

TITLE OF THE SCENARIO	eTwinning meeting			
Keywords	eTwinning Project			
To whom do I want to teach?				
Age Range and grade of the learners	Students in 4th grade of Compulsory Secondary Education (age 15-16)			
Learner special characteristics	Spanish and Danish students who participated in the eTwinning Project and in the exchange among the IES Sant Just Devern and the Danish school			
What do I want to teach?				
Learning subject / field / skills	English			
Specific Goals	<ul style="list-style-type: none"> * To communicate in English * To prepare a project to show how we are to students from another school * To learn how people live in other countries 			
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 type="checkbox"/> <input checked="" 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 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 type="checkbox"/> <input checked="" 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 checked="" type="checkbox"/> <input type="checkbox"/>	
Description of the game	Narrative description of the game plot	Students have to visit different scenes from Barcelona (Spain) and Rejsby Å (Denmark) cities. Students from each country chose picture to illustrate the scenes. In order to access new scenes, students have to answer some questions and obtain different objects that will allow them to win the "Jedy-etweening" diploma at the end of the game.		
	Goals	To discover the twinning country and to obtain the "Jedy-etweening" diploma.		
	Characters	In each scenario, local characters ask questions to students. Furthermore, students can consult a book with the information needed in order to answer questions correctly.		
	Scenes	Different from Barcelona (Spain) and Rejsby Å (Denmark).		
			Learning settings	Estimated Time
Narrative Description of learning activities - step by step organization and structuring	Before the game: Exchange among students / countries.		Trip to Denmark	1 week
	During the game: The game is played during the English class. Each participant will take in conjunction his/her score with		Classroom and online	55 minutes

		the one from his/her twin, in order to get the diploma at the end of the game.	chatting	
	After the game:	Students have to show their diploma in order to obtain the reward from the teacher from each country.	Classroom and online chatting	20 minutes
				Total:
How will I evaluate students?				
Evaluation approach	Participation and collaboration between twins will be taken into account. Indeed, the main goal of the project is that students communicate.			
What will learners need in order to achieve learning objectives?				
Prerequisites	Students must be enrolled in the course "eTwinning".			
Settings and materials	Classroom with projector and computers for students.			
What do I need for implementing the scenario?				
Applications involved	Mandatory	An OS which is compatible with eAdventure, with Java 6.0 or above. Having tested the game before in the computers		
	Optional	-----		
Infrastructure / equipment	Mandatory	* One computer per student * Internet connection		
	Optional	-----		
Other things to consider				