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

Session 5: Designing learning scenarios using a graphical tool

**Expected Learning Outcomes**

1. Use LePlanner as a tool for designing learning scenarios
2. Plan, create and instruct unplugged algorithmic thinking activities for students using LePlanner

**Teaching Methods/Approaches**

* Teacher presentation and demonstration
* Discussion
* Individual activity
* Group activity - collaboration
* Peer evaluation

**Sources of Training Materials**

* LePlanner: <https://leplanner.net/#/> (15.12.2017.)
* LePlanner – Creative Classroom Collection: <https://beta.leplanner.net/#/tags/CreativeClassroomCollection> (5.12.2017.)
* Codecombat – Dungeons of Kithgard: <https://codecombat.com/play/level/dungeons-of-kithgard> (15.12.2017.)

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

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| **Topic/Sub-topics** | **Learning Objectives** | **Evaluation** |
| **1. PLANNING AND CREATING LEARNING SCENARIOS** | *Participants will be able to explore the features of the tool LePlanner for the creation of learning scenarios, create, evaluate, edit, and publish lesson scenarios.* | Learners create a dummy account for LePlanner log in accounts, create a dummy lesson, and prototyping (individual activity). |
| 1.1. Introduction to LePlanner | Explore the key features of the LePlanner |
| 1.2. Creating a learning scenario | Create a sample leaning scenario(s) | Learners create a real log account in LePlanner, create a lesson, and publish it. |
| 1.3. Reviewing created learning scenario (evaluating,  editing and publishing scenarios) | Explore the features of the timeline for creating course contents |
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| **2. DESIGNING LEARNING SCENARIOS USING LEPLANNER** | *Participants will be able to create (unplugged, game based) learning scenarios using LePlanner and demonstrate the teaching of the planned lesson(s)* | Learners are engaged in micro-teaching using the designed lesson plan as a group activity. |
| 2.1. Designing Game Based Learning Scenarios and participating in demonstration lessons | Explore online games, and create an unplugged game based learning scenario |