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| ***TEACHING SCENARIO*** |

The following document is a brief description of all the work done for the Teaching Scenario presentation for the international meeting in Rethymno, about the topic: European Parliament - Culture, education and sport.

**Topic:** Audiovisual and Media Policy in the EU

**Presentation time:** about 30 minutes

**Preparation time:** many hours

**AIMS:**

* reflect on how the EU protects its citizens, especially children, as far as Audiovisual and Media Policy is concerned;
* raise questions about Audiovisual and Media Policy in the EU.

**Preparation activities:**

**Activity 1**- the students researched about the topic and below are some of the sites/references/material used for the elaboration of the work:

* <http://www.europarl.europa.eu/factsheets/en/sheet/138/audiovisual-and-media-policy>;
* <https://ec.europa.eu/digital-single-market/en/audiovisual-media-services-directive-avmsd>
* <https://www.ebu.ch/legal-policy/avmsd>
* <https://ec.europa.eu/commission/presscorner/detail/el/MEMO_16_1895>
* <https://www.consilium.europa.eu/en/press/press-releases/2018/11/06/less-hate-speech-and-more-european-content-on-video-streaming-services-council-adopts-new-eu-rules/>
* <https://youtu.be/mH3hnlpzfSI>;
* <https://youtu.be/hueGQ_mx4t0>;
* <https://youtu.be/_0uVgkaTZfw>;

 **Activity 2** - students, in groups, selected the researched information and organized a written work with the main ideas about the topic;

 **Activity 3** - students and teachers produced a prezi presentation ;

 **Activity 4** - students/teachers created a crossword with words related to the key ideas of the work.

**Teaching scenario presentation:**

 **Activities:**

**1. First, the group of 6 Portuguese students did a prezi presentation on the topic, Audiovisual and Media Policy in the EU, based on questions/answers;**

<https://drive.google.com/open?id=1ygK9gEDXJ8EEOjqAwxQ_tzsRvrluf60y>

**2. Then, the group presented a short video to clarify the main ideas of the work;**

<https://youtu.be/mH3hnlpzfSI>

**3. Finally, the group shared with the audience a crossword game to test the understanding of their work.**

<https://drive.google.com/open?id=1dGuxXSaH0L0dJw45IQa_dFT53gbTI2st>