TITLE OF THE SCENARIO	Let's get ready	
Keywords		

Information about students?	
Age Range and grade of the learners	From 5 to 65
Special characteristics of learners	Young people with communication difficulties and their carers The end-user will be the teaching assistants who work with the above children. Teachers who supervise the TAs will also learn and pass on.

The learning emphasis?	
Learning subject / field / skills or dimensions	At TA level the learning will be about using IT to communicate with their charges. At child level this will be about children organinsing their thinking, organizing themselves At Teacher level it is about developing IT solutions to life skills teaching challenges
Specific Goals	Create a game that allows users to rehearse everyday actions and that is adapted by the user.

The teaching emphasis?		**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**	No game plot
		User makes a series of choices that set up the articles their charges need to choose to get ready for a certain activity.
		e.g. It is raining outside: what will you need?
		User can choose: Wellingtons, raincoat and umbrella but not other things athat are available.
		So TA will access the editor and allow the former and disallow the latter.
		User makes choices by clicking and dragging.
		Rewards for correct choices.
	Goals	To get choices right.

	Characters	Graphics of items relevant to area covered.		
	Scenes	None		

			Learning settings	Estimated Time
Narrative Description of learning activities - step by step organization and structuring	Before the game:			?
	During the game:		In front of computer	?
	After the game:			?
				Total: 50 + mins.

How will I evaluate students?

Evaluation approach	By observation

What will learners need in order to achieve learning objectives?

Prerequisite	Knowledge of children with communicatin difficulties
Settings and materials	School

What is needed to implement the scenario?

Applications involved	Mandatory	iApps
	Optional	
Infrastructure / equipment	Mandatory	Computer
	Optional	
Learning Resource Type		
Time / Space resources		Access to computers One session

Other things to consider