

<b>TITLE OF THE SCENARIO</b>	<b>Proactive agency</b>	
<b>Keywords</b>		
<b>A chi voglio insegnare?</b>		
<b>Age range and grade of the learners</b>	students from high school (15-18 years)	
<b>Special characteristics of learners</b>		
<b>The learning emphasis?</b>		
<b>Learning subject /field / skills or dimension</b>	advertising technique	
<b>Specific Goals</b>	Learners should: - gain new knowledge and develop new concepts through communication and collaboration with peers - learn to be part of a community	
<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 learners)	<input type="checkbox"/> <input type="checkbox"/> <input checked="" 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 type="checkbox"/> <input checked="" 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 type="checkbox"/> <input checked="" type="checkbox"/>
	Participation (I will organize sessions in which learners can 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 type="checkbox"/> <input checked="" type="checkbox"/>
	Experimentation (I will organize activities in which learners will understand, learn how-to, practise, and / or exercise)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
<b>Description of the game</b>	<b>Narrative description of the game plot</b>	
	<b>Goals</b>	attain a common / shared goal
	<b>Rules</b>	listen and cut in on the conversation without drowning out
	<b>Challenge</b>	
	<b>Satisfaciton system</b>	

		/feedback cycle		
			Learning settings	Estimated time
<b>narrative description of learning activities</b> – step by step organization and structuring		Before the game: lessons and documents with examples	in the classroom	12 hours
		During the game: game support with further material	on-line	about 4 hours
		After the game: discussion about the game	in the classroom	2 hours
				Total: 18 h
<b>How will I evaluate students?</b>				
<b>Evaluation approach</b>	feedback from the students			
<b>What will learners need in order to achieve learning objectives?</b>				
<b>Prerequisite</b>				
<b>Setting and materials</b>				
<b>What is needed to implement the scenario?</b>				
<b>Application involved</b>	Mandatory	EUTOPIA		
	Optional	graphic softwares		
<b>Infrastructure / equipment</b>	Mandatory	- internet connection - one laptop		
	Optional	- camera - video camera		
<b>Learning resource type</b>	- video clip on the specific subject - images related to subject			
<b>Time / space resources</b>	group lessons for the comparison and discussion about the subject			
<b>Other things to consider</b>				