

<b>TITLE OF THE SCENARIO</b>	<b>Visit to the hospital</b>	
<b>Keywords</b>	English, vocabulary, game, health care, hospital	
<b>Who do I want to teach?</b>		
<b>Age range and grade of the learners</b>	Primary school students (6-12 years-old)	
<b>Special characteristics of learners</b>	- Not applicable -	
<b>The learning emphasis?</b>		
<b>Learning subject /field / skills or dimension</b>	<b>Subject:</b> English as a second language <b>Skills:</b> Grammar and usage (basic), Vocabulary (medium), Reading (basic).	
<b>Specific Goals</b>	Learners will acquire specific knowledge about asking for health care (e.g. describing pain).  Learners will be able to request medical assistance in an appropriate fashion . Learners will practice the use of prepositions and key vocabulary.	
<b>The teaching emphasis?</b>	<b>Rate 0-5</b>	
<b>Learning metaphor</b> that can support the learning objectives	Acquisition (I will transmit/ present / explain content to learners)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Imitation (I will show to the learners how to do things related to this subject / content, i.e. I will be a model for them)	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Discovery (I will provide the necessary artifacts for the learners to find out / discover a specific concept / knowledge on their own. I will organize guiding activities and provide tips)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
	Participation (I will organize sessions in which learners can discuss, share and / or collaborate for learning a specific subject / content and I will facilitate the interaction between them)	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Experimentation (I will organize activities in which learners will understand, learn how-to, practise, and / or exercise)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
<b>Description of the game</b>	<b>Narrative description of the game plot</b>	<p>The goal of the “Visit to the Hospital” game is to make the student gather some grasp about medical vocabulary. The acquisition and practice in fantastic scenarios will allow the student to be able to communicate problems and common medical situations in English. For that purpose a hypothetical visit to a hospital is set out, where the player will eventually assist in surgery.</p> <p>The game starts setting the player's avatar, David Tesa,</p>

outside the hospital. The first task is to get admittance to the hospital and check in as a patient. To do that the player has to answer a basic set of questions. Wrong answers will result in a going back and need to complete all the questions again.



Next situation deals with identifying symptoms and describing pain. The student is given a handbook (in the game) with background information about diseases and medical conditions.



The last stage immerses the player in a fantastic situation where a patient needs urgent surgery and one person of the staff is missing to conduct the operation. The goal is to practice vocabulary about medical equipment. In this stage the player has to provide the appropriate tool as requested by the surgeon. This is done by drag-and-drop interaction. This stage also includes time pressure to make it more appealing.



After completing the surgery, the student can return home holding in his hands a valuable prescription for cold medicines.

<b>Goals</b>	To get an appropriate prescription for his disease (a cold).
<b>Rules</b>	Wrong answers will result in a going back and need to complete all the questions again.
<b>Challenge</b>	To deal with conversations in English without committing errors.
<b>Satisfaciton system /feedback cycle</b>	Penalties: wrong answers will result in a going back and need to complete all the questions again.

		<b>Learning settings</b>	<b>Estimated time</b>
<b>narrative description of learning activities</b> – step by step organization and structuring	<b>Before the game:</b> Introduction to the module / lesson / session driven by the teacher. Short explanation about the running and interacting with the game.	in the classroom	15 minutes
	<b>During the game:</b> During game-play the teacher supervises the session and identifies potential problems.	in the classroom	20 minutes
	<b>After the game:</b> Teacher collects assessment reports produced by the game. Short debriefing session. In the next session the teacher will analyze the results and solve all the misconceptions and errors.	in the classroom	10 minutes
			1 day (One 50 minutes session)

**How will I evaluate students?**

<b>Evaluation approach</b>		<ul style="list-style-type: none"> <li>➤ Assessment reports produced by the game</li> <li>➤ Monitoring during game play</li> </ul>
<b>What will learners need in order to achieve learning objectives?</b>		
<b>Prerequisite</b>		<ul style="list-style-type: none"> <li>➤ Basic English reading</li> <li>➤ Basic computer use skills</li> <li>➤ Basic English grammar (present simple, present continuous, past simple, future simple, conditional present)</li> </ul>
<b>Setting and materials</b>		<ul style="list-style-type: none"> <li>➤ Computer lab with blackboard and one computer per student</li> <li>➤ <i>Visit to the Hospital</i> game</li> </ul>
<b>What is needed to implement the scenario?</b>		
<b>Application involved</b>	Mandatory	<ul style="list-style-type: none"> <li>➤ &lt;e-Adventure&gt;</li> <li>➤ E-mail account (to collect assessment reports)</li> </ul>
	Optional	
<b>Infrastructure / equipment</b>	Mandatory	<ul style="list-style-type: none"> <li>➤ Internet connection</li> <li>➤ One computer per learner</li> </ul>
	Optional	<ul style="list-style-type: none"> <li>➤ One projector</li> </ul>
<b>Learning resource type</b>		Game (Interactive learning resource)
<b>Time / space resources</b>		One 45 minutes lesson and 10-minutes for debriefing during the next session
<b>Other things to consider</b>		

Since this game was developed using <e-Adventure>, it can also be delivered to the students to be played at home and the teacher would still getting the assessment reports through e-mail.