

TITLE OF THE SCENARIO	Take a stroll with Italian	
Keywords	Italian language	
A chi voglio insegnare?		
Age range and grade of the learners	students from secondary and high school (11-19 years)	
Special characteristics of learners	immigrant / foreign students with language difficulties	
The learning emphasis?		
Learning subject /field / skills or dimension	<ul style="list-style-type: none"> - Italian language - social skills 	
Specific Goals	<ul style="list-style-type: none"> - to increase the comprehension and the use of the Italian language within the interaction - to improve the social skills within peer interaction - to foster the integration of the foreign students 	
The teaching emphasis?	Rate 0-5	
Learning metaphor that can support the learning objectives	Acquisition (I will transmit/ present / explain content to learners)	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input 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 type="checkbox"/> <input type="checkbox"/> <input checked="" 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 type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" 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 type="checkbox"/> <input checked="" type="checkbox"/>
Description of the game	Narrative description of the game plot	The players are in the square and they have to go to the teacher's house, where they will take a lesson in Italian. During the route Players should get acquainted with each other and answer to the messages that they receive
	Goals	- improve the knowledge and the use of the Italian language

		- exchange information for acquiring knowledge about other people	
	Rules	players have to speak only in Italian	
	Challenge	use the Italian language for communications that players don't master very good	
	Satisfaciton system /feedback cycle	the messages that the players receive constitute the feedback and satisfacion system	
		Learning settings	
		Estimated time	
narrative description of learning activities – step by step organization and structuring	Before the game: time for learning the Italian language	in the classroom / at home / distant / on-line	6 months
	During the game: the game	in the classroom	40 minutes
	After the game: discussion and reflection about the game session	in the classroom	2 hours
			Total:
How will I evaluate students?			
Evaluation approach	<ul style="list-style-type: none"> - Group discussion - Feedback from the students 		
What will learners need in order to achieve learning objectives?			
Prerequisite	Previous knowledge of the Italian language		
Setting and materials	Italian dictionary		
What is needed to implement the scenario?			
Application involved	Mandatory	EUTOPIA	
	Optional		
Infrastructure / equipment	Mandatory	<ul style="list-style-type: none"> - Internet connection - One laption per learner 	
	Optional		
Learning resource type	Italian dictionary		
Time / space resources	a classroom for the final discussion		
Other things to consider			

