

TITLE OF THE SCENARIO	Tuning up a bicycle		
Keywords	Bicycle, revision, tools		
To whom do I want to teach?			
Age Range and grade of the learners	Students of the vocational training program "Physical and sports activities in the Natural Environments" (age: 16-19)		
Learner special characteristics	--		
What do I want to teach?			
Learning subject / field / skills	Cycling activities		
Specific Goals	<ul style="list-style-type: none"> * To memorise the steps needed to turn up the bicycle before going on a cycling tour * To get to know the appropriate tools for each adjustment task * To distinguish the different parts of the bicycle * To understand the importance of turning up the bicycle before going on a tour 		
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)	<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 will 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 checked="" type="checkbox"/> <input type="checkbox"/>	
	Experimentation (I will organize activities in which learners will understand, learn how-to, practice, 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 player has to check the different elements of the bicycle and to adjust what is needed in order to go on a safe tour.	
	Goals	* To check the different components of the bicycle and to proceed to the necessary adjustments.	
	Characters	<ul style="list-style-type: none"> * Protagonist: a student of vocational training program "Physical and sports activities in Natural environments" * The repairman, who knows the necessary steps for turning-up the bicycle 	
	Scenes	<ul style="list-style-type: none"> * Opening, Exterior bicycle repair room, Interior bicycle repair room, tool desk, bicycle. * Final videos: one in case of correct revision, or another one in case of incorrect revision 	
			Learning settings
			Estimated Time
Narrative Description of learning activities - step by	Before the game:	--	
	Practice of the revision procedure in the bicycle		

step organization and structuring	workshop		
	During the game: Students play the game individually or in pairs, with the help of the teacher		--
	After the game: Collective discussion		--
			Total: -

How will I evaluate students?

Evaluation approach

- * The game ends differently depending on whether the actions were carried out correctly or incorrectly
- * Class discussion

What will learners need in order to achieve learning objectives?

Prerequisites

- * To know the different components of the bicycle and their names
- * To know which tool is used for each mechanical task.
- * To know about the revision procedure of the bicycle

Settings and materials

An environment which allows for communication among peers

What do I need for implementing the scenario?

Applications involved

Mandatory

- * <e-Adventure>
- * Flash Player

Optional

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Infrastructure / equipment

Mandatory

- * One computer per student

Optional

- * Projector
- * Microphone

Other things to consider

- * It is more appropriate to conduct the scenario after having covered the contents on revision and turn-up of a bicycle.
- * It is interesting to observe the collaboration among students