

TEMPLATE TO DEVELOP GAME-BASED SCENARIOS

SCENARIO TITLE	PREVENTION OF AT- RISK BEHAVIOUR IN ADOLESCENCE	
Key words	Risk prevention, adolescents	
Whom do I want to teach to?		
Age range and students level	Students attending the last two years of high school	
Possible students needs		
What do I want to teach?		
Subject / field / expertise	Soft skills	
Specific aims	<ol style="list-style-type: none"> 1. Reflect on the motivation to take on specific behaviours (intrinsic / extrinsic motivation) 2. Evaluate and learn to make informed choices (pressure of the social group) 3. Negotiate with peers 	
How do I want to teach?		Rate 0-5
Metaphors of learning that can facilitate the educational goals	Acquisition (I will communicate/present/ explain the contents to the students)	X <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Imitation (I will show students how to do things related to this topic / content, e.g. I will be a model for them)	X <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Discovery (I will provide students with the tools to discover a specific concept with their own strength. I will arrange tours and provide adequate reinforcement)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X
	Participation (I will organize training sessions for students to discuss, share and collaborate in order to learn specific subjects and facilitate the interaction)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X
	Experimentation (I will organize activities where the students can understand, practice and exercise through the – Learning by doing)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X
Description of the game	Narrative description	Group circumstances, such as teen night out (pubs, clubs ...). During these “special” events the dynamics that can lead to acquired risk behaviors, such as the use of drugs, alcohol, unprotected sex, grow .
	Aims	Each player must choose how to behave in various circumstances, knowing that every action has consequences. This is to develop awareness.

	Rules		
	Challenges		
	Reward system/feedback cycle	Consequences of actions. If the player has made a conscious choice, he will receive a reward; whereas, if the choice shows little awareness, the gratification will be denied.	
		Learning venue	Estimated time
Narrative description of learning activities - step by step organization and structure	Before the game: 1 meeting 1. Introduction to the activities 2. Brainstorming with the students about their usual behaviours 3. At-risk behaviours and consequences for the health	In class	2 h
	During the game: 4 sessions of 30 minutes each	online	2 h
	After the game: 4 meetings after the game sessions and 1 meeting in class in order to provide the students with an full meaning of the activity	Online / in class	3 h
			7 h
How will I assess the students?			
Value approach	Discussions among the participants Screening of the sessions findings General theoretical discussion		
What do the students need to achieve the educational goals?			
Prerequisites	The students belong to a school where the learning curriculum also includes lessons on sex education and drugs / alcohol assumption		
Setting and materials	Environment in which to freely explore their own experience in at-risk behavior (it should be guaranteed the confidentiality of the shared experiences).		
Di cosa ho bisogno per implementare lo scenario?			
Tools to use	Mandatory	EUTOPIA	
	Optional		
Infrastructure / equipment	Mandatory	* Internet connection * One PC each user * Projector	
	Optional		
Resources	Handouts on at-risk behaviours		

Time and space resources

Classroom with Internet access

Any additional elements to consider