



## 1<sup>st</sup> workshop – Game Based Learning (GBL) and unplugged activities

### Session 6: Designing learning scenarios using graphical tool

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#### 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: <https://leplanner.net/#/> (Accessed: 15.12.2017.)
2. Codecombat – Dungeons of Kithgard. Available: <https://codecombat.com/play/level/dungeons-of-kithgard> (Accessed: 15.12.2017.)

**Duration:** 120 minutes





| Topic/Sub-topics  | Learning Objectives   | Evaluation   |
|---|---|--|
| <b>1. PLANNING AND CREATING LEARNING SCENARIOS</b>  | <i>Participants will be able to explore the features of the tool LePlanner for creation of learning scenarios, create, evaluate, edit and publish lesson scenarios.</i> | 1. Learners create a dummy account for LePlanner log in accounts.<br>2. Create a dummy lesson, prototyping (unplugged activity). |
| <b>1.1</b> Introduction to LePlanner  | 1. Explore the key features of the LePlanner  |  |
| <b>1.2</b> Creating a learning scenario   | 2. Create a sample leaning scenario(s)  | 1. Learners create a real log account in LePlanner<br>2. Create a lesson and publish it (group activity).                        |
| <b>1.3</b> Reviewing created learning scenario (evaluating, editing and publishing scenarios)   | 3. Explore the features of the timeline for creating course contents  |  |
| <b>2. DESIGNING LEARNING SCENARIOS USING LePLANNER</b>  | <i>Participants will be able to create (unplugged game based) learning scenarios using LePlanner and demonstrate the teaching of the planned lesson(s)</i>              | 1. Learners engage in micro teaching using the designed lesson plan as a group activity.   |
| <b>2.1</b> Designing Game based learning Scenarios, and participating in demonstration lessons. | 1. Explore online games<br>2. Create an unplugged game-based learning scenarios   |  |