



POEME

Project leading to an Exhibition for the incorporation of Migrant children into the European school frameworks

Commandaria – Structure/content of a blended exhibition

STEP 1: Plan the theme, set the goals

Main theme of the exhibition:	Commandaria – “The Wine of Kings” and “the King of Wines”, is a cultural and traditional drink in Cyprus, originating from the Medieval Ages. This exhibition focuses on winemaking and its rich traditional history in the region of Cyprus and beyond
Educational goals of the exhibition:	<p>Commandaria is a staple product of Cypriot culture and history, contributing to a large aspect of its cultural heritage. It is an alcoholic drink with heave cultural, historic, religious, and social significance and can be found in every Cypriot household.</p> <p>This exhibition aims to:</p> <ul style="list-style-type: none">➤ Explore the history of Commandaria wine through visual representation.➤ Enhance students’ visual expression through activities of creation.➤ Enrich students’ vocabulary about winemaking and the Medieval Ages.➤ Make students collaborate through the creation of exhibits, whilst enhancing their teamwork and communication skills.➤ Showcase students’ talents and strengthen their self-confidence.➤ Encourage them to discover Cypriot history



Co-funded by the Erasmus+ Programme of the European Union

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STEP 2: Develop sub-themes

Sub-sections	Sub-themes
1. Winemaking – Commandaria Making	<ol style="list-style-type: none"> 1. Explore the winemaking regions 2. The production Process Book 2. 3. The material used
3. Medieval Ages	<ol style="list-style-type: none"> 1. A historical timeline 2. The “Battle of the Wines” storytelling
4. Tradition	<ol style="list-style-type: none"> 1. Commandaria as an art medium 2. Branding & marketing traditional wine 3. Exploring the Commandaria-making tradition

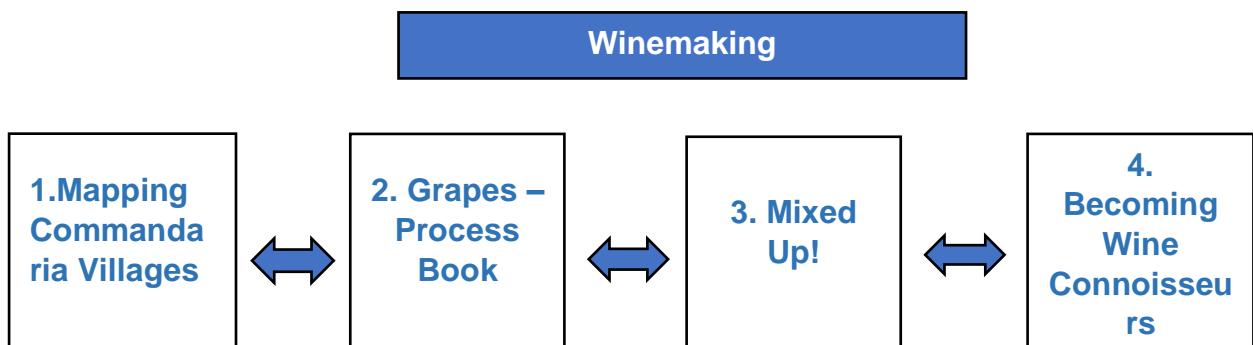
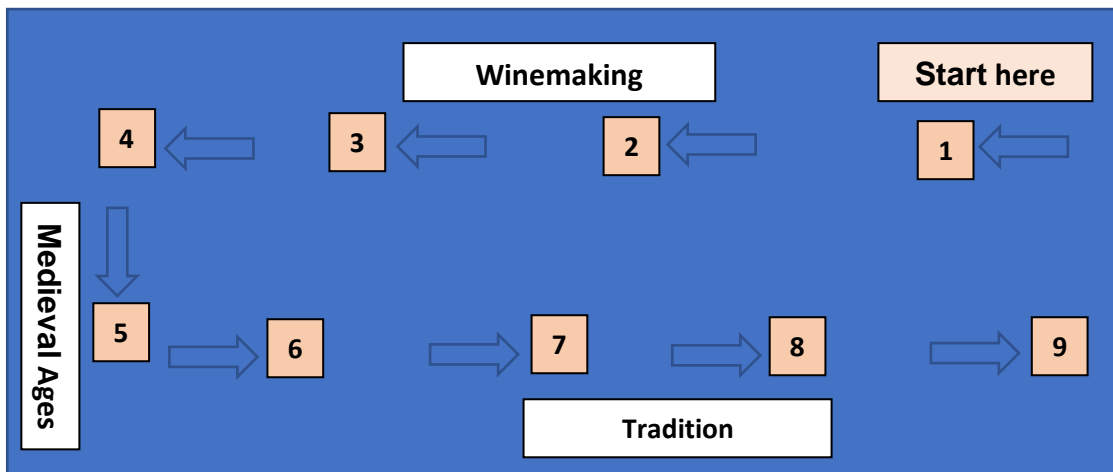
STEP 3: Create an object list

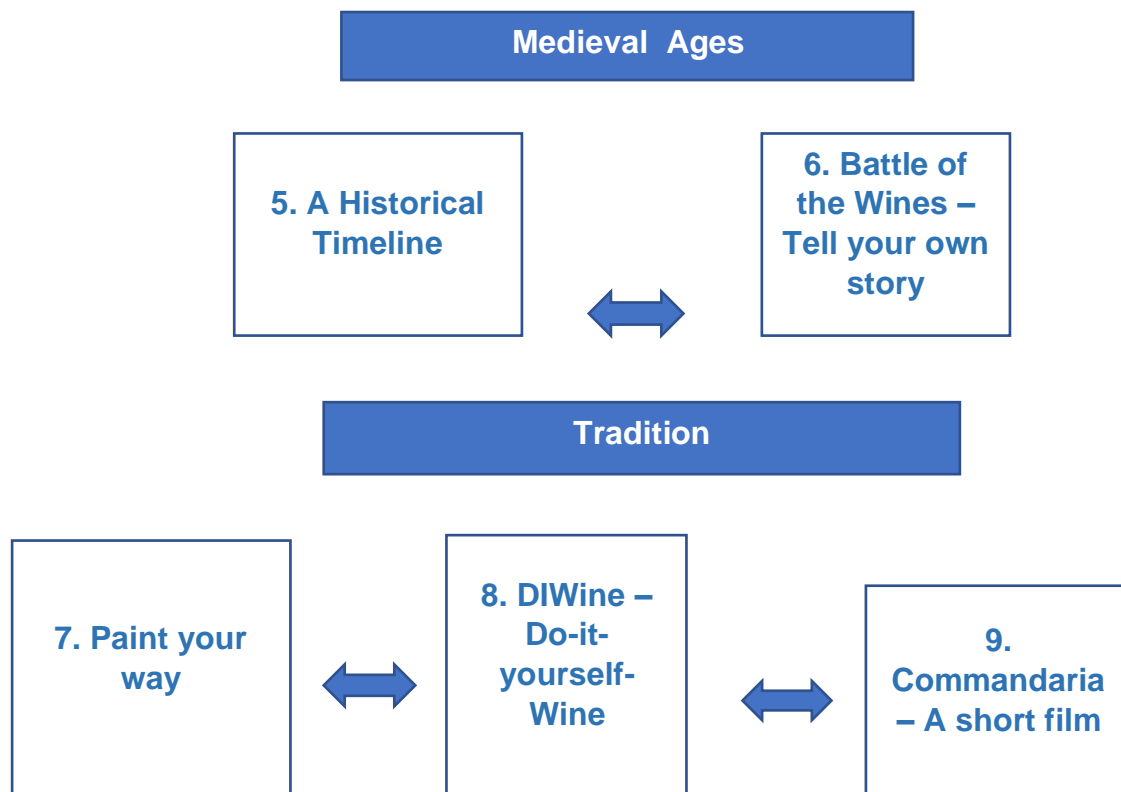
	Name of the object	Type	Sub-section	Creation
1.	Mapping Commandaria Villages <ul style="list-style-type: none"> • Exhibit 1 Resource: Cyprus map (or something similar) • Printed out labels • Scissors & glue sticks • Digital device (optional) 	Tangible or digital	Winemaking	YES
2.	Process Book Station <ul style="list-style-type: none"> • Search device (electronic) 	Digital	Winemaking	YES
3.	Mixed Up! – Make your own “wine” <ul style="list-style-type: none"> • Variety of season fruits & juices • Kitchen tools (measuring cups, spoons, peeler, etc.) • Food smashing objects (e.g., food smasher, blender, juice squeezer, etc.) • Aprons • A3 paper • Table/small station 	Tangible	Winemaking	YES
4.	Becoming “Wine” Connoisseurs <ul style="list-style-type: none"> • Exhibit 4 Resource: Wine Expert Rating Activity (or something similar) 	Intangible/Tangible	Winemaking	YES

	<ul style="list-style-type: none"> • Pens/markers • 4 different types of juices • Glasses cups • Table/small station 			
5.	A Historical Timeline <ul style="list-style-type: none"> • Exhibit 5 Resource: Commandaria History Timeline (or something similar) • Pens/markers or electronic device • Exhibit 5 Resource: Timeline text on Commandaria 	Tangible or Digital	Medieval Ages	YES
6.	Battle of the Wines – Tell your own story <ul style="list-style-type: none"> • Exhibit 6 Resource: Storytelling guidelines (or something similar) • Commandaria wine bottle • Other wine bottles (preferably from different countries) • Chair (for the King) • POEME “Commandaria” e-book and/or worksheet • Recording camera (optional) • Projector (optional) • Medieval Ages related props (optional) • Medieval Ages costumes (optional) 	Intangible	Medieval Ages	YES
7.	Paint your Way <ul style="list-style-type: none"> • Commandaria Wine • Paint brushes/painting tools • Aprons • Pins and/or Blu tac (for display) • A3 watercolor paper • Grape leaves & branches (optional) • Table/small station 	Tangible	Tradition	YES
8.	DIWine – Do-it-yourself-Wine	Tangible/Digital	Tradition	YES

	<ul style="list-style-type: none"> Exhibit 8 Resource: USP Brainstorming (or something similar) Adhesive/non-adhesive Labels Recycled Commandaria/Wine Bottles Paper Pens/pencils/markers Electronic device (optional) Table/small station 			
9.	Commandaria – A short film <ul style="list-style-type: none"> Exhibit 9 Resource: Commandaria Short film (or something similar) Speakers & Screen (laptop/projector) 	Digital	Tradition	NO

STEP 4: Design your exhibition





Object Grouping, Arranging and Display

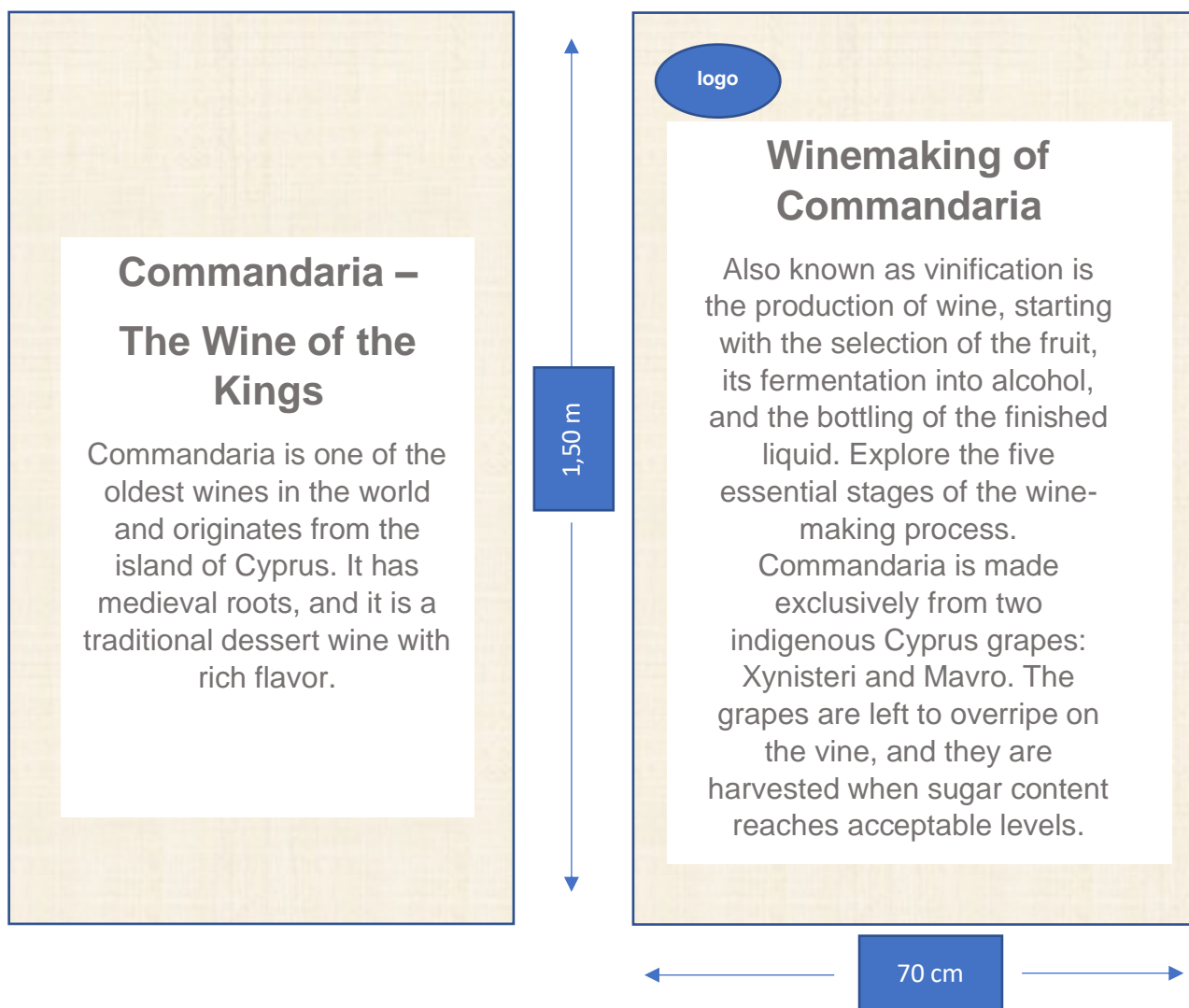
Sub-sections	Object arrangement	Object display
Winemaking	1. An explanatory map of Cyprus winemaking regions	Cyprus map printed out in large scale (zoomed) and placed on the floor with cut out labels to be glued on. If activity will be held digitally use a computer/tablet screen per student group (separate stations per group).
	2. Grapes – Process Book	Digital display on a screen (laptop/PC/tablet) placed on a table. Each group of students should have their own station with electronic device placed on a table/booth.
	3. Activity to create their “wine” from fruits	Table with materials to be used for creation. Students should have their own space to create their wine and all necessary tools. Table to display all creations in the end. The exhibit label will be placed on the wall on top of the table

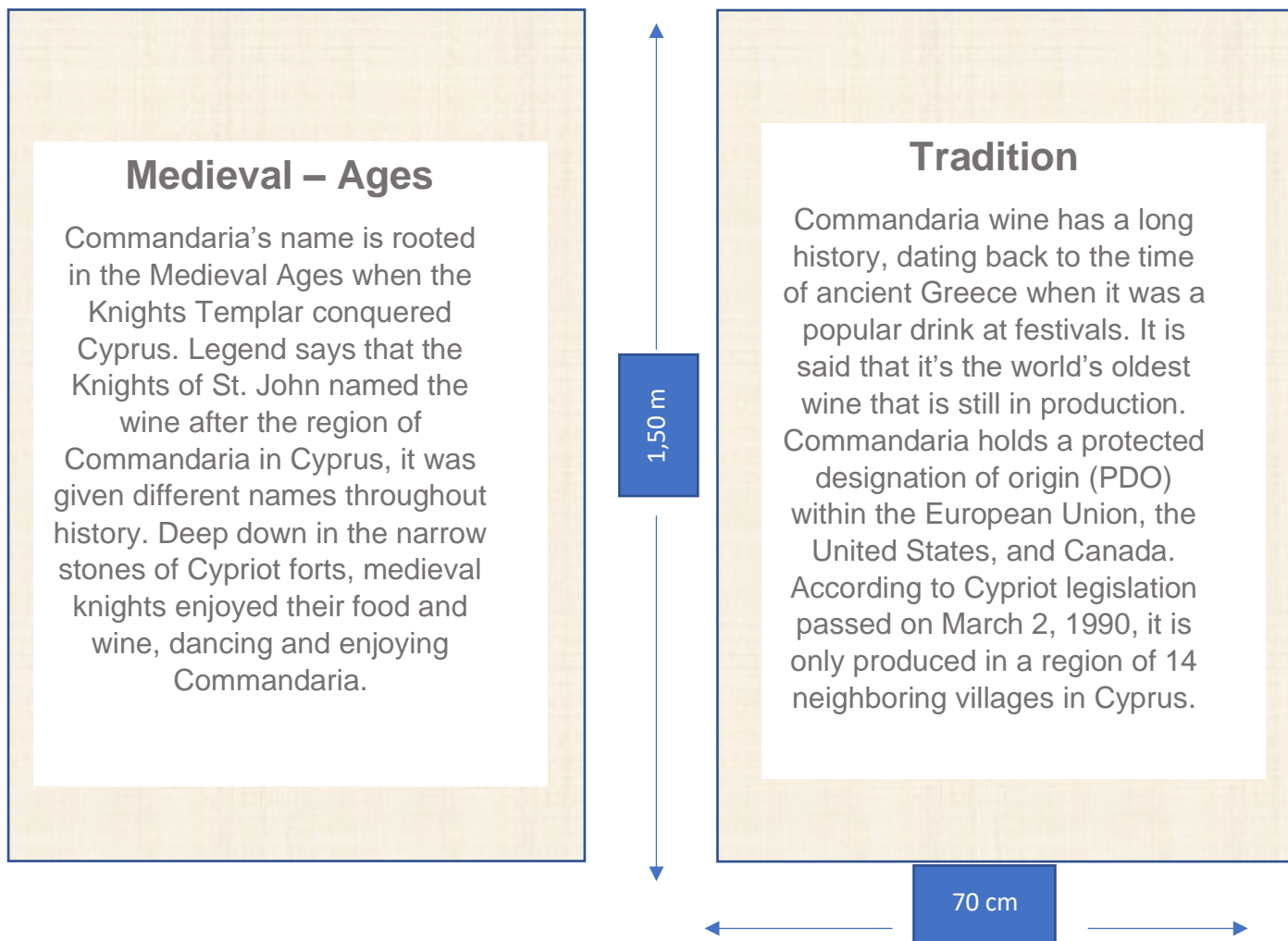
	4. Activity: Becoming “Wine” Connoisseurs	Based on their judgment and knowledge rate, children are given a rating list to taste different flavors of juices. Rating can be done digitally using an electronic device or physically with printed out copy of rating activity
Medieval Ages	5. History of Commandaria Timeline	If physically, the timeline will be printed out in large scale and placed on the floor for students to place/write the events in chronological order. Make as many copies as relevant according to your groups. If digitally, students will use electronic device to complete the timeline on Canva.
	6. Battle of the Wines Performance	Theatrical performance – students will take the roles of characters from the Medieval ages and engage in dialogue through an imaginary story about Commandaria. Room can be set up using Medieval Ages props to help students get in context
Tradition	7. Paint your way	Space for paintings to be conducted (table/booth/floor space). Table or blank wall to display all creations in the end. Under each painting will be a short description and a label with the art piece’s title
	8. DIWine – Do-it-yourself-Wine	Up-cycled bottles displayed as business ideas for new brands of Commandaria wines on a structure (table/box) no higher than 1.00 meter, in a row and with small labels below each one to indicate information about each bottle.
	9. Commandaria Short Film	Projection on a small wall or use of personal electronic device (TV/laptop/PC/tablet). Exhibit label placed next to the screening object.

STEP 5: Develop texts

Panels

Real-life text size should be 72pt and Title size should be min. 150pt





Object labels

Object labels should have a title size 36pt and a small text description of 20pt

Exhibit 1 Label (taped on the wall above the life-size Cyprus map)

Mapping Commandaria Villages

There is a region in Cyprus called the Commandaria villages region, wherein, as the name suggests, Commandaria is produced. Found on the southern slopes of the Troodos Mountains, north of Limassol, the region comprises of 14 designated villages. Some of these include Lania, Trimiklini, Zoodoxos Pigi, Doros, Silikou and Monagri.

Exhibit 2 (taped on the wall)

Process Book Station

How does one create Commandaria? How would you outline the winemaking process? What types of grapes are used? Use your devices and start searching!

Use Book Creator software to create a short digital process book and present your findings!

Exhibit 3 (taped on the wall near the winemaking station)

Mixed Up!

There is a certain “magic” to the art of creating something rather than just experiencing it. This messy play activity involves an interactive way of “making wine”. Use the materials on the table and use your knowledge from Exhibit 2 to create your own wine. Roll up your sleeves, put on your aprons, and get creative!

Exhibit 4 (taped on the wall near the tasting station)

Becoming Wine Connoisseurs

One thing you may not know, is that the art of winemaking creates many jobs in the labor market. One of these includes people who are called “wine tasters” and “wine connoisseurs”. While the process of creation is critical, it’s always important to taste it, assess its quality and evaluate it based on different criteria that will place it into different categories. Some of these criteria include its look (color, opacity[dark/light], texture[thick/watery], smell, and taste. Using these criteria, connoisseurs can identify how “strong” the drink is, how aged it is and how sweet it may be, among many others.

Exhibit 5 (taped on the wall near the life-size timeline)

A Historical Timeline

Behind every great invention there comes a long history related to its origins story and how it became successful. There are at least 4 very important events related to the making of and origin of one of the most famous dessert wines in the world. Read the text provided, use your intuition, and place those events on the timeline to map out Commandaria’s history.

Exhibit 6 (on role-play station, next to props and guidelines)

Battle of the Wines – Tell your own story

What would it feel like to live in the Medieval Ages? In this part of the exhibition, you are called to engage in a re-enactment of events. Place yourselves in the shoes of the King Phillip II of France, or a common priest ready to promote his wine. What would characters of this era say? How would they act? What would they wear? Let your imagination run wild!

Exhibit 7 (taped on the wall above the drawing station)

Paint your way

Apart from its historical, social, and religious attributes, Commandaria can be used as a creative medium for expression. Using all you have learned about this sweet dessert wine, use it to draw a related representative or non-representative drawing. What does this mean to you? Give your creation a catchy title and start drawing!

Exhibit 8 (taped on the wall above the branding station)

DIWine – Do-It yourself-Wine

It is one thing to create an exceptional-quality product, but it takes a great marketer to make it successful. It may come as a surprise, but most people buy wine based on the label on its bottle. Sometimes all it takes is a great design or an attractive package, but sometimes it's all about the story behind it. What makes a product unique? Do it yourself and define your product's Unique Selling Point. Let the best design win!

Exhibit 9 (taped on the wall next to the screen/projector)

Commandaria – A short film

Step inside the world of Commandaria making. What does the process of creation look like? What does it sound like? Place yourselves in context and use your senses to enjoy the whole experience.

The typical steps of Commandaria-making are as follows:

1. Harvest
2. Drying
3. Crashing
4. Fermentation
5. Aging
6. Serving
7. Enjoying

STEP 6: Construct your exhibition & exhibits

Sub-section:	Winemaking
Exhibit number:	1
Name of the exhibit:	Mapping Commandaria Villages
Type of exhibit:	Tangible or digital
Recommended preparation time:	30 minutes
Required students:	Groups of 2-4 students
Brief description:	An explanatory map of Commandaria and other vineyards of Cyprus. The map presents the location of vineyards in Cyprus where Commandaria wine is mainly produced and are considered as Commandaria-verified regions.
Materials and/or tools needed:	<ol style="list-style-type: none"> 1. Exhibit 1 Resource: Explanatory Map (printed out or digital) 2. Descriptive labels (printed or digital) 3. Digital device (optional) 4. Collage materials (glue, paper, blu tac) 5. Space to lay out map or table & plug for electronic device
Dimensions of the exhibit:	The physical dimensions of the map and the labels are proportional according to the size of the map given. For example, if the map is 150 x 100 cm, the labels will be 10 x 5 cm. The digital map is the same.
Step by step construction instructions:	<p>Step 1: Prepare the materials needed according to the number of students. It is suggested to give 1 map to a group of max 4 students. Provide students with collage materials and prepare labels in advance (print or digital).</p> <p>Step 2: Pass the maps and show them the basic features of the map.</p> <p>Step 3: Let them explore the map for 2-3 minutes.</p> <p>Step 4: Students start collaging the labels in the right place.</p> <p>PS. The map can be enlarged as much as needed, and presented both digitally and/or in printed format</p>

Sub-section:	Winemaking
Exhibit number:	2
Name of the exhibit:	Process Book Station
Type of exhibit:	Digital
Recommended preparation time:	30 minutes
Required students:	Groups of 2-4 students
Brief description:	It is a book that will outline the winemaking process. It will outline the two types of indigenous Cyprus grapes and at least five of the main stages of Commandaria production.
Materials and/or tools needed:	Students will use a digital device (phone/tablet/laptop) to research the main steps and find the best images for every step. Create a digital album of images using book creation software.

	Recommendation: Book Creator or Canva . Students can also use the POEME Commandaria e-book and/or worksheet
Dimensions of the exhibit:	Digital format – can be viewed digitally or downloaded as an e-pub file. They can use any medium they already engage with.
Step by step construction instructions:	<p>Step 1: Start the research process</p> <p>Step 2: Collection of photographs of the process (reference images)</p> <p>Step 3: Use Book Creator or Canva to create a Process Book with audiovisual material</p> <p>Step 4: At the end, students will give feedback and comment on their albums</p>

Sub-section:	Winemaking
Exhibit number:	3
Name of the exhibit:	Mixed Up!
Type of exhibit:	Tangible
Recommended preparation time:	30-40 minutes
Required students:	Individual activity, students can come together as a group in the end
Brief description:	This is a messy play activity where students can engage in the process they explore in the previous exhibit. They will be given fruits and juices to crush using their hands and tools to make their own “wines”. The activity is meant to be experiential and help them better engage with the process of mixing materials and creating something from scratch.
Materials and/or tools needed:	<ol style="list-style-type: none"> 1. Variety of seasonal fruits & juices 2. Kitchen tools (measuring cup, spoons, peeler, etc.) 3. Food smashing objects (e.g., food smasher, blender, juice squeezer etc.) 4. Aprons 5. A3 paper 6. Table
Dimensions of the exhibit:	Messy play – Experiential activity

Step by step construction instructions:	<p>Step 1: Each student will select 2-3 fruits and one juice flavor.</p> <p>Step 2: Students will try to engage in the creation process by mixing the fruits and juices together, picking their own analogies to create “wine” from scratch. Students will need to keep a record or “recipe” during their process.</p> <p>Step 3: Students will present their product; explain how they made it and can try out each other’s creations to compare.</p> <p>Step 4: Using the A3 paper, students will collectively create a wine-book, with a collection of all their recipes.</p>
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Sub-section:	Winemaking
Exhibit number:	4
Name of the exhibit:	Becoming “Wine” Connoisseurs
Type of exhibit:	Tangible and/or Digital
Recommended preparation time:	15-20 minutes
Required students:	Individual activity (groups of 1)
Brief description:	The rating activity will be an introduction to wine experts and wine tasters. Students will become familiar with these processes by practicing their tasting skills. Juices will be used instead of natural wine for this activity, and the process will be the same. Students will rate the “wine” according to its look, smell, and taste and then add an overall conclusion/rating.
Materials and/or tools needed:	<ol style="list-style-type: none"> 1. Exhibit 4 Resource: Wine Expert Rating Activity (or something similar) 2. Pens/markers 3. 4 types of juices 4. Glasses/cups 5. Table
Dimensions of the exhibit:	The activity does not have a dimension/form/format. The rating activity can be executed digitally using electronic devices or physically by printing out A4 copies of the rating activity table. Tasting can only be done physically.


Step by step construction instructions:

Step 1: Introduction to Wine experts and the variety of jobs in the wine factory

Step 2: Explanation of the tasting and rating handout.

Step 3: Tasting begins. Students will be asked to express their opinion regularly during this activity. They will note down their observations individually or in small groups

*Handout resource in pdf format (physical or digital).

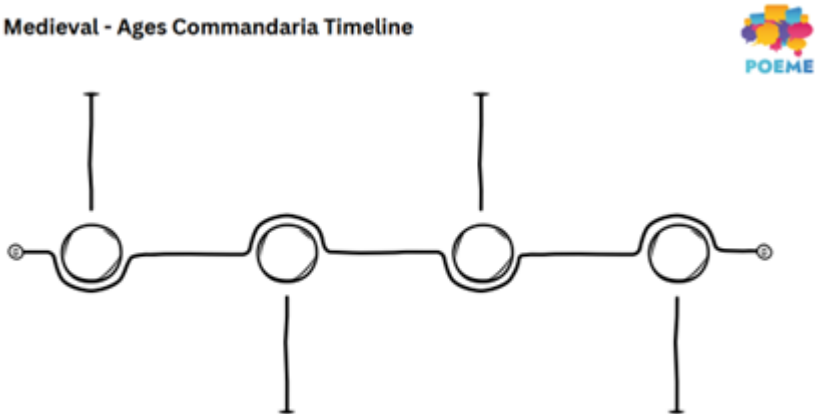


Becoming 'Wine' Experts / Tasters



Look: Color, Opacity, Viscosity
Smell: Fruit Aromas, Herb Aromas, Earth Aromas, Other Smells, Intensity
Taste: Flavors (fruit, others), Structure (Sweetness, acidity)
Conclude: 😊 😞

	Look <small>Color, dark/light, texture (thick/watery)</small>	Smell <small>What does it smell like?</small>	Taste <small>What does it taste like?</small>	Conclude / Rate
Juice #1				
Juice #2				
Juice #3				
Juice #4				

Sub-section:	Medieval Ages
Exhibit number:	5
Name of the exhibit:	A Historical Timeline
Type of exhibit:	Tangible and/or Digital
Recommended preparation time:	15 minutes
Required students:	5-6 students per group
Brief description:	This activity aims to explore the medieval Ages and the history of Commandaria. Students are asked to read a text on Commandaria, note down the most important events related to its history and then place them chronologically on the timeline provided.
Materials and/or tools needed:	<ol style="list-style-type: none"> 1. Exhibit 5 Resource: Timeline Text (or something similar) 2. Exhibit 5 Resource: Commandaria History timeline (printed pdf or digital) (or something similar) 3. Pens & Papers or electronic device


	4. POEME Commandaria E-worksheet and/or E-book (optional)
Dimensions of the exhibit:	Life-size historical timeline (accordingly to the available floor/wall space)
Step by step construction instructions:	<p>Step 1: Share the written text on Commandaria's history with students</p> <p>Step 2: Students read the text and highlight the most important events throughout its history</p> <p>Step 3: Students use the timeline to place the events chronologically.</p> <p>Step 4: Hold an open discussion in the case where students have very different answers and ask to explain their choices.</p> <p>*Resource given in pdf format (physically or digitally)</p>
	<p>Medieval - Ages Commandaria Timeline</p> 

Sub-section:	Medieval Ages
Exhibit number:	6
Name of the exhibit:	Battle of the Wines – Tell your own story
Type of exhibit:	Intangible and/or digital
Recommended preparation time:	30-45 minutes
Required students:	2-4 students per group

Brief description:	<p>Students are asked to take the roles of characters during the Medieval Ages and create dialogues in an imaginative story to re-enact the Battle of the Wines competition organized by King Philip II. Students are expected to improvise in an acting activity and try to use the vocabulary learned so far from previous activities.</p>								
Materials and/or tools needed:	<ol style="list-style-type: none"> 1. Exhibit 6 Resource: Storytelling guidelines (or something similar) 2. Commandaria wine bottle 3. Other wine bottles (preferably from different countries) 4. Chair (for King) 5. Medieval Ages related props (optional) 6. Medieval Ages costumes (optional) 7. Camera for recording/projector (optional) 								
Dimensions of the exhibit:	<p>Role Play Activity – acting performance. The activity can be performed once physically and then recorded to be displayed digitally (using a projector/screen) in a loop for the remaining duration of the exhibition.</p>								
Step by step construction instructions:	<p>Step 1: Read the Exhibit 6 Resource and divide the roles to students (or something similar)</p> <p>Step 2: Students brainstorm and create a fictional dialogue with their characters related to the period and the Battle of the Wines</p> <p>Step 3: Students perform their work to everyone</p> <p>Step 4 (Optional): Students can record their performance once and then display it using a projector in a continuous loop</p> <div style="text-align: center; margin: 20px 0;"> <p>"Battle of Wines" Storytelling</p> <p>Re-enacting the battle of the wines competition</p>   </div> <p>Context: Legend says that King Philip II of France was a fan of drinking and decided to hold the Battle of the Wines competition. The King sent messengers to collect wine from everywhere in the world and then decided to judge which of all wines was the best. It is thought that Commandaria, delivered by a Cypriot priest, won this competition. Re-enact this legendary scene using vocabulary you have learned from previous stages. Remember: The King will consider both the taste of the wine but also the description given by the winemaker.</p> <table border="0" style="width: 100%; text-align: center;"> <thead> <tr> <th style="width: 25%;">Step 1</th> <th style="width: 25%;">Step 2</th> <th style="width: 25%;">Step 3</th> <th style="width: 25%;">Step 4</th> </tr> </thead> <tbody> <tr> <td> Division of Roles <ul style="list-style-type: none"> King Philip II of France Winemaker from Cyprus Winemaker from France Messenger </td> <td> Imagine your character's <ul style="list-style-type: none"> Responsibilities Feelings & Attitude Dialogue & way of speaking </td> <td> Scenario <ul style="list-style-type: none"> Where are you? What are you wearing? Is Commandaria the main theme in the dialogues? </td> <td> Time to act! <ul style="list-style-type: none"> Write your own dialogues of how you think the story unfolded and perform! </td> </tr> </tbody> </table> <div style="display: flex; justify-content: space-between; margin-top: 20px;"> <div style="background-color: #4a90e2; color: white; padding: 5px; border-radius: 10px; width: 45%;"> <p>*Tip:</p> <ul style="list-style-type: none"> Students may take several roles and switch roles as well A student might take a role of an object too </div> <div style="background-color: #f1c40f; color: black; padding: 5px; border-radius: 10px; width: 45%;"> <p>Purpose of the activity:</p> <p>To use the wine-related vocabulary from previous activities and practice speaking</p> </div> </div>	Step 1	Step 2	Step 3	Step 4	Division of Roles <ul style="list-style-type: none"> King Philip II of France Winemaker from Cyprus Winemaker from France Messenger 	Imagine your character's <ul style="list-style-type: none"> Responsibilities Feelings & Attitude Dialogue & way of speaking 	Scenario <ul style="list-style-type: none"> Where are you? What are you wearing? Is Commandaria the main theme in the dialogues? 	Time to act! <ul style="list-style-type: none"> Write your own dialogues of how you think the story unfolded and perform!
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Sub-section:	Tradition
Exhibit number:	7
Name of the exhibit:	Paint your Way
Type of exhibit:	Tangible
Recommended preparation time:	20 minutes
Required students:	Individual activity or in pairs
Brief description:	This activity seeks to use Commandaria as an artistic medium to create either representative or non-representative drawings – ideally related to the wine itself. The final result will be exhibited in the space available and students can also add a small description and label of their painting (in the classroom, hall, etc.).
Materials and/or tools needed:	<ol style="list-style-type: none"> 1. A3 watercolor paper for each student 2. Commandaria wine 3. Aprons 4. Paint brushes/painting tools 5. Pins and/or Blu Tac (for display) 6. Grape leaves & branches (optional) 7. Tables/small stations
Dimensions of the exhibit:	Activity can take place in a classroom, art studio or open space where students have the space to paint and experiment with the artistic medium. Each student can have their own station (table, booth, etc.) to work on individually
Step by step construction instructions:	<p>Step 1: Students will be introduced to using Commandaria as a medium to paint.</p> <p>Step 2: Using Commandaria wine as an ‘ink’ medium and/or materials which make up Commandaria wine, students will create their own artistic creations</p> <p>Step 3: Ask students to write a small description of their piece of art and add a label with the title of the painting</p> <p>Step 4: Compile a collection of the paintings for display in the classroom or school rooms.</p>

Sub-section:	Tradition
Exhibit number:	8
Name of the exhibit:	DIWine – Do-it-yourself-Wine
Type of exhibit:	Tangible or Digital
Recommended preparation time:	25-30 minutes
Required students:	2-3 students per group
Brief description:	In this activity, students will learn how to brainstorm about a product's Unique Selling Point (USP) step by step. They will first brainstorm about the different points provided on the template, and then proceed to create a catchy logo and brand title. They will use their abilities to market and customize their brand idea to try to "sell" it to potential buyers.
Materials and/or tools needed:	<ol style="list-style-type: none"> 1. Exhibit 8 Resource: USP Brainstorming (or something similar) 2. Re-used or recycled Wine/Commandaria Bottles 3. Adhesive/non-adhesive Labels 4. Paper 5. Pens & colorful markers 6. Electronic device (optional – for research and/or printing/designing) 7. Tables/small stations
Dimensions of the exhibit:	The activity can be conducted digitally using design software such as Canva to model a brand and complete the brainstorming digitally. If done physically, student groups should have a dedicated space in the room to lay their materials and sketch out their ideas.
Step by step construction instructions:	<p>Step 1: Brainstorm for wine business ideas</p> <p>Step 2: Complete the USP parameters</p> <p>Step 3: Design the Logo Label and the bottles</p> <p>Step 4: Present their product to the rest of the class and try to "sell" it – market it</p>

	<p>(Optional) Step 5: Students can vote the group whose design and marketing pitch is believed to have been most effective</p> <p>Brainstorm for Wine Branding Business</p> <p>USP - Unique Selling Point</p> 
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Sub-section:	Tradition
Exhibit number:	9
Name of the exhibit:	Commandaria – A short film
Type of exhibit:	Digital
Recommended preparation time:	5-10 minutes
Required students:	All students
Brief description:	In this activity, students will learn how to display a digital video with the equipment available. Using audio devices and monitors to set up the display. They are expected to be well informed about the video as questions may be asked at the end.
Materials and/or tools needed:	<ol style="list-style-type: none"> 1. Exhibit 9 Resource: Commandaria Short Film (or something similar) 2. Monitor & Speakers 3. Screen/Laptop/Projector
Dimensions of the exhibit:	Display of work. Wall or screen size depends on the space available. A TV screen or laptop could be also suitable.
Step by step construction instructions:	<p>Step 1: Set up devices on which to watch the video (e.g., projector, screen, laptop, sound etc.)</p> <p>Step 2: Watch video & take notes</p> <p>Step 3: Prepare for questions</p>