



1st workshop – Game Based Learning (GBL) and unplugged activities

Session 5: Designing Learning Scenarios

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Expected Learning Outcomes

- 1. Identify the concepts of learning scenarios.
- 2. Analyze and compare existing examples.
- 3. Using learning scenario to create an unplugged activity.

Teaching Methods/Approaches

- 1. Teacher presentation and instructions
- 2. Group activity Collaboration
- 3. Individual activity
- 4. Peer to peer evaluation

Sources of training materials

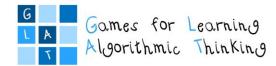
E-škole scenariji poučavanja. CARNet. Available: https://scenariji-poucavanja.e-skole.hr/ (Accessed: 5.12.2017.)

Collaborative Education Lab - Learning scenarios. Available: http://colab.eun.org/learning-scenarios/ (Accessed: 10.12.2017.)

Code Studio – katalog. Available: https://studio.code.org/courses (Accessed: 7.12.2017.)

LePlanner - Creative Classroom Collection. Available: https://beta.leplanner.net/#/tags/CreativeClassroomCollection (Accessed: 5.12.2017.)

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Duration: 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.	
1.1 Introduction to leaning scenarios	Identify the concepts of learning scenarios	
1.2 Investigate examples of existing learning scenarios	2. 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
2.1 A learning scenario template	Create a learning scenario using prepared template for preselected unplugged activity	offered and individually create a learning scenario which will be evaluated by teacher and the colleagues.
2.2 Filling out a learning scenario template		

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