Evaluation (5 minutes):

- Students are asked to create their own comic strip (<https://www.storyboardthat.com/storyboard-creator>) or small videos using videoleap (<https://www.videoleapapp.com>) promoting road safety messages.

Digital applications: storyboardthat, videoleapapp, kahoot

Useful Links: <https://kahoot.it/> <https://www.videoleapapp.com/>
<https://www.storyboardthat.com/>

Conclusion:

Digital tools in education enhance learning by providing interactive, personalized experience and expanding access to resources. They foster engagement, collaboration and critical thinking, preparing students for the digital age. Integrating these tools is essential for modernizing education and meeting diverse learning needs effectively.

Proofs:

<https://www.storyboardthat.com/storyboard-creator>

<https://www.videoleapapp.com>

Cooperation partnerships in school education KA220-SCH
Digital Powered Teaching (D.P.T.)
2023-1-RO01-KA220-SCH-000151960



Co-funded by
the European Union