

TITLE OF THE SCENARIO		'Bad time keeping'
Keywords		
Information about students?		
Age Range and grade of the learners	Adult	
Special characteristics of learners	Learners are all parents who have problems in parenting. Some are self-referred, others attend because they are required to do so as a result of a court order or other form of compulsion.	
The learning emphasis?		
Learning subject / field / skills or dimensions	The learning emphasis is to train parents to deal with children who do not come home at the time they have been required by the parent to do so	
Specific Goals	To teach parents that ultimata cannot be enforced without reasoning with children	
The teaching emphasis?		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 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 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 checked="" type="checkbox"/> <input type="checkbox"/> <input 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 checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Description of the game	Narrative description of the game plot	<p>The game starts with the user as parent dealing with a difficult encounter.</p> <p>The son arrives home late and the father has to decide what he should say to him</p> <p>Father tries a variety of responses which lead to him storming out.</p> <p>It is only when he reasons with him that the father succeeds in dealing positively with his son.</p>
	Goals	<p>To develop learners' knowledge and understanding of the impact of reasoning rather than commands or other ways of expressing firmness without reasoning.</p> <p>To teach users simple strategies to moderate and improve relationships.</p>

	Characters	Father and son.	
	Scenes	<p>One basic scene – the house.</p> <p>The game starts with the son arriving home late. We see his father waiting for him.</p> <p>A dialogue follows that in which the father and son interact unsuccessfully until the father learns to reason with his son.</p>	
		Learning settings	Estimated Time
Narrative Description of learning activities - step by step organization and structuring	Before the game:	PAG rooms	?
	During the game:	On-line or in PAG rooms	10 mins max.
	After the game: discussion with PAG or others	PAG rooms	
How will I evaluate students?			
Evaluation approach	Trainers use role play situations to see whether parents have accepted and can apply the suggestions to improve vocalization of interactions.		
What will learners need in order to achieve learning objectives?			
Prerequisite	Users will need: Reading skills Simple gaming skills such as those used in navigation and in selection and interrogation		
Settings and materials			
What is needed to implement the scenario?			
Applications involved	Mandatory	<e-Adventure>	
	Optional		
Infrastructure / equipment	Mandatory	Computer on-line	
	Optional		
Learning Resource Type			
Time / Space resources	Access to computers One session		
Other things to consider			
See other PAG scenarios			