

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

structuring	After the game: 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.