

TITLE OF THE SCENARIO	Pre-Hispanic inhabitants of Chile: culture or civilization?		
Keywords	Culture, pre-Hispanic cultures, civilization, cultural development		
To whom do I want to teach?			
Age Range and grade of the learners	Pre-service teachers (2nd year college students, adults)		
Learner special characteristics	Good level of ICT, usually not very familiar with concepts of social sciences.		
What do I want to teach?			
Learning subject / field / skills	<ul style="list-style-type: none"> * Understanding of society * History and Social Sciences * Analysis, information management, content mastering skills, application of concepts from Social Sciences 		
Specific Goals	<ul style="list-style-type: none"> * To understand and apply the concepts “culture” and “civilization” * To identify authors in the topic * To develop argumentative skills based on trustworthy information * To participate in discussions respectfully 		
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 checked="" 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)	□ □ □ □ □ □	
	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)	□ □ □ □ □ <input checked="" type="checkbox"/>	
	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	Three college students discuss whether the indigenous Chilean communities are culture or civilizations.	
	Goals	To reach an agreement on when and why we use the concepts “civilization” and “culture” to refer to society	
	Characters	Three college students: Elisa, Rubén, Pablo and Elena	
	Scenes	The campus’s square	
			Learning settings
			Estimated Time

Narrative Description of learning activities - step by step organization and structuring	Before the game:		Classroom and home	2 hours
	* Introduction to EUTOPIA and presentation of the goals of the session * Literature review on different definitions of civilization and culture			
	During the game:		Classroom	90 minutes
	Students apply the concepts of culture and civilization to the characteristics of specific social groups			
After the game:		Classroom	1 hour	
Discussion on the methodological and theoretical aspects taking at stake in the simulation				
			Total:	
How will I evaluate students?				
Evaluation approach	* Class discussion * Self-evaluation * Written test			
What will learners need in order to achieve learning objectives?				
Prerequisites	* To have reviewed the documents provided in class, related to culture and civilization concepts * To be able to differentiate culture and civilization			
Settings and materials	Documents related to culture and civilization concepts			
What do I need for implementing the scenario?				
Applications involved	Mandatory	EUTOPIA		
	Optional	--		
Infrastructure / equipment	Mandatory	* Internet connection * One PC per student		
	Optional	--		
Other things to consider				
* It is recommended to carry out this activity at the beginning of the semester.				