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

Session 4: Designing learning scenarios

**Expected Learning Outcomes**

* Identify the concepts of learning scenarios
* Analyze and compare existing examples of learning scenarios in written forms
* Using the learning scenario to create an unplugged activity

**Teaching Methods/Approaches**

* Teacher presentation and demonstration
* Discussion
* Group activity - Collaboration
* Peer evaluation

**Sources of Training Materials**

* E-škole scenariji poučavanja. CARNet: <https://scenariji-poucavanja.e-skole.hr/> (5.12.2017.)
* Collaborative Education Lab - Learning scenarios: <http://colab.eun.org/learning-scenarios/> (10.12.2017.)
* Code Studio – katalog: <https://studio.code.org/courses> (7.12.2017.)

**Duration:** 2 hours (90 minutes)

|  |  |  |
| --- | --- | --- |
| **Topic/Sub-topics** | **Learning Objectives** | **Evaluation** |
| **1. LEARNING SCENARIOS** | *Participants will be able to describe and explain the concepts of the learning scenario, analyze and compare existing examples of learning scenarios.* | Learners explore and analyze existing examples of learning scenarios in order to point out good and bad features (group activity). |
| 1.1. Introduction to leaning scenarios | Identify the concepts of learning scenarios |
| 1.2. Investigate examples of existing learning scenarios  | Analyze and compare existing examples |
| **2. DESIGNING LEARNING SCENARIOS FOR UNPLUGGED ACTIVITIES** | *Participants will be able to create a learning scenario for chosen unplugged activity.* | Learners choose one unplugged activity among offered to create a learning scenario that will be evaluated by the teacher and the colleagues (group activity). |
| 2.1. A learning scenario template  | Create a learning scenario using a prepared template for preselected unplugged activity |
| 2.2. Filling out a learning scenario template |