

TITLE OF THE SCENARIO	Alice's trip	
Keywords	Time travelling, History, A Coruña, Galicia, Tower of Hercules.	
To whom do I want to teach?		
Age Range and grade of the learners	<ul style="list-style-type: none"> * Students of 3rd and 4th grade of compulsory secondary education (15-16 years old) * Students of 1st grade of non-compulsory secondary education (16 years old) 	
Learner special characteristics	<ul style="list-style-type: none"> * Students who want to know the history of their city and surroundings * Students with an interest towards History 	
What do I want to teach?		
Learning subject / field / skills	<ul style="list-style-type: none"> * History, Geography, Latin. Art history. * Humanities and Social Sciences, Classic Culture. 	
Specific Goals	<ul style="list-style-type: none"> * To become familiar with the origins of A Coruña * To acquire basic knowledge on Roman toponyms and the Celtic culture * To strengthen knowledge on historical eras in chronological order 	
How do I want to teach?		Rate 0-5
Learning metaphor that can support the learning objectives	Acquisition (I will transmit / present / explain content to the learners)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" 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 checked="" 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 type="checkbox"/> <input checked="" type="checkbox"/>
	Participation (I will organize sessions in which learners will 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 checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Experimentation (I will organize activities in which learners will understand, learn how-to, practice, 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	<ul style="list-style-type: none"> * After visiting the archaeological museum, Alice, a student, (the protagonist) falls asleep and wakes up in another time period. * The protagonist needs to achieve several trials to progress in time. To do so, she will have to use her knowledge of mythology, art, toponymy, etc.
	Goals	<ul style="list-style-type: none"> * To come back to the present time
	Characters	<ul style="list-style-type: none"> * Alice * Alice's classmate * Mythological character: Clunia, Gerión and Hercules * An old woman who lives in Castro de Elviña * Workers and topographers from the Roman paths * The Roman architect who designed the first lighthouse of the tower of Hercules
	Scenes	<p>All scenes represent places of A Coruña:</p> <ul style="list-style-type: none"> * A Coruña in the present time: the "Archaeology and history museum" (1st scene) and the "Park of the tower of Hercules" (2nd and 3rd scene). * "Castro de Elvira", fortified town (4th scene). * The "Roman bridge" in the neighbouring town of El Burgo (5th Scene). * A Coruña in roman times : "The Farum Brigantium" (6th scene)

		* A Coruña in the present times (last scene)	
		Learning settings	Estimated Time
Narrative Description of learning activities - step by step organization and structuring	Before the game:	In the city/ In the classroom	--
	*Visit of the historical places that appear in the game *Review of the historical eras that appear in the game		
	During the game:	In the classroom / at home	--
	Students play individually, with the help of the teacher		
	After the game:	In the classroom	--
	* Group discussion guided by the teacher on the difficulties / problems arisen in the game * Analysis of the results obtained by each student		
			Total: --
How will I evaluate students?			
Evaluation approach	*Evaluation embedded in the game through the questions asked in each scen *Class discussion on the results		
What will learners need in order to achieve learning objectives?			
Prerequisites	*To know in situ the historical places that appear in the game * To know the legend on the origin of A Coruña * Possible visit of the archaeological and history museum of A Coruña. * Possible visit of the park and lighthouse of the "Tower of Hercules".		
Settings and materials	* An environment which allows for communication among peers * Internet connection * Dictionary, textbooks		
What do I need for implementing the scenario?			
Applications involved	Mandatory	* <e-Adventure> * Flash Player	
	Optional	* Google, Wikipedia, Google maps * Text processor *Google sites	
Infrastructure / equipment	Mandatory	* Internet connection * One laptop per student * Projector	
	Optional	* Photo and video camera * Microphone	
Other things to consider			
* It is an interdisciplinary activity including both individual and collaborative work.			
* It would be appropriate to perform previous activities such as the visit to the archaeology and history museum and the visualisation of videos on the Castro culture.			
* It would be appropriate to go on a guided tour of the lighthouse of the Tower of Hercules after the game.			