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

Session 6: Designing learning scenarios for unplugged activities

*Instructions for the participants*

**Expected Learning Outcomes**

* Create learning scenarios in order to develop innovative ideas for carrying out game based unplugged activities
* Implement learning scenarios for different courses in the classroom with the students from 1st to 4th grades of primary school

**Individual Assignment:**

Your task is to prepare the learning scenario for carrying out an unplugged activity in written form and in graphical form using LePlanner. You could choose any school subject and any lesson within the subject for students from your class, considering that the activity should be completed in two months.

This is the **first version of the 1st learning scenario** which you will continue to design with the online help of your mentor. The completed version of the scenario will be **reviewed** by the mentor and the final refined versions you will **implement** in the classrooms with your students.

You are also supposed to write the **reflection** on conducted activities.

**Duration:** up to 2 months for the whole assignment

|  |  |
| --- | --- |
| **ASSIGNMENT STEPS** | |
|  | Choose a school subject – plan the activities that will be carried out in your class next month. |
|  | Use the **Learning Scenario Template** form (Annex 1) for textual version and [LePlanner](https://beta.leplanner.net/) for the graphical version of your scenario. |
|  | Specify the **Learning outcomes**:   * state ***general learning outcomes*** related to the coursethat will include game based unplugged activities * state the ***learning outcomes*** ***oriented on algorithmic thinking*** |
|  | Describe the **Aim and tasks** of teaching and give a **Short description of activities**.  Plan the activities that will integrate games into the lecturing process, providing propaedeutic for algorithms and programming such as:   * Finding words in the grid * Real-life algorithms * Algorithms and analogies for concepts related to specific school subjects * Moving through a maze * Tales and Algorithms * Writing or drawing in grid   The activities should not include work on computer/tablet/smartphone, just unplugged activities. |
|  | Specify the **Keywords**, **Correlation, and Interdisciplinarity** withother courses or topics, and **Duration of activities**. |
|  | Point out **Learning and teaching strategies and methods**.  Specify the **Teaching forms**: combine individual and group work. |
|  | Choose Web 2.0 **Tools** that will be used for creating the content for unplugged activities.  Point out all **Resources/materials** which will be required for the teacher as well as for students. |
|  | Elaborate the **Teaching summary** as **Motivation (Introduction)**, **Implementation** and **Evaluation (Reflection)**. This part develops in detail the previously mentioned short description of activities. |
|  | Create suitable content for unplugged activities, e.g. posters, worksheets, leaflets….  Pay attention to the copyright for images, videos, and other materials collected from the web. Photographing your students requires written parents’ consent. |
|  | In **Annexes** box provide examples and tasks you have created by yourself as well as a link to the graphical version of the learning scenario in LePlanner. |
|  | **Examples and game references** box should contain sources you will use for the activities. |
| **FOLLOW-UP ACTIVITIES** | |
|  | Upload your completed first version of the learning scenario to the Moodle e-course.  Mentor will review and correct your scenario. |
|  | Upload your final version of the learning scenario considering the mentor’s suggestions and corrections. |
|  | After mentor’s approval, implement your learning scenario in the class with your students. |
|  | Post a **reflection** on conducted activities in the forum:   * Write a more extensive description of the implementation of the activity in your class. * Describe how your students have accepted learning activity. * Describe the achievement of all planned learning outcomes, both general and oriented on algorithmic thinking. * Define what you would like to change before the next implementation of the scenario. |