**Game/story scenario template**

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| **Title of the game** |  |
| **Type** *(Scratch or micro:bit)* |  |
| **Course/ Grade**  |  |
| **Learning outcomes**  |  |
| **Goal of the game** |  |
| **Characters and their roles** |  |
| **Description of the game flow** |  |
| **List of scenes / backgrounds** |  |
| **Logical tasks within the story***(Note: select tasks that are aligned with your learning outcomes)* |  |
| **End of the game** |  |

***Appendix - Instructions for Storytelling in Scratch***

The basic idea is to encourage students’ algorithmic and computational thinking by including them as much as possible in designing the game/story, rather than just playing/reading it when finished.

Using Scratch, the whole story, which should have at least one logic game, will be designed. This game is used to direct the flow of the story according to the "if ... then ... else" principle as one of the algorithmic thinking concepts we would like to encourage in students.

The story will be designed together with the students, the amount of their participation will depend on their age. You should estimate how much help has to be provided to your students in this process.

For example, with the students you can design: **characters** (who will be the main character, who will be supporting characters, what they will look like, what they will do in the game,…), **scenes** (how many, what will they represent, what objects will be placed on them,… ), the **goal and flow of the game** (what we want the main character in the game to do and achieve during the game), the **text** (written on the scene, or in the "bubbles", ...), **logical tasks** ("obstacles" for the main character which must be resolved or "skipped" because the continuation of the game depends on it (according to "if ... then ... else" model).

For logical tasks, students can also be asked, for example, what items are collected, what they look like, what elements will be "wrong", how points are gained or subtracted in the game, how to move a character towards a given object, etc.

The recommendation is that the story has no more than 3-4 scenes that are connected with 2-3 logic games to achieve the "if ... then ... else" flow of the game. The end of the story should depend on the results of the logic games played, so the endings of successfully solved games should differ from the endings of unsuccessfully solved games.