



# STEAM & Sports

## Lesson 1 - Digital Cookbook Design

# Digital Cookbook Design

## Concept

This lesson introduces students to digital editing tools for creating a collaborative cookbook using images and text from their cooking activities. It fosters creativity, technical skills, and teamwork in presenting their culinary experiences. Students will:

- (Computer Science) Learn basic image and text editing skills.
- (Art & Design) Apply principles of visual composition to create an engaging cookbook layout.
- (Language & Communication) Develop concise and clear recipe descriptions.
- (Project Management) Organize and structure content effectively.

## Learning objectives and Outcomes

Upon completion of this lesson, students will know:

1. How to edit and arrange digital images for presentations.
2. How to format text and visuals to create an engaging document.
3. The importance of clear instructions in a recipe format.
4. After this lesson, students will be able to:
5. Use a selected digital tool (e.g., Book Creator Canva or PowerPoint) to edit and arrange content.
6. Create a structured and visually appealing cookbook.
7. Work collaboratively to complete a creative digital project.

## Methodology

1. Hands-on digital editing
2. Group work and collaboration
3. Application of design principles
4. Reflection on the creative process





## Educational standards in connection with sports

- Presenting nutritional knowledge in an engaging format.
- Promoting healthy eating habits through creative expression.
- Applying digital skills to real-world projects

## This lesson includes elements of these school subjects

1. Computer Science
2. Art & Design
3. Language & Communication

## Timeframe

45 min

## Students Age

10-15 years

## Material needed

- 1.Computers or tablets with selected editing software
- 2.Images and text from previous lessons
- 3.Templates or design guides (optional)



## Short description of the content

Students will edit and compile their documented cooking experiences into a collaborative digital cookbook, applying technical and creative skills.

## Sequence of Lesson

### Engage (10 min):

- Discuss elements of an effective cookbook (clarity, visuals, layout).
- Show examples of well-designed cookbooks.

### Explore (40-60 min):

- Students work in groups to edit their images, format text, and arrange recipes into a digital document.
- Experiment with fonts, colors, and layouts to create an engaging design.
- Ensure all recipes follow a clear structure (ingredients, steps, images).

### Elaborate (10 min):

- Groups present their cookbook pages and discuss design choices.
- Compare different approaches and discuss improvements.

### Evaluate (5 min):

- Students reflect on their digital editing experience and teamwork.
- Discuss how clear visual communication enhances understanding.

### Extend (Optional)

- Print or publish the digital cookbook for school-wide sharing.
- Share online to promote healthy eating and local cuisine.

## Lesson Developer

Name: Beata Marinov

Organization: OŠ Bakar, Hrvatska

Date: ožujak, 2025





# STEAM & Sports



UNIVERSIDAD  
DE BURGOS

FUTURE MINDS



Learning  
Hub  
Friesland



[steamandsports.eu](http://steamandsports.eu)



Co-funded by  
the European Union