

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

## Session 6: Designing learning scenarios using graphical tool

James Sunney Quaicoe, Tallinn University

#### **Expected Learning Outcomes**

- 1. Use LePlanner as a tool for designing learning scenarios.
- 2. Plan, create and instruct unplugged algorithmic thinking activities for students using LePlanner.

#### **Teaching Methods/Approaches**

- 1. Teacher presentation and instructions
- 2. Participant self-directed/individual activity
- 3. Group Activity
- 4. Peer Evaluation and collaboration
- 5. Virtual Collaboration (teacher student, student student)

### Sources of training materials

- 1. LePlanner. Available: <a href="https://leplanner.net/#/">https://leplanner.net/#/</a> (Accessed: 15.12.2017.)
- 2. Codecombat Dungeons of Kithgard. Available: <a href="https://codecombat.com/play/level/dungeons-of-kithgard">https://codecombat.com/play/level/dungeons-of-kithgard</a> (Accessed: 15.12.2017.)

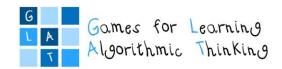
**Duration:** 120 minutes

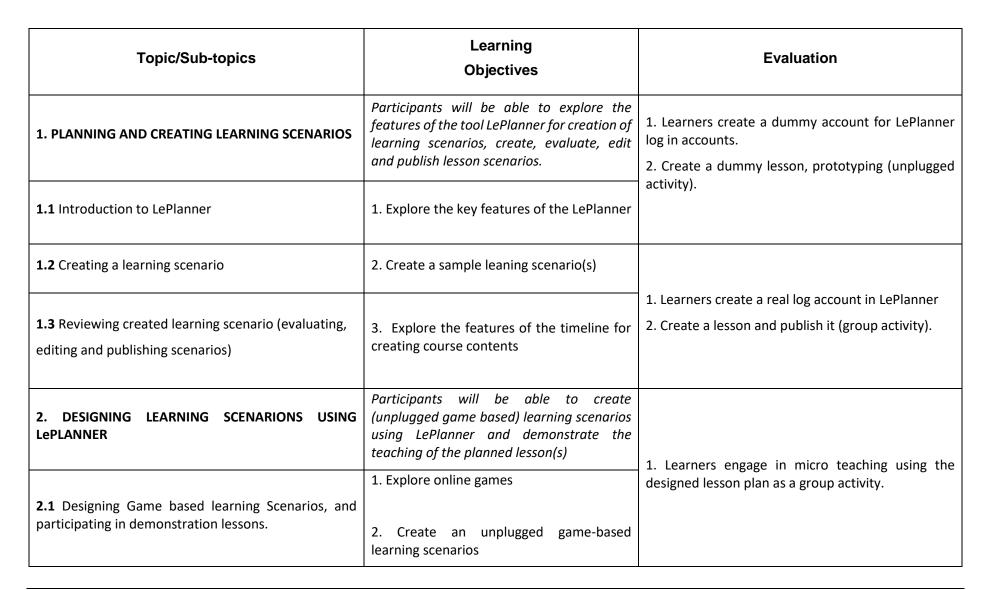
Project: 2017-1-HR01-KA201-035362

**GLAT WS1 - Session 6** 



Page 1 of 2





Project: 2017-1-HR01-KA201-035362 GLAT WS1 - Session 6 Page 2 of 2

