



## **Cars in the good old days...**

### **Background scenario of classroom visit**

The purpose of the game based tour of the transport showroom (Transportation Technology) of NOISIS, is for students to learn about the history of the car in the 20th century, recognizing elements from technological development, social needs of the time, historical context and some of the characteristics of the car industry.

As in all extracurricular activities, students will process the information they have received, in class, into the teaching process of the timetable. The following proposal can be made in the course of Informatics and Geology - Geography.

The teacher will make sure that in the course of Geology-Geography they are in the 4th unit of the course and have already completed the courses (37) The production sectors of the European Economy (41) Industry and handicrafts in Europe (42) The production and energy consumption in Europe (47) Transport, communications and other services in Europe. The car industry is a prime example in the secondary sector of the European economy and the teacher will design a review of the information the students received from the report on this reality.

So, after the game, he will ask the students to record the countries where their production cars met at NOISIS and to note the European ones from them. It is pointed out how many European countries have developed car technology in relation to the other continents and an attempt is made to interpret it with a geological approach to the continent, mineral wealth-ores but also a cultural approach, know-how.

The teacher asks the students what impressed them most about the exhibition and if they found the experience enjoyable and interesting. There is also a discussion about whether they would like to learn more information and whether engaging with the game was difficult. Finally, they are asked to suggest a

question - puzzle per group, as it was in the activity, that would be added to the application.

Students at home will also be asked to compare the energy footprint of some of the cars in the show, which they will choose, in relation to the current electric models of the same companies. The students work in the same groups that worked in NOISIS and present their work in the classroom.

In the Informatics class, where the students of the 2nd Gymnasium have already been taught spreadsheets, the teacher asks the students to find data for the top 5 cars of the 20th century from the exhibition and to use them, creating the corresponding tables that depict the production rate and cost of the car, to compare them with graphs.

Finally, in the same lesson, in the multimedia unit taught by the 2nd Gymnasium, in the Photoshop program, students are asked to use their talent and imagination in car design, as they imagine, creating a poster for the transport showroom at NOISIS. , who toured. The poster gives the title-slogan of the exhibition inspired by the game they played.

The aim of the proposed activities after the visit to the museum is to integrate the informal form of learning in the Museum into the formal learning in the classroom, meaning school knowledge with a context that was of interest to children, playful but also with historical, technological and social information about history of the car in the 20th century.



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