

<b>TITLE OF THE SCENARIO</b>	<b>Do you speak English?</b>	
<b>Keywords</b>	English language	
<b>A chi voglio insegnare?</b>		
<b>Age range and grade of the learners</b>	students from secondary school (11-14 years)	
<b>Special characteristics of learners</b>	<ul style="list-style-type: none"> <li>- English students who live in Italy</li> <li>- Italian students who study English</li> </ul>	
<b>The learning emphasis?</b>		
<b>Learning subject /field / skills or dimension</b>	English as subject matter	
<b>Specific Goals</b>	<ul style="list-style-type: none"> <li>- deepen the knowledge of the English language</li> <li>- improve the social skills within peer interaction</li> <li>- foster the integration between national and exchange/international students</li> </ul>	
<b>The teaching emphasis?</b>	<b>Rate 0-5</b>	
<b>Learning metaphor</b> that can support the learning objectives	Acquisition (I will transmit/ present / explain content to learners)	<input type="checkbox"/> <input checked="" type="checkbox"/> <input 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 checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input 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 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 checked="" type="checkbox"/> <input 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 checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Description of the game</b>	<b>Narrative description of the game plot</b>	<p>During the role play, two English students, who are in Rome with their parents for the holyday, meet two Italian students; each player should interact with the other players, exchanging information about their life, always speaking in English language. After this acquaintance phase, the players have to answer to the messages, with the purpose of evaluating the comprehension and the knowledge obtained</p>
	<b>Goals</b>	<ul style="list-style-type: none"> <li>- improve the knowledge and the use of the English language</li> </ul>

		- exchange information for acquiring knowledge about other people		
	<b>Rules</b>	players have to speak only in English		
	<b>Challenge</b>	use the English language for communication		
	<b>Satisfaciton system /feedback cycle</b>	the messages that the players receive constitute the feedback and satisfaction system		
			<b>Learning settings</b>	<b>Estimated time</b>
<b>narrative description of learning activities</b> – step by step organization and structuring	Before the game: time for learning the English language		in the classroom and at home	during the school year
	During the game:		in the classroom	30 minutes
	After the game: discussion about the game session		in the classroom	1 hours
<b>How will I evaluate students?</b>				
<b>Evaluation approach</b>	- Group discussion			
<b>What will learners need in order to achieve learning objectives?</b>				
<b>Prerequisite</b>	Previous knowledge of the English language			
<b>Setting and materials</b>	dictionary English - Italian			
<b>What is needed to implement the scenario?</b>				
<b>Application involved</b>	Mandatory	EUTOPIA		
	Optional			
<b>Infrastructure / equipment</b>	Mandatory	- Internet connection - One laption per learner		
	Optional			
<b>Learning resource type</b>	dictionary English - Italian			
<b>Time / space resources</b>	a classroom for the English lessons, for the game session and for the final discussion			
<b>Other things to consider</b>				

