

“El pórtico de la Gloria”



An interdisciplinary WebQuest for the 2nd year of ESO

It can also be applied at the year 1 Secondary



Introduction

A group of students are doing the Camino de Santiago, we are in the O Cebreiro Pilgrims Hostel, there the teacher proposes a challenge.

Imagine that you could travel back in time

In groups of 4 you are going to choose an activity to present the Way to Santiago. The activities can be any that use digital resources to present the cathedral for example a video, an App, a Gymkana,...

Process

You are going to elaborate a resources that you consider most appropriate to present other schools the way to Santiago in order to engage them to do “the way to Santiago”.

This is an open project in which each team can find the right solution

Resourcess

You can see the websites created by CPI O Cruce

“El pótico de la Gloria”

<http://centros.edu.xunta.es/cpiocruce/materiales/2arteenglish/index.html>

Famous people in relation with the “Way to Santiago”

<http://centros.edu.xunta.es/cpiocruce/botafumeiro/cpers/index.htm>

The way to Santiago in Galicia

<http://centros.edu.xunta.es/cpiocruce/camino1/cam/Index.htm>

Virtual Way to Santiagi in Galicia

http://centros.edu.xunta.es/cpiocruce/camino1/gal/camino_visual.exe

Phases of the project implementation

	Investigate	document	Create	comunicate results
<u>1</u>				
<u>2</u>				
<u>3</u>				

The students will document all the project phases

1. Ask questions and define problems This practice focuses on simple problems and issues based on observation skills.
2. Planning and carrying out research This practice deals with the way in which students approach a research process in order to formulate possible ideas of solution
3. Develop explanations and design solutions This practice deals with the methods that can be used to build an explanation or design a solution to a problem.
4. Obtain, evaluate and communicate information Teaching children what real scientists do is the key to this practice. The way in which they prepare and carry

out investigations to gather information, evaluate their findings and document them are all important elements

Evaluation

The evaluation is used through the rubric (self-evaluation)

The students will evaluate if the prototype works correctly. If it is not the case, They will identify what they should improve.

In problem-based learning, it is not about guessing or failing. Is about

Learn actively, as well as develop and test concepts. Students should know that error is part of the process, the evaluation should provide information to students regarding what they did well and the points at which they can to get better.

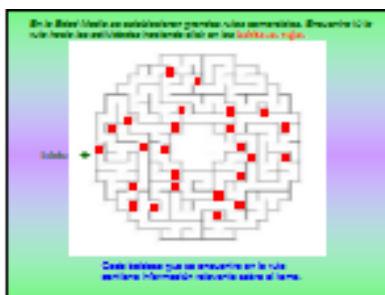
observation sheet: Notes on the most common misconceptions by students.

Products Proposed by the students

Vídeo Botafumeiro

<https://www.youtube.com/watch?v=ChKo0nFiBGY>

Gymkanas



“El Pórtico de la Gloria” Augmented reality

código 1048220



The cathedral of Santiago was built with granite “granito” see the information of the stone with Augmented reality

código 451639 Granito

