Workshop 2 – Problem Based Learning (PBL), Online Quizzes and Logical Tasks

Session 5: Designing learning scenarios for logical tasks

*Instructions for the participants*

**Expected Learning Outcomes**

* Create learning scenarios in order to develop innovative ideas for carrying out logical tasks and online quizzes
* 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 based on PBL and logical tasks 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 2nd 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

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| **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 problem teaching and logical tasks * state ***learning outcomes*** ***oriented on algorithmic thinking*** |
|  | Describe the **Aim and tasks** of teaching and give a **Short description of the activities**.  Plan the activities that will encourage your students for seeking the information, critical and logical thinking as well as collaborating while solving the problem.  The activities should include work on computer/tablet/smartphone (not only unplugged activities). |
|  | Specify the **Keywords**, **Correlation, and Interdisciplinarity** withother courses or topics, and the **Duration of activities**. |
|  | Point out the **Learning and teaching strategies and methods**.  Specify the **Teaching forms**: combine individual and group work; since this is a problem teaching, collaborative learning should be included. |
|  | Choose **Tools** or games that will be used for quizzes or logical tasks on computer/tablet/smartphone for at least one example.  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 details previously mentioned short description of activities.  Logical tasks or quizzes can be used in each part of teaching summary (you will add links to the developed online tasks later). |
|  | Create suitable quizzes and/or logical tasks with chosen tools.  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 link to the graphical version of the Learning scenario in LePlanner. Links should be direct to the created tasks prepared for solving by students (not to the tasks open in editor). |
|  | **Examples and game references** box should contain sources you will use for the activities. |
| **FOLLOW-UP ACTIVITIES** | |
|  | Upload your completed first version of learning scenario to the Moodle e-course.  Mentor will review and correct your scenario. |
|  | Upload your final version of learning scenario considering 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 more extensive description on implementation of the activity in your class. * Describe how your students have accepted learning activity. * Describe the achievement of all planed learning outcomes, both general and oriented on algorithmic thinking. * Define what you would like to change before the next implementation of the scenario. |