TEMPLATE TO DEVELOP GAME-BASED SCENARIOS

SCENARIO TITLE	COPI – COMMUNITY OF PHILOSOPHICAL INQUIRY CDRF – COMMUNITY OF PHILOSOPHICAL RESEARCH	
Key words	Philosophy, group, project.	
Whom do I want to teach to?		
Age range and students level	Adults in training: teachers who want to become CDRF facilitators	
Possible students needs	Teachers who require updating and training	
What do I want to teach?		
Subject / field / expertise	Cross competence	
Specific aims	1. Learn to be part of a group/community 2. Expertise	
How do I want to teach?		**Rate 0-5**
Metaphors of learning that can facilitate the educational goals	Acquisition (I will communicate/present/ explain the contents to the students	☐ X ☐ ☐ ☐
	Imitation (I will show students how to do things related to this topic / content, eg. I will be a model for them)	☐ ☐ ☐ ☐ X
	Discovery (I will provide students with the tools to discover a specific concept with their own strength. I will arrange tours and provide adequate reinforcement)	☐ ☐ ☐ ☐ X
	Participation (I will organize training sessions for students to discuss, share and collaborate in order to learn specific subjects and facilitate the interaction)	☐ ☐ ☐ ☐ X
	Experimentation (I will organize activities where the students can understand, practice and exercise through the – Learning by doing)	☐ ☐ ☐ X ☐
Description of the game	**Narrative description**	Simplified session of philosophical research
	Aims	Acquire research skills, facilitation and participation.
	Rules	Respect of the shifts
	Challenges	Modify the teaching style
	Reward	Self-assessment and feedback from the tutor.

		Learning venue	Estimated time
	system/feedback cycle		
Narrative description of learning activities - step by step organization and structure	**Before the game:** 1. Assignment of the roles 2. Illustration of the learning objectives	In class/ on-line	1 h
	During the game: monitoring of the session with public and private messages	Online (distance learning)	1 h
	After the game: 1. Analysis and evaluation of performance	In class	1 h
			3 h

How will I assess the students?

Value approach	Group discussion Feedback from the group

What do the students need to achieve the educational goals?

Prerequisites	Previous skills: listening, decentralization, problem posing Previous philosophical knowledge
Setting and materials	Environment that facilitates the sharing Rules to follow (alternating shifts) Safe environment to experiment

What do I need to implement the scenario?

Tools to use	Mandatory	EUTOPIA
	Optional	
Infrastructure / equipment	Mandatory	*Internet connection * One PC each user
	Optional	Microphone
Resources		Video Imagines
Time and space resources		A classroom, an introductory session, a performative and then a value session

Any additional elements to consider

1. **Educational purposes of the tracking and the documentation of the sessions**

2. **Opportunity to repeat and compare multiple sessions to verify the degree of skills development.**