

1. Activity title	Mission Buglarian memory (the activity can be adapted for different countries and could include important people for their history and culture)	
2. Target group	6th grade	
3. Duration	one month	
4. Learning Environment	Online synchronous. Part of the tasks are completed online, and another part - in the Information Technology classes.	
5. Learning outcomes	At the end of this lesson, students will be able to: • extract, process and summarize information according to set parameters • develop their teamwork skills • to show their capabilities by making a final product	
6. Subjects and topics covered	Bulgarian language and literature, History and civilizations, Information technologies, Mathematics, Fine arts.	
7. SEL competences	PERSONAL ☑ Identifying and expressing emotions □ Self-regulation ☑ Identifying strengths/self efficacy ☑ Growth mindset □ Wellbeing □ Dealing with negative emotions ☑ Flexibility/resilience/problem solving	SOCIAL ☑ Empathy ☐ Appreciating diversity ☐ Relationship building ☑ Collaboration ☑ Conflict resolution ☑ Ethical and responsible behavior and decisions ☐ Dealing with negative relationship such as bullying
8. Method / Didactic techniques	Bulgarian language and literature, History and civilizations, Information technologies, Mathematics, Fine arts	
9. Tools / Materials / Resources	Classroom in google classroom; assignments posted in the classroom, paint 3D; information (scientific texts, documents and photos from the era, media publications) about the history of the monument of Khan Asparuh in the town of Dobrich.	
10. Detailed description of the	The students were divided into groups with different tasks to complete.	

The SEEVAL project is implemented with the financial support of the European Commission under Erasmus+ program (ref. No 612219-EPP-1-2019-1-BG-EPPKA3-IPI-SOC-IN). The contents of this document reflect only the views of the authors and the Commission is not responsible for any use arising from this information



step-by-step description of the activity / sequences of the units	The 1st group must film the monument of khan Asparuh in the town of Dobrich and create a video. In the video created by the students, the story surrounding the founding of Danube Bulgaria will be presented. Group II has 5 questions, made in tabular form. After researching the information related to the foundation and construction of the monument, students should complete their answers in a table. Group III processes and systematizes the information from the table in the form of text. IV group makes a 3D monument to Khan Asparukh".	
11. Extension / Take home activity	Additional homework for creativity: Students must recreate, according to their understanding, the peace treaty signed by Khan Asparukh and the Byzantine Emperor Constantine IV. All the students accepted their role as chroniclers with great enthusiasm. Application of Learning: One of the main benefits of this mission is teamwork. Through the long performance period, students develop their strengths and weaknesses in communicating with other group members. In this way, they develop communication and solution-finding skills in a given situation. Students develop skills for presenting their work (idea or product) to an audience.	
12. Feedback & assessment	 We determine the achievement of educational goals by the development and presentation of the final product 	
13. Intellectual property rights (IPR) / Origin of the activity	Authors: Radka Sutreva, senior BEL teacher Svetoslav Georgiev, teacher of history and civilizations Maria Georgieva, head teacher of Information Technologies "Stefan Karadzha" elementary school, Dobrich city NonCommercial (nc) Non-Commercial	