

**LESSON PLAN 61: TALES OF THINGS**

**Objective:** Using QR codes in the classroom as a social studies/history/literacy project

**Age range:** 10-16



**WHAT IS 'TALES OF THINGS'?**

Tales of Things (talesofthings.com) is a site set up by a group of UK universities to encourage us to catalogue the stories behind modern artefacts and to create a provenance for them for the future. This provenance is built by assigning an individual QR tag to specific objects you register on the Tales of Things website.

**DEVELOPING SKILLS**

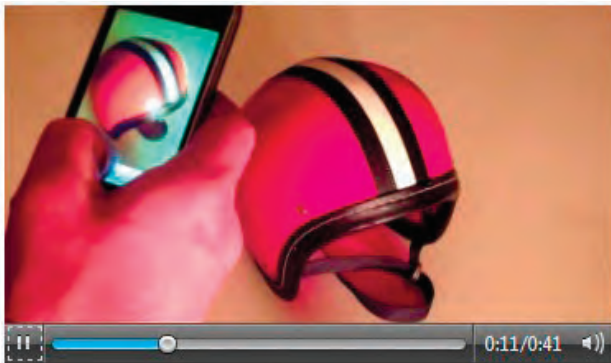
Communication, collaboration, cause and effect.

**YOU WILL NEED**

A camera, a printer, an object to write about, a computer with a webcam. Though not essential for using the Tales of Things site, you might also want to have access to a QR Code reader on a cellphone or webcam (fizurl.com/qrwebcam).

**METHOD**

- 1 Create an account on the Tales of Things website, link your account to your Twitter account to automatically inform your network when a new tale is started or updated



- 2 Take a photograph of the object to be tagged with a QR code. There is an excellent video on the home page of the site that shows you what to do and how the service works.
- 3 Click on the 'Add your thing' button on the top tool bar. Name your object.
- 4 Start telling the tale of your object. You're encouraged to add other media to your tale. You could for instance video your object and upload to a video sharing site like YouTube. Or link to a wiki specially created for your object with a range of supporting materials embedded into this to help build your story. There appears to be no limit to the number of media urls you can add to your tale.

- 5 Identify on the map the current location of your object.
- 6 When you have added all that you can for the moment, click on the submit button. You can always go back and amend your story.
- 7 Print the QR code associated with your object and attach.
- 8 The tale of your object can now be embellished by all who come into contact with it.

**PASS ON THE OBJECT**

Once tagged it is now important to get others to interact with the object. One way for this to happen is to pass the object to others. For example, an artefact could be sent to a buddy class or sister school in another location. Once the object has arrived, all the new owner has to do is go to the Tales of Things website, the url is on the tag that is printed out. Once there they simply click on the 'Scan a thing' button, hold the tag in front of the webcam and once the site recognises the tag the viewer is taken to your object's tale, where they can add their own chapter in the provenance of the object they have. Once they have updated their story, they pass on the object on to see where it goes.

**ALTERNATIVE ACTIVITIES**

If the object is too precious to send or immobile, like a school, then multiple copies of the QR tag can be printed and sent to previous owners or those who have had an association with the object. Recipients can scan their code via the site, as above, and add their story to the object.

Alternatively, why not create an electronic object, such as an animation, script, storyboard, or audio file, and invite others to contribute to the creation of the object and use the Tales of Things site to record their individual contributions to the collective whole.

If you use Twitter the object can be linked to your Twitter account and every time the code is scanned this information will be tweeted.

COMPILED BY **DAVID KINANE.**

**TRY THIS TALE ...**



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