

<b>TITLE OF THE SCENARIO</b>		<b>'Let's get ready to climb'</b>
<b>Keywords</b>		
<b>Information about students?</b>		
<b>Age Range and grade</b> of the learners	Developed for members of the Armed Forces who want to acquire climbing skills Suitable for all those who want to acquire climbing skills.	
Special characteristics of learners	They are members of the Armed Forces	
<b>The learning emphasis?</b>		
<b>Learning subject / field / skills or dimensions</b>	The learning emphasis is on rock climbing and preparing for rock climbing.	
<b>Specific Goals</b>	To familiarize participants with the equipment and commands associated with rock climbing To train participants in rock face safety procedures To train course members in rock climbing techniques	
<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 the learners)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" 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 checked="" 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 type="checkbox"/> <input checked="" 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 checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Description of the game</b>	<b>Narrative description of the game plot</b>	The game starts with the user (a 2D generic climber character) wanting to climb without equipment. He (this version only has one gender) is allowed to try to climb without equipment and falls from face. Subsequently through a Q&A session the user learns about the major pieces of equipment and dons them. User then attempts a climb on a rock face. If right moves and right equipment are used together then success. If not failure ensues.
	<b>Goals</b>	To develop learners' knowledge and understanding of the reasons for and use of equipment. To teach users simple rock climbing moves and the commands

		associated with them.		
	<b>Characters</b>	The user is the main character.		
	<b>Scenes</b>	Three basic scenes. The first is the rock face as the user climbs without equipment. The second is where the user dons equipment. The third is the same rock face but extended as the user climbs safely (falling or not) with equipment.		
			<b>Learning settings</b>	<b>Estimated Time</b>
<b>Narrative Description of learning activities</b> - step by step organization and structuring	Before the game:		Home	?
	During the game:		At JSMTTC	20 mins max.
	After the game:		In mountains	Actual rock climbing.
				Total: 20 + mins.
<b>How will I evaluate students?</b>				
<b>Evaluation approach</b>	<p>Instructors will through questioning during and after the game ascertain what progress participants have made in knowledge and understanding.</p> <p>Each participant is required to fill in a log book to describe progress made. Trainer/instructors check these log books to ascertain evidence of progress.</p>			
<b>What will learners need in order to achieve learning objectives?</b>				
<b>Prerequisite</b>	<p>Users will need: Reading skills Simple gaming skills such as those used in navigation and in selection and interrogation</p>			
<b>Settings and materials</b>				
<b>What is needed to implement the scenario?</b>				
<b>Applications involved</b>	Mandatory	<e-Adventure>		
	Optional			
<b>Infrastructure / equipment</b>	Mandatory	One computer per learner		
	Optional			

<b>Learning Resource Type</b>	
<b>Time / Space resources</b>	Access to computers One session Optional – interactive whiteboard
<b>Other things to consider</b>	
<p>The course in rock climbing is highly practical and many choose it because of this. It may be that the use of a computer is a factor that causes some frustration.</p>	