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

Session 2: GBL with unplugged activities

**Expected Learning Outcomes**

* Find examples of unplugged activities for the development of algorithmic thinking in different school subjects
* Analyze and compare existing examples
* Modify existing examples of unplugged activities for different school subjects

**Teaching Methods/Approaches**

* Teacher presentation and demonstration
* Discussion
* Group activity - collaboration

**Sources of Training Materials**

* CS Unplugged: <http://csunplugged.org/> (14.12.2017.)
* Code Studio: <https://studio.code.org/courses>, <https://code.org/curriculum/unplugged> (14.12.2017.)

**Duration:** 1 hour (45 minutes)

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| **Topic/Sub-topics** | **Learning Objectives** | **Evaluation** |
| **1. UNPLUGGED ACTIVITIES** | *Participants will be able to describe and explain the characteristics of unplugged activities for the development of algorithmic thinking, analyze and classify existing examples of unplugged activities.* | Learners explore, analyze and classify existing examples of unplugged activities in order to transfer given examples to another school subject (group activity). |
| 1.1. Introduction to unplugged activities for the development of algorithmic thinking | Describe and explain the characteristics of unplugged activities for algorithmic thinking development |
| 1.2. Examples of unplugged activities in different school subjects  | Analyze and classify existing examples  |
| **2. DESCRIPTION OF UNPLUGGED ACTIVITIES EXAMPLES** | *Participants will be able to describe their own examples of unplugged activities appropriate for different school subjects.* | Learners describe new examples for unplugged activities (group activity - discussion). |
| 2.1. New examples of unplugged activities | Propose examples of unplugged activities for algorithmic thinking from tales, everyday life, etc. |