

TITLE OF THE SCENARIO	Competition for ambassadors	
Keywords	peace, Athens, active listening	
A chi voglio insegnare?		
Age range and grade of the learners	High school's course of study in psychological and pedagogical sciences, political science, and training course for adult people in social and community mediation	
Special characteristics of learners		
The learning emphasis?		
Learning subject /field / skills or dimension	the subject at the base of the learning scenario is connected to the curriculum of history, social studies and transversal skills	
Specific Goals	<ul style="list-style-type: none"> - the learner should memorize/familiarize with specific notions and contents: the historical situation between Athens and Sparta - the learner should acquire knowledge and develop historical and social concepts through the communication and collaboration between peers: active listening, check of own hypothesis and stereotype - the learner should learn to be a part of the community - the learner should acquire knowledge and develop concepts identifying and develop new connection between subjects/concepts known - the learner should acquire expertise: mediation and nonviolent negotiation 	
The teaching emphasis?		Rate 0-5
Learning metaphor that can support the learning objectives	Acquisition (I will transmit/ present / explain content to learners)	□ □ □ □ □ □
	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)	□ □ □ □ □ □
	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)	□ □ □ □ □ □
	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)	□ □ □ □ □ □
	Experimentation (I will organize activities in which learners will understand, learn how-to, practise, and / or exercise)	□ □ □ □ □ □
Description of the game	Narrative description	reproduction of the negotiation between the

	of the game plot	ambassadors of Athens and Melo regarding the entry of Melo into the league advance by Athens and the effort of Athens to export the democracy through threat	
	Goals	Explore the practices relating to the active listening, knowledge and understanding the interests and the values of others people, learn to handle a conflict in a nonviolent way	
	Rules	Every group must identify needs, values, interests of the other groups, check their knowledge about rules and customs for accuracy and put forward proposals for the mutual consent that have to be good for all. The negotiation must goes on until they come to an agreement	
	Challenge	To learn the strategies for the creative management of the conflict within complex system, learn to know full well other people opinions more than discuss for persuading and defeating the others	
	Satisfaciton system /feedback cycle	the attainment of the agreement and the feedback after the game and in the hard time	
		Learning settings	Estimated time
narrative description of learning activities – step by step organization and structuring	Before the game: study of the historical context and of the format “build the peace”, set up the atmosphere and scenarios of the game, establish roles and responsibility, grounding of the roles through informal meetings between groups of roles	at school	2 or 3 meetings
	During the game: negotiation, opening discussion about the issues. The tutor/teacher takes note of some questions to ask in the feedback phase. (if the negotiation goes on for more days) writing of the diary by the students. Discussion during the hard time	at school and at home	at least 3 hours
	After the game: feedback and evaluation of the experience. Research and further social and creative development searching for present examples of the same dynamics		at least 2 hours for every further development
How will I evaluate students?			
Evaluation approach	<ul style="list-style-type: none"> - discussion group - feedback from the students 		
What will learners need in order to achieve learning objectives?			
Prerequisite	previous historical knowledge connected to the system of government of Sparta		

		and Athens. Knowledge about the concepts of democracy and oligarchy
Setting and materials		<ul style="list-style-type: none"> - a set of learning contents - a set of rules - material/model for the observation and repetition of the experience - a safe environment that promotes communication/sharing - a safe environment
What is needed to implement the scenario?		
Application involved	Mandatory	<ul style="list-style-type: none"> - EUTOPIA - Flash Player
	Optional	
Infrastructure / equipment	Mandatory	<ul style="list-style-type: none"> - internet connection - one laptop per students
	Optional	microphone
Learning resource type		<ul style="list-style-type: none"> - text/digital book on the specific subject - video clip on the specific subject - images connected to the subject
Time / space resources		
Other things to consider		