



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

Session 5: Designing Learning Scenarios

Jasminka Mezak, Faculty of teacher education, University of Rijeka

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: 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.)





Duration: 90 minutes

| Topic/Sub-topics | Learning Objectives | Evaluation |
|---|--|--|
| 1. LEARNING SCENARIOS | <i>Participants will be able to describe and explain the concepts of the learning scenario, analyze and compare existing examples of learning scenarios.</i> | 1. Learners explore and analyze existing examples of learning scenarios in order to point out good and poor features (group activity). |
| 1.1 Introduction to leaning scenarios | 1. 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 | <i>Participants will be able to create a learning scenario for chosen unplugged activity.</i> | 1. Learners choose one unplugged activity among offered and individually create a learning scenario which will be evaluated by teacher and the colleagues. |
| 2.1 A learning scenario template | 1. Create a learning scenario using prepared template for preselected unplugged activity | |
| 2.2 Filling out a learning scenario template | | |