TITLE OF THE SCENARIO	The holy torc
Keywords	History, Galicia, Castro, cultures, goldsmithing / silversmithing, architecture, trees

To whom do I want to teach?

Age Range and grade of the learners	Students in 5th and 6th grade of primary education (10-11 years old)
Learner special characteristics	*** Social development:** Students of this age show a rather high level of autonomy and self-determination. However, they are still sensitive to peer influences. *** Intellectual development:** Students have an objective view on reality and are able to use symbols. They start to understand that situations are the result of several factors, which they try to isolate. At this age, there is a development of formal operations and reasoning, which leads to identifying the consequences of facts and to deduce new ideas from others.

What do I want to teach?

Learning subject / field / skills	*** Natural sciences:** spatiality, habits, culture
	* Galician language: reading, oral comprehension, vocabulary
	* Transversal skills:
	    o Respect towards cultural diversity
	    o Taking care of the environment
	    o Appreciation of cultural heritage
	    o Parallel or multitask information processing

Specific Goals	* To learn about Galician traditions and culture * To appreciate cultural heritage * To expand Galician vocabulary related to the subject * To get acquainted with the way of life in the Castro * To link current and past activities * To foster active and constructivist learning * To promote game-based learning experiences

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)	☐ ☐ ☑ ☐ ☐ ☐
	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)	☐ ☐ ☑ ☐ ☐ ☐
	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)	☐ ☐ ☐ ☐ ☑ ☐
	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)	☐ ☐ ☐ ☐ ☑ ☐

	Experimentation (I will organize activities in which learners will understand, learn how-to, practice, and / or exercise)	☐ ☐ ☐ ☐ ☑ ☐

	Narrative description of the game plot	In the old Galicia from the Castro times, the young girl Icía has to find the remedy to save her sick friend Keltoi
Description of the game	**Goals**	* To distinguish objects and constructions from the Castro times * To recognise and differentiate various kinds of trees * To get to know different aspects of the Celtic culture
	Characters	* Icía, the protagonist * Keltoi, Icía's sick friend * Brais, Icía´s friend, who accompanies her along the quest * Briona, a NPG met during the quest * the Druida Centurix * Breogán, a NPG met during the quest
	Scenes	14 scenes from the old Galicia Castro times

		Learning settings	Estimated Time
Narrative Description of learning activities - step by step organization and structuring	**Before the game:** * Students get acquainted with general knowledge on videogames * Short introduction on the characteristics of the game	In the classroom	10´
	During the game: * Students play individually * Supervision by the teacher(s)	In the classroom	20´
	After the game: * Discussion on the main problems met during the game * Short presentation on Castro life and culture * Questions and answers on the subject	In the classroom	15´
			Total: 45 minutes

How will I evaluate students?

Evaluation approach	* Class discussion * Evaluation embedded in the game * Finishing several tasks * Finishing the game * Feedback

What will learners need in order to achieve learning objectives?

Prerequisites	* To have some experience on playing games

		* To be familiar with the mechanics of games
Settings and materials		* The classroom * An environment which allows for communication * A safe environment in which to practice * One laptop per student

What do I need for implementing the scenario?

Applications involved	Mandatory	\<e-Adventure\>
	Optional	--
Infrastructure / equipment	Mandatory	* Internet connection * Laptops * Audio
	Optional	--

Other things to consider

* It is more appropriate to carry out this activity before starting the subject on the curriculum
* It is an activity emphasizing individual work
* The objectives are to:
  * Provide a powerful motivational context, easy to use, both at school and at home
  * Foster new ways of understanding
  * Allow for a higher level of memorization of facts
  * Provide immediate feedback
  * Provide students with a context to learn at their own pace
  * Foster co-learning
  * Allow for the exploitation of other areas of the curriculum in a transversal way
  * Help students to understand complex situations
  * Enhance observation and visual and spatial discrimination
  * Develop logical thinking: problem solving and strategy building