



KRISTINESTAD
KRISTIINANKAUPUNKI

Kalevala project

Johanna Eränen

Kantakaupunki School



Abstract

In Finnish language teaching, the aim is to get to know the Finnish national epic. The 5th grade started to plan a play about the robbery of Sampo. The pupils decided to make a video of the play, using the ICT tools they had received from the LfE project. The different phases of the project; planning, working and editing increased the cooperation between the pupils. Kalevala is a Finnish national epic, a poem compiled and edited by Elias Lönnrot. The project increases pupils' knowledge of Finnish folklore, the Kalevala legend and the specific story of the robbery of Sampo.

Keywords:

Kalevala-project, community, creativity, social skills, film and editing skills

Description

The technical challenge of the project was editing the video footage and timing the music to the right point. The pedagogically innovative aspect of the project was that the students did everything themselves. They planned, wrote the story, videoed and edited it themselves. At the same time, they learned about Finnish folklore in a meaningful way. The teachers found that you learn by doing. The project had a positive impact on the pupils' cooperation skills. The aim was to learn about the Finnish national epic Kalevala. At the same time, new ICT skills were learned. The pupils were aged 11 and 23 pupils participated in the project. Two teachers were involved in this project.

Feel

Students identify problems in their local communities. Students observe problems and try to engage with those who are affected, discuss their thoughts in groups, and make a plan of action, based on scientific evidences.

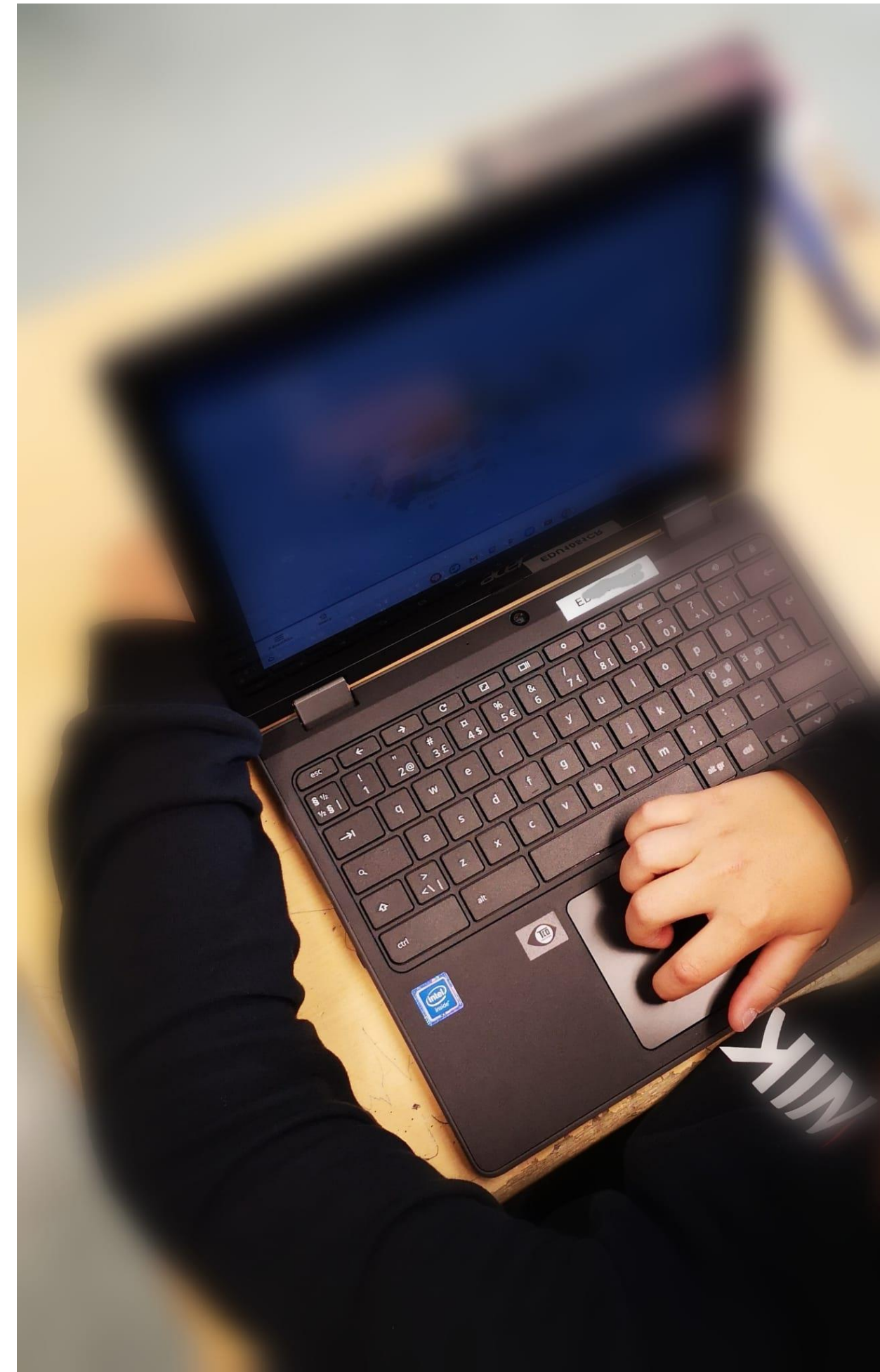
Imagine

Students envision and develop creative solutions that can be replicated easily, reach the maximum number of people, generate long-lasting change, and make a quick impact. They are coming in contact with external actors, they are looking for data to support their ideas and they are proposing a series of solutions.

Create

Students are implementing their project, and they are interacting with external stakeholders to communicate their findings.

In this phase of the project, students will need to develop and to present their solutions to the problem. The projects can vary widely depending on the type of activity and the solutions they seek, and the level of the problem students are trying to solve. They have to implement the project and interact with external stakeholders to ask for support and guidance. It is very important to note that the proposed solutions have to be based on scientific evidences and research results. Students have to be engaged in experimentations and data analysis to provide optimum solutions. Close cooperation with the local communities is necessary.



Share

Students share their stories with other schools in the community and local media.

In this phase of the project, students have to disseminate the solutions that have created throughout the whole project. They are encouraged to use social networks, contact local newspapers, etc. They can also organize small scale activities between students, stakeholders, families to present their projects in the local community. Contests, info days are ideas that the students can explore in this framework. Open Doors events where schools are presenting the students projects and activities are ideal cases for sharing the results of students work.

Link on the portal

<https://www.schoolofthefuture.eu/fi/osos/osos-project/kalevala-project-play-about-robbery-sampo-spring-2023>