

**Lake of the Seven Cities - Structure/content of a blended exhibition**

**STEP 1: Plan the theme, set the goals**

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| Main theme of the exhibition: | The main theme of this exhibition is the Lake of the Seven Cities in the Azores.   The focus will be on the natural environment (morphology and geology of the Azores, the lake and the Seven Cities volcano), the fauna and flora of the area and the culture and history of the area. |
| Educational goals of the exhibition: | * Enrich the students’ knowledge about the natural environment and geography of the Azores * Foster student collaboration in the development of the exhibits * Enrich students' vocabulary with a variety of words, with a focus on museum vocabulary * Strengthen students’ respect for the natural environment and highlight the importance to preserve them. |

**STEP 2: Develop sub-themes**

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| Sub-sections | Sub-themes |
| 1. Morphology and Geology | Geomorphological characteristics of the region  Geology – Volcano of the Seven Cities |
| 1. Flora and Fauna | Natural heritage  Wildlife of the area of Sete Cidades  Flora in the area of Sete Cidades |
| 1. Culture and History | Cultural background of the settlement of people in the Azores and in particular in the area of the Seven Cities  A legend surrounding the origin of the lake of the seven cities |

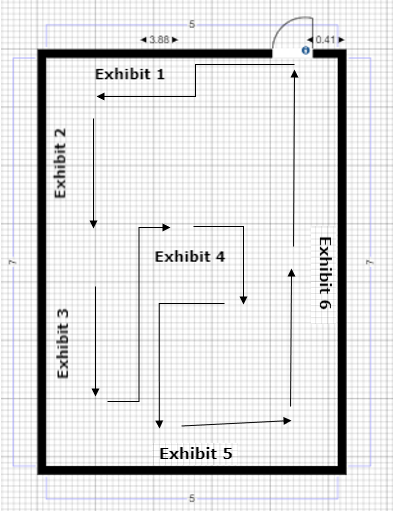
**STEP 3: Create an object list**

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|  | Name of the object | Type | Sub-section | Creation |
| **1.** | Sete Cidades – Interactive map  Interactive map with the morphology of the area of the Sete Cidades (Seven Cities) (accessible through QR code) | Digital and tangible | Morphology and Geology | Yes |
| **2.** | Photo gallery and geological characteristics of the caldera of the Sete Cidades volcano | Tangible | Morphology and Geology | Yes |
| **3.** | Video of drone view of the Lake of the Seven Cities | Digital | Flora and Fauna | No |
| **4.** | Gallery of paintings/drawings of the flora and fauna of the Azores | Tangible | Flora and Fauna | Yes |
| **5.** | Play of the legend of the Lake of the Seven Cities (once performed in real time and recorded to be played in a loop later) | Tangible and Digital | Socio-historical context | Yes |
| **6.** | **6.** | Picture Gallery in the shape of a timeline of the history of the discovery and settlement in the Azores and the area of Sete Cidades (Seven Cities) | Tangible | Socio-historical context |

**STEP 4: Design your exhibition**

Proposed floorplan:

On the proposed floorplan, the visitor enters the room, turning right, where they see exhibit 1, then move forward along the wall to see a photo gallery (exhibit 2) and look at the video of exhibit 3. Then, they will move to the middle of the room, where they will find display stands with a gallery of paintings/drawings. They will then move on to the back of the room, where they will see a recording of a play made by the students (Exhibit 5) and then they turn to exhibit 6, which is a timeline of the settlement of the Azores, with pictures.



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| Sub-sections | Object arrangement | Object display |
| 1. Morphology and Geology | Interactive map with the morphology of the island of São Miguel in the Azores | A map of the island of San Miguel in the Azores, accessible by QR code, with clickable items that lead to explanations of morphological characteristics of the island of São Miguel. |
| Photo gallery and geological characteristics of the caldera of the Sete Cidades volcano | Display of printed pictures of the caldera of the Sete Cidades volcano and other interesting geological aspects of the region hung on the wall, with descriptions. |
| 2. Flora and Fauna | Video of drone view of the Lake of the Seven Cities | Display on a TV screen or projector. |
| Gallery of paintings/drawings of the flora and fauna of the Azores | Paintings and drawings of the students displayed on stands in the middle of the room. |
| 3. Culture and History | Play of the legend of the Lake of the Seven Cities | Performed once in real time and recorded to be played in a loop later, by being projected on a wall. |
| Picture Gallery of the history and cultural background of the discovery and settlement in the Azores and the area of Sete Cidades (Seven Cities) | This gallery is organized as a timeline, starting from the discovery of the Azores by the Portuguese seafarer Diogo de Silves in 1427, with relevant facts about the settlement on the island and culture until the current times. |

**STEP 5: Develop texts**

Panels

Object labels

To build this exhibition, four panels are necessary. One introductory panel, which will introduce the exhibition to the visitors, and 3 sections panels. The panels should be vertical, with dimensions 1,5 m in height and 70cm in width. The font size can be 150pt for the title and 72pt for the text, depending on the space that the exhibition occupies.

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| The Lake of the Seven Cities in the Azores  Join us on a journey through the Azores and the Lake of the Seven Cities, and area rich in cultural heritage.  This exhibition will take you through the morphology and geology of the area, the fauna and flora and the culture and history of the area. |  | Morphology and Geology  The Azores are a geologically rich area with striking geomorphological characteristics. The caldera of the volcano of Sete Cidades is one of the most remarkable places in the whole archipelago, being the home to the village of Sete Cidades and a twin lake, with a blue lagoon to the east and a green lagoon to the west – the Lagoa das Sete Cidades (Lake of the Seven Cities).  The Lake of the Seven Cities is located in the crater of the Volcano of the Seven Cities, which raises from the depths of the sea and has rocks that are thousands of years old. Find out more in this section of the exhibition. |

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| Flora and Fauna  The soil and climatic conditions and the abundance of water in the Protected Landscape area of Sete Cidades lead to a wealth of zoological and botanical species.  When it comes flora, the great variety of moss is to be highlighted, with around 250 different species.  The area is also rich in wildlife, particularly on the level of avian and fish species. |  | Culture and History  The archipelago of the Azores was discovered in 1427 by the Portuguese seafarer Diogo de Silves.  The area of Sete Cidades n the island of São Miguel has an interesting cultural past and brings to mind stories and legends linked to its twin lake. In the 18th century, the first settlers came to the area and the descendants of these families can still be found there. In this section, you can enjoy the journey through the cultural past and history of the area of the Seven Cities! |

Exhibit 1 (taped on the wall)

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| The island of São Miguel in the Azores has rich geomorphological characteristics. The area of Sete Cidades is located in the crater of a volcano and the Lake of Seven had a great eruption which gave origin to the Lake of Seven Cities. Scan the QR code to access the area of the Lake of Seven and explore the morphological conditions of Sete Cidades. |

Exhibit 2 (taped on the wall)

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| The volcano of Sete Cidades occupies most of the Western part of the island of São Miguel and its top is truncated by a voulcanic depression – the caldera of Sete Cidades. Take a look through the gallery to find out more about the geological characteristics of the area. |

Exhibit 3 (taped on the wall)

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| The Lake of the Seven Cities is known for its green vegetation and the different colours of its twin lagoons, one green and one blue. Take a journey through the green and blue shores of the lake and enjoy the scenery, with its diversity in flora and fauna. |

Exhibit 4 (taped on the wall)

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| The Azores have long been a source of inspiration for artists. Our students were inspired by the green landscapes and abundance of wildlife to create a gallery of paintings and drawings that capture the beauty of the island of São Miguel. |

Exhibit 5 (taped on the wall)

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| The area of Sete Cidades is known for its stories and legends. Surely something as beautiful as the Lake of Seven Cities must have had supernatural origins! This play, interpreted by our students, tells the story of one of the legends surrounding the creation of the lake – the story of the doomed love of a princess with green eyes and a shepherd with blue eyes, like the blue and green lagoons of the twin lake of the Seven Cities. |

Exhibit 6 (taped on the wall)

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| The Azores were discovered by the Portuguese seafarer Diogo de Silves in 1427, and the area of the Seven Cities on the island of São Miguel has had a settlement since the 18th century. Take a look at the timeline that represents the cultural evolution of the area since the discovery of the Azores and find out more about its population, their way of life and culture. |

**STEP 6: Construct your exhibition & exhibits**

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| **Sub-section:** | Morphology and Geology |
| **Exhibit number:** | No 1 |
| **Name of the exhibit:** | Journey through Sete Cidades |
| **Type of exhibit:** | Digital |
| **Recommended preparation time:** | 4 hours |
| **Required students:** | One group of 3 to 5 students, but more students can join. |
| **Brief description:** | A picture of the area of Seven Cities with clickable icons that lets the visitor know more about the morphological characteristics of the area |
| **Materials and/or tools needed:** | A computer and Internet access. Paper and a frame, or cardboard to make a frame, printer. |
| **Dimensions of the exhibit:** | The exhibit should be created on a platform that allows the creation of interactive presentations, such as Canva or Genially. The QR code should be printed on paper and should be 20x20 cm. |
| **Step by step construction instructions:** | 1. Research the morphological characteristics of the area of the Seven Cities and collect a fair number of them (five or six items), making sure they are easily identifiable on an image. 2. Look up pictures of the Lake of the Seven Cities on websites that have royalty-free pictures, such as freepik.com and choose one picture with good resolution. 3. Use Canva or Genially to create an interactive presentation/image. Genially is recommended, because it’s easier to publish the work and get a link, without exporting the work. Add icons over the relevant parts of the picture, which the visitors will then click on and open and explore the area. 4. Create a QR code with a link to the location of your presentation. 5. Print the QR code so that it is big enough to be seen. 6. Frame the icon and hang it on the wall.   It can look something like this:    (Online map)    (QR code to be scanned by visitors) |

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| **Sub-section:** | Morphology and Geology |
| **Exhibit number:** | No 2 |
| **Name of the exhibit:** | Volcano of Sete Cidades: a photo gallery |
| **Type of exhibit:** | Physical |
| **Recommended preparation time:** | 2-3 days |
| **Required students:** | 2-5 students |
| **Brief description:** | A photographic gallery of the parts of the volcano of Sete Cidades and the types of rocks that are part of it, with labels. |
| **Materials and/or tools needed:** | Laptop and printer, paper (photo paper if possible), frames (or cardboard for handmade frames). |
| **Dimensions of the exhibit:** | The size of the photographs for the gallery should be diverse, ranging from A3 to A6. |
| **Step by step construction instructions:** | 1. Research the geological characteristics of the area of the volcano of Sete Cidades, selecting 10-15 characteristics and pictures of them (for example the volcano’s caldera, different types of rocks (limestone, pumice stone, ignimbrite, trachyte, obsidian, basalt), fajãs lávicas (a specific type of terrain characteristic of the area).  2. Create labels for the photographs with some information about the geological feature.  3. Print the photographs of your chosen size. It’s nice to have a mixture of small and big photos.  4. Put the photos in the frames or make the frames out of cardboard.  5. Hang the photographs and the labels on the wall. It should look something like this: |

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| **Sub-section:** | Flora and Fauna |
| **Exhibit number:** | No 3 |
| **Name of the exhibit:** | View of the Lake of Seven Cities |
| **Type of exhibit:** | Digital |
| **Recommended preparation time:** | 1 hour |
| **Required students:** | 2 |
| **Brief description:** | This element consists of the display of a video of a drone view of the Lake of the Seven Cities. |
| **Materials and/or tools needed:** | 1 big screen/TV connected to a computer and Internet, Video (<https://www.youtube.com/watch?v=oYZVPzAunv8>)  Paper and printer to print a label |
| **Dimensions of the exhibit:** | The TV should be big enough to be seen from a couple of meters distance and also to have a good impact on the audience (at least 55 inches are recommended). |
| **Step by step construction instructions:** | 1. Hang the TV on the wall and, if possible, connect it to a laptop (either via screen sharing or an HDMI cable).  2. Create a label to put next to the TV.  3. Go to YouTtube, access the video and put it on a loop (right-click on the video and choose the Loop option) and put it on full screen. |

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| **Sub-section:** | Flora and Fauna |
| **Exhibit number:** | No 4 |
| **Name of the exhibit:** | Art gallery of flora and fauna |
| **Type of exhibit:** | Tangible |
| **Recommended preparation time:** | 2 weeks |
| **Required students:** | 3-10 |
| **Brief description:** | This is a gallery of artworks created by the students |
| **Materials and/or tools needed:** | Arts and crafts materials (paper, pencils, markers, paint, canvas, brushes, etc.) |
| **Dimensions of the exhibit:** | There is no specific format to the artworks, but they should fit the space in the exhibition dedicated to this exhibit. It is recommended that more or less 10 artworks are created. |
| **Step by step construction instructions:** | 1. Research about the plants and wildlife of the island of São Miguel, to be used as inspiration for the artworks  2. Create the artworks. Students are free to choose the format and medium, but they should represent either plants or animals of the island of São Miguel  3. Create labels for the artworks  3. Hang the artworks and the labels on the displays. The result should be something like this: |

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| **Sub-section:** | Culture and History |
| **Exhibit number:** | No 5 |
| **Name of the exhibit:** | The Legend of the Seven Cities |
| **Type of exhibit:** | Intangible and Digital |
| **Recommended preparation time:** | 1 week |
| **Required students:** | 3 students to act in the play and one or more to film and edit |
| **Brief description:** | The students will perform a short play representing the Legend of the Lake of the Seven Cities (see e-book about the Lake of the Seven cities created in the IO3 of the POEME project) |
| **Materials and/or tools needed:** | POEME Lake of the Seven Cities e-book  Camera, lights  Costumes (if possible, if not accessories to represent the different characters – crown for the princess and the king and a herding staff for the shepherd)  Film editing software  Subtitling software  Projector and computer |
| **Dimensions of the exhibit:** | This element is a play, which will be performed live once by the students, and also recorded to be played as a projection on a loop afterwards. The play should be short, no more than 10 minutes. |
| **Step by step construction instructions:** | 1. Read the e-book  2. Create a script for the play  3. Choose actors  4- Practice the play  5- Record the play  6 – Perform the play once at the exhibition  7 – Set up a projector and a laptop and project the play on the wall on a loop |

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| **Sub-section:** | Culture and History |
| **Exhibit number:** | No 6 |
| **Name of the exhibit:** | The Seven Cities timeline |
| **Type of exhibit:** | Tangible |
| **Recommended preparation time:** | 3 days |
| **Required students:** | 5 |
| **Brief description:** | This consists of a timeline that starts with the discovery of the Azores, the settlement of the island of São Miguel and then the area of Seven Cities, with relevant cultural facts/elements such as photos. |
| **Materials and/or tools needed:** | Computer with internet access and printer  Paper  Blu tack /another product to fixate the elements on the wall |
| **Dimensions of the exhibit:** | The element should occupy around  2 meters of a wall. |
| **Step by step construction instructions:** | 1. Research cultural facts about the Azores, the island of São Miguel and the area of Sete Cidades  2. Select 10-15 facts to add to the timeline  3. Collect resources concerning these facts (pictures, texts)  4. Write the texts to be included in the exhibit  5. Design elements of the timeline (line, arrows, etc)  6. Assemble the timeline on the wall, it should look something like this: |