

<b>TITLE OF THE SCENARIO</b>	The time machine		
<b>Keywords</b>	History, Galicia		
<b>To whom do I want to teach?</b>			
<b>Age Range and grade</b> of the learners	* 1st and 2nd grade of non-compulsory secondary school (age 17-18) * Vocational training course in Administration (age 18 and more)		
<b>Learner special characteristics</b>	--		
<b>What do I want to teach?</b>			
<b>Learning subject / field / skills</b>	* Sociolinguistics, history * Transversal contents (universal rights, games, etc.)		
<b>Specific Goals</b>	* Sociolinguistic reflection * Appreciation of the evolution of women's rights * Review on economics and social evolution		
<b>How do I want to teach?</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)	☐ ☐ ☑ ☐ ☐ ☐	
	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)	☑ ☐ ☐ ☐ ☐ ☐	
<b>Description of the game</b>	<b>Narrative description of the game plot</b>	The player, accompanied by a guiding character, travels through different periods of time in which he / she has to answer questions related to the local culture and History.	
	<b>Goals</b>	To learn about different aspects for each historical period	
	<b>Characters</b>	* Protagonist in first person (student) * Unknown guiding character	
	<b>Scenes</b>	* Spain, year 2011 * A Coruña, 17th century * Betanzos, 13th century	
			<b>Learning settings</b>
			<b>Estimated Time</b>
<b>Narrative Description of learning activities</b> - step by step organization and	<b>Before the game:</b> Students learn about usual curriculum contents	--	--
	<b>During the game:</b> Students play the game tutored by the teacher	--	--

structuring	<b>After the game:</b> Review of the contents covered in the game	--	--
			Total: --

### How will I evaluate students?

#### Evaluation approach

It is a playful activity which is rewarding in itself.

### What will learners need in order to achieve learning objectives?

#### Prerequisites

\* To know the basics of Spanish history

#### Settings and materials

\* A safe environment in which to practice

### What do I need for implementing the scenario?

#### Applications involved

Mandatory

\* <e-Adventure>

Optional

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#### Infrastructure / equipment

Mandatory

\* One laptop per student

Optional

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### Other things to consider

\* It is more appropriate to carry out this activity towards the end of the academic year.

\* It is an activity which emphasizes the playful aspects of learning.