



Digital Tools and Programming in Future Classrooms

Erasmus+ Project 2020-1-PL01-KA229-082139_1



Learning Design for: Erasmus+ Workshop: “Creating an eBook with Bookcreator”

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Context

Topic: Creating an eBook with Bookcreator

Total learning time: 1 hour and 30 minutes (to introduce and explore the tool)

Designed learning time: 1 hour and 30 minutes

Size of class: 30

Description: Learners use their knowledge and imagination to create a story in an eBook format.

Mode of delivery: Classroom-based

Aims

To promote creativity.

To develop writing skills.

To develop ICT skills.

Outcomes

Creative writing: writing a story (using a painting/ picture as prompt)

Creative design: creating an eBook

Teaching-Learning activities

Organising groups

Collaborate | 5 minutes

CARDS:

Two students, one from Poland and one from Turkey, pair up, according to their card number (five pairs).

Collaborate | 5 minutes

TOOL: Random Group Generator

Three students from Portugal join each pair, forming a group of five. The teacher assigns groups randomly using [Random Group Generator \(classools.net\)](https://www.classools.net/random-group-generator/).

Linked resources

 [ClassTools.net](https://www.classools.net/)

The painting: prompting a personal story

Watch | 5 minutes

The teacher shows a painting by Sarah Affonso ("Casamento na Aldeia", 1937)

Linked resources

 [Sarah Affonso, "Casamento na Aldeia"](#)

Discuss | 15 minutes

Students choose a character from the painting and discuss ideas to write a very short text about the character. Each group writes about a different character and about one different aspect:

Characters

1. *the little boy*
2. *the little girl*
3. *the parents of the children (mother or father)*
4. *the bride*
5. *the groom*
6. *the woman*
7. *the man*
8. *a man from the band*

The thoughts

1. *Who am I? Who is my family?*
2. *What am I doing today?*
3. *What did I do yesterday?*
4. *What am I going to do next?*
5. *What is my daily life like?*
6. *...?*

Writing a story and creating an eBook, using Bookcreator

Practice | 10 minutes

The teacher explains how the tool Bookcreator works.

Produce | 50 minutes

Students sign in (<https://app.bookcreator.com/sign-in>) and insert the invite code **HQHN6Q5**

Students explore the tool and create a new eBook in the library.

They write about the character from the painting by Sarah Affonso (first person or third person; prose or poetry...).

They read each other's books.

Notes

To help students to join the Bookcreator library: tutorial at

<https://intercom.help/bookcreator/en/articles/2398620-inviting-students-to-join-your-library>