

TITLE OF THE SCENARIO	Travelling from Contosolio to the Land-of-all running to Eufemia, Zaira and Ecolandia	
Keywords	Communication, ecology, history, narration, cooperation	
A chi voglio insegnare?		
Age range and grade of the learners	Students from primary school (more than 8 years)	
Special characteristics of learners		
The learning emphasis?		
Learning subject /field / skills or dimension	Skills related to life in common and respect to diversity	
Specific Goals	Students should learn to observe and understand different way of thinking and living, communicate with them, live in respect to the specificity of everyone, build a shared horizon	
The teaching emphasis?	Rate 0-5	
Learning metaphor that can support the learning objectives	Acquisition (I will transmit/ present / explain content to learners)	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input 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 checked="" type="checkbox"/> <input 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"/>
Description of the game	Narrative description of the game plot	The inhabitants of four cities with different customs and traditions have to live together in the same space because of a natural disaster. The four cities are Ecolandia (where the environmental protection has the priority), Eufemia where the narration tools are greeting and communication; Zaira brings all the ages back to life and enhances memory and former times, Contosolio

		where all the inhabitants only think of themselves and live conflicting and in the mess. Because they have to share the same space and resources for the first time, they must choose rules valid for all. Every group of inhabitants sends observers with the purpose of knowing customs and way of living of the others, and compare hypothesis with the groups with the aim of evaluate their opinion. At the end, they have to choose all together seven rules to share, through which start to live together	
	Goals	Explore the practices relating to the active listening, knowledge and understanding the interests and the values of others people, cooperation for a common goal despite the different culture and values	
	Rules	Every group must identify needs, values, interests of the other groups, check their knowledge about rules and customs for accuracy and put forward proposals for the mutual consent that have to be good for all. The negotiation must goes on until they come to an agreement	
	Challenge	To learn the strategies for the creative management of the conflict within complex system, learn to know full well other people opinions more than discuss for persuading and defeating the others	
	Satisfaciton system /feedback cycle	The discussion about the common points and the validation of the rules and customs identified	
		Learning settings	Estimated time
narrative description of learning activities – step by step organization and structuring	Before the game: introduction of the four cities and their characteristics, and narration of the event that forces them to get in touch and share the same territory	In the classroom	2 hours
	During the game: exploration phase during which every group sends its observers to the other groups, with the purpose of knowing their systems of power, their religion, rules, way of communicate. Then, the observers explain what they understood and check their hypothesis for accuracy. Finally, they choose seven rules that are good for all	In the classroom	3 hours
	After the game: discussion about the game experience and working-out of possible variants for other context, verifying similar dynamics	In the classroom	2 hours for the discussion and 2 hours for the

		<p>further development</p> <p>Total: 7 hours + 2 hours</p>
How will I evaluate students?		
Evaluation approach	Discussion group	
What will learners need in order to achieve learning objectives?		
Prerequisite	Comprehension of a brief text	
Setting and materials	<ul style="list-style-type: none"> - a set of rules - material/model for the observation and repetition of the experience - a safe environment that promotes communication/sharing 	
What is needed to implement the scenario?		
Application involved	Mandatory	EUTOPIA
	Optional	
Infrastructure / equipment	Mandatory	<ul style="list-style-type: none"> - internet connection - one laptop per students
	Optional	microphone
Learning resource type		
Time / space resources	Some meetings and a wide space for repeating the simulation	
Other things to consider		