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

Session 3: GBL with unplugged activities

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Expected Learning Outcomes

1. Finding examples of unplugged activities for development of algorithmic thinking in different school subjects.
2. Analyzing and comparing existing examples.
3. Modifying existing examples of unplugged activities for different school subjects.

Teaching Methods/Approaches

1. Presentation and instruction
2. Discussions
3. Group activity - Collaboration

Sources of training materials

CS Unplugged. Available: http://csunplugged.org/ (Accessed: 14.12.2017.)

Code Studio. Available: https://studio.code.org/courses, https://code.org/curriculum/unplugged (Accessed: 14.12.2017.)

Duration: 45 minutes

Topic/Sub-topics	Learning Objectives	Evaluation
1. Unplugged activities	*Participants will be able to describe and explain the characteristics of unplugged activities for development of algorithmic thinking, analyze and classify existing examples of unplugged activities.*	1. Learners explore, analyze and classify existing examples of unplugged activities in order to transfer given examples to another school subject. (Group Discussion)
1.1 Introduction to unplugged activities for development of algorithmic thinking	1. Describe and explain the characteristics of unplugged activities for algorithmic thinking development.	
1.2 Examples of unplugged activities in different school subjects	2. Analyze and classify existing examples	
2. Description of unplugged activities examples	*Participants will be able to describe own examples of unplugged activities appropriate for different school subjects.*	1. Learners describe new examples for unplugged activities (Collaborative activity).
2.1 New examples of unplugged activities	1. Propose examples of unplugged activities for algorithmic thinking from tales, everyday life, etc.	