

TITLE OF THE SCENARIO	Healthy habits	
Keywords	Pyramid of diet, exercise, sport, health, hygiene, weight, height, collaboration, help, etc.	
To whom do I want to teach?		
Age Range and grade of the learners	<ul style="list-style-type: none"> * Primary education students. Each grade has to achieve a minimum number of scenes according to the contents taught at school * Particularly recommended to students in 5th and 6th grade of primary education (10-11 years old) * 1st and 2nd grade of compulsory secondary education (12-13 years old) willing to learn about the axes for a healthy life 	
Learner special characteristics	--	
What do I want to teach?		
Learning subject / field / skills	<ul style="list-style-type: none"> * Physical Education * Natural and Social Sciences * Transversal skills (hygiene, self-knowledge, healthy life) 	
Specific Goals	<ul style="list-style-type: none"> * To become familiar with healthy routines * To work on acceptance of one's body * To learn about the basis of healthy lifestyle (diet and physical activity) * To learn to be self-critical, by being aware of one's strengths and weaknesses 	
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 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 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 checked="" type="checkbox"/> <input 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 checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Description of the game	Narrative description of the game plot	Students will go through the game's different scenes in order to achieve a minimum knowledge on how to fight a sedentary life and a passive attitude.
	Goals	Help the protagonist to go through all the game's scenes (good way=quick; bad way=slow) and solve the different tasks and challenges.
	Characters	<ul style="list-style-type: none"> * Habiman, the protagonist, who wants to avoid practicing sport * Leucocits, a NPC who has a bad influence on Habiman
	Scenes	<ul style="list-style-type: none"> * Physical exercise, the main scene of the game, through which the player can access all the other scenes * Diet, a room in which the player has to cook a dietetic dish * Effort, a scene in which the player will have to carry out a specific workout routine * Collaboration, a scene in which the player will have to collaborate

		with NPC to solve a task * Etc.		
			Learning settings	Estimated Time
Narrative Description of learning activities - step by step organization and structuring	Before the game:	Students will watch some videos related to sedentary; furthermore, they work collaboratively in different activities, such as: * to look for sport people who have spread healthy lifestyles * to research on the topics of diet and physical activity pyramid	In the classroom	
	During the game:	Students will play the game, guided by a teacher	In the classroom	
	After the game:	A group discussion will take place so to wrap up what was learnt, and to evaluate students.	In the classroom	
				Total:
How will I evaluate students?				
Evaluation approach	Group discussion, as well as evaluation report embedded in the game			
What will learners need in order to achieve learning objectives?				
Prerequisites	--			
Settings and materials	--			
What do I need for implementing the scenario?				
Applications involved	Mandatory	* <e-Adventure> * Flash Player		
	Optional	--		
Infrastructure / equipment	Mandatory	Classroom equipped with computers and Internet connection		
	Optional	--		
Other things to consider				
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