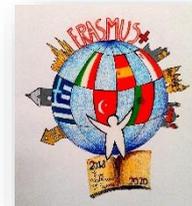




3rd Gymnasium Corfu
Corfu / Ionian Islands (Greece)



LITERARY AND LEGENDARY HERO

LESSON PLAN - Ioannis Capodistrias 'Man doesn't live, live his work'

The count of Ioannis Capodistrias was born in Corfu (Kerkyra in Greek), in the Ionian Islands, and he was the first Governor of the new Greek nation from 1828 to the end of 1829. It is for those two reasons among others that we decided to choose Ioannis Capodistrias as our 'Legendary Hero', one of the most impressive, fascinating figures, a great visionary of a liberal united Europe too.

The count Ioannis Capodistrias was a Greek diplomat and politician of Europe-wide recognition. He served as a minister of foreign affairs of the Russian Empire and as the first governor of the state of Greece. He was born in 1776, in Corfu, child of a noble family, he grew up in patriarchal environment and received a heavily religious education. He went to school in his hometown and then moved up to continue his studies at the university of Padua. In 1791, just 21 years old, Capodistrias, fitted with the wreath of his studies in medicine, law and philosophy, went back to Corfu where he offered his medical services without expecting anything in return.

For 30 whole years, from 1801 until 1831 when he was assassinated, his presence had been prevalent across all the important political and diplomatic events of that era, with his major goal being the independence of the Ionian Islands and the rest of Greece, which at the time was subjugated to the Ottoman empire.

LEARNING OBJECTIVES

Upon completion of this lesson, students will be able to:

1. Identify the personality of Ioannis Capodistrias
2. Acknowledge his contribution to the organization of the state, the economy and education
3. Summarize the life and work of Ioannis Capodistrias
4. Participate in discussions and present their views on the personality of Ioannis Capodistrias
5. Make use of a video as a source of information and decoding its messages

PREPARATION

TRAVELOGUE

Corfu (1776) - **Birth**

Padua (1794) - **Studies**

Cephalonia (1801) - **Commander of the rebel Cephalonia**

Lefkada (1807) - **Head of military operations**

St. Petersburg (1809-1815) - **Russian Foreign Minister**

Treaty of Bucharest (1812) - The end of the Russo-Turkish War

Zurich (1813) - Representative of Russia

Treaty of Paris (1815) - the Ionian Islands became a protectorate of Great Britain

Aix-la-Chapelle (Aachen 1818) - The Congress of Aachen a high-level diplomatic meeting of France and the four allied powers Britain, Austria, Prussia, and Russia for a decision for 'smaller states'

London (1819) - an attempt to temper the authoritarian regime of the Great Britain on the Ionian Islands

Troppau-Laibach (1820-1821) (modern day Ljubljana) - conference on revolutionary movements in Europe

Geneva (1822) – Contribution to the creation of the Swiss Federation, receiving the title of honorary citizen

Ancona (1827)

Nafplio (1828) (7th of January)

Aegina (1828) (9th of January)

Nafplio (27-9-1831) – **At dawn of 27th September 1831, Ioannis Capodistrias was murdered** by the Maniatic brothers Georgios and Konstadinos Mavromichalis at the entrance of the St. Spyridon church.

Corfu 1832 – Burial at the Platytera monastery of Corfu

ASSESSMENT

- 1) The class will be divided into groups and will answer a work sheet in which:
 - a) They will criticize the work of Ioannis Capodistrias in Greece
 - b) Having a comprehensive knowledge of Ioannis Capodistrias' life and work, the groups will criticize his personality
- 2) The students as individuals in the class will play a learning game based on 'Kahoot!'. The 'quiz' will test the knowledge of the students about the 'travelogue' of Ioannis Capodistrias.
- 3) The students will visit the *Capodistrias' museum* (city of Corfu - Greece) under a guide, will take notes and will exchange information with their classmates after the completion of the museum tour.
- 4) The students will watch a youtube video (<http://bit.ly/2IMmHMI>) under the title 'Great Hellenes, Ioannis Capodistrias' decoding its messages of its life and times.

*** KAHOOT! IS A GAME-BASED LEARNING PLATFORM THAT MAKES IT EASY TO CREATE, SHARE AND PLAY LEARNING GAMES OR TRIVIA QUIZZES IN MINUTES BY USING A SMART PHONE**