1st workshop – GBL and unplugged activities
Workshop schedule

Day 1 (5th April 2018, 9:00-17:00)

Session 1: Introduction to the workshop

Time: 9:00-10:30

Introductory presentation: Introducing and explaining main goals of the GLAT project and the workshops, defining algorithmic thinking. (Nataša Hoić-Božić, UNIRI)
Introduction round: The participants introduce themselves
Introduction and enrolling to the e-course "Games for Learning Algorithmic Thinking" in MoD LMS
Survey and testing: Survey about participants' expectations of the workshops (Darko Lončarić, UF)

10:30-11:00 Coffee break

Session 2: Game Based Learning

Time: 11:00-12:30

Lecture: Games in education (Jože Rugelj, UL)
Demonstration: Examples of simple games in different school subjects
Group work: Comparing games designed for learning

12:30-13:30 Lunch

Session 3: GBL with unplugged activities

Time: 13:30-14:15

Lecture: What are unplugged activities and how to use them in classroom? (Daniela Tuparova, SWU)
Demonstration: Examples of unplugged activities for different school subjects, providing propaedeutic for algorithms and programming (e.g Plant a seed, Find the hidden words, Guess the Number, Walking in the Maze, Marching Orders, Graph Coloring, Mosaic order, etc.)

Session 4: Using Web 2.0 tools for creating content for unplugged activities

Time: 14:15-15:30

Presentation: Advantages of using Web 2.0 tools for unplugged activities (Jasminka Mezak, UF)
Group work: Exploring examples and resources
Demonstration: Creating content for unplugged activities using Web 2.0 tools (e.g. Canva, Sketchpad)
Individual work: Creating content for unplugged activities using Web 2.0 tools

15:30-15:45 Short break

Session 4 (continued)

Time: 15:45-17:00

Group work: Creating examples of unplugged activities for different school subjects (Daniela Tuparova, SWU and Jasminka Mezak, UF)

Day 2 (6th April 2018, 9:00-17:00)

Session 5: Designing learning scenarios

Time: 9:00-10:30

Lecture: Definition of learning scenarios, how to design learning scenarios (Jasminka Mezak, UF)
Examples: Examples of scenarios in written forms (with games and unplugged activities)
Individual work: Preparing learning scenarios using written form

10:30-11:00 Coffee break

Session 6: Designing learning scenarios using graphical tool

Time: 11:00-13:00

Presentation: Visualising learning scenarios with LePlanner (James Sunney Quaicoe, TU)
Demonstration: Examples of GBL scenarios in graphical forms
Individual work: Creating GBL scenarios with LePlanner tool

13:00-14:00 Lunch

Session 7: Designing learning scenarios for unplugged activities

Time: 14:00-15:30

Group work: Developing learning scenarios for carrying out an unplugged activity

15:30-15:45 Short break

Session 7 (continued)

Time: 15:45-17:00

Group work: Developing learning scenarios for carrying out an unplugged activity
Whole-group activity: Debriefing
Closing talk: Introducing and explaining the follow-up activities (developing the first version of the 1st learning scenario for an unplugged activity)