

TITLE OF THE SCENARIO		Let's get going	
Keywords			
Information about students?			
Age Range and grade of the learners		From 5 to 65	
Special characteristics of learners		Young people with communication difficulties and their carers The end-user will be the teaching assistants who work with the above children. Teachers who supervise the TAs will also learn and pass on.	
The learning emphasis?			
Learning subject / field / skills or dimensions		At TA level the learning will be about using IT to communicate with their charges. At child level this will be about children organising their thinking, organizing themselves At Teacher level it is about developing IT solutions to life skills teaching challenges	
Specific Goals		Create a game that allows users to rehearse everyday navigations and that is adapted by the user.	
The teaching emphasis?			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 checked="" 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 checked="" type="checkbox"/> <input 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 checked="" 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 type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
Description of the game	Narrative description of the game plot	No game plot User makes a series of choices that teach children to make choices to arrive at desired locations within the school and within the near environment of the school (supermarket). Rewards for correct choices.	
	Goals	To get choices right.	
	Characters	Graphics of items relevant to area covered.	
	Scenes	Digital photographs of the main points in and around the school	
			Learning settings
			Estimated Time

Narrative Description of learning activities - step by step organization and structuring	Before the game: There may be work with the young people on signing also basic navigation skills		?
	During the game: End-user (the child) will set out to get to a desired location. He/she will follow directions prompted by signing using Makaton sign language. There will be other visual clues such as arrows	School	?
	After the game:		?
How will I evaluate students?			
Evaluation approach	By observation		
What will learners need in order to achieve learning objectives?			
Prerequisite	Knowledge of children with communicatin difficulties		
Settings and materials	School, environment around the school		
What is needed to implement the scenario?			
Applications involved	Mandatory	iApps	
	Optional		
Infrastructure / equipment	Mandatory	Computer	
	Optional		
Learning Resource Type			
Time / Space resources	Access to computers One session		
Other things to consider			
The length of sessions will depend on the needs of the individual children. TAs may need additional trainiigin the use of the game.			