Workshop 1 – Game Based Learning (GBL) and Unplugged Activities

Workshop schedule

**Day 1**

**Introduction to Workshop 1**

*Duration: 1 hour (45 minutes)*

Introductory presentation: Introducing and explaining the main goals of the workshop, defining algorithmic thinking.

Introduction round: The participants introduce themselves

Introduction and enrolling to the e-course in Moodle LMS

**Session 1: Game Based Learning (GBL)**

*Duration: 3 hours (135 minutes)*

Lecture: Games in education

Group work: Exploring educational games and preparing a „Learning package”

Lecture: Integration of games into the lecturing process

Demonstration: Examples of simple games in different school subjects

Group work: Exploring existing educational games

**Session 2: GBL with unplugged activities**

*Duration: 1 hour (45 minutes)*

Lecture: What are unplugged activities and how to use them in the classroom?

Demonstration: Examples of unplugged activities for different school subjects, providing propaedeutic for algorithms and programming (e.g Plant a seed, Find the hidden words, Guess the number, Walking in the maze, etc.)

Group work: Discussing new examples of unplugged activities

**Session 3: Using Web 2.0 tools for creating content for unplugged activities**

*Duration: 3 hours (135 minutes)*

Presentation: Advantages of using Web 2.0 tools for unplugged activities

Group work: Exploring examples and resources

Demonstration: Creating content for unplugged activities using Web 2.0 tools (Canva, Sketchpad)

Individual work: Creating content for unplugged activities using Web 2.0 tools

Group work: Creating examples of unplugged activities for different school subjects

**Day 2**

**Session 4: Designing learning scenarios**

*Duration: 2 hours (90 minutes)*

Lecture: Definition of learning scenarios, how to design learning scenarios

Demonstration: Examples of scenarios in written forms (with games and unplugged activities)

Group work: Preparing learning scenarios using prepared template

**Session 5: Designing learning scenarios using a graphical tool**

*Duration: 2 hours (90 minutes)*

Presentation: Visualising learning scenarios with LePlanner

Demonstration: Examples of GBL scenarios in graphical forms

Individual work: Exploring LePlanner tool

Group work: Designing an unplugged game based learning scenario

**Session 6: Designing learning scenarios for unplugged activities**

*Duration: 3 hours (135 minutes)*

Individual work: Developing learning scenarios for carrying out an unplugged activity in written form and in graphical form using LePlanner (developing the first version of the 1st learning scenario)

Group work: Review and discussion about the developed scenarios

**Conclusion of Workshop 1**

*Duration: 1 hour (45 minutes)*

Whole-group activity: Debriefing

Closing talk: Introducing and explaining the follow-up activities (developing the 1st learning scenario for an unplugged activity)