

TITLE OF THE SCENARIO	Trial for mobbing	
Keywords		
A chi voglio insegnare?		
Age range and grade of the learners	students from high school (15-19 years)	
Special characteristics of learners		
The learning emphasis?		
Learning subject /field / skills or dimension	The game subject fits in with the fields of social science, psychology, computer studies	
Specific Goals	Learners should: <ul style="list-style-type: none"> - memorize / get familiar with specific notions and contents - arrive to new knowledge and develop new concepts through communication and collaboration with peers - learn to be part of a community - arrive to new knowledge and develop new concepts by recognizing / creating new relations between known objects / concepts - Learners should gain expertise / mastery 	
The teaching emphasis?		Rate 0-5
Learning metaphor that can support the learning objectives	Acquisition (I will transmit/ present / explain content to learners)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <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)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" 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	simulation of a trial for mobbing

	Goals	interaction between peers with the purpose of attaining a common / shared goal	
	Rules	In a community, you have to learn to respect the others	
	Challenge	In this trial, the plaintiff should assert his reasons by any means also unlawful because his goal is gain €80.000, though he knows that his reasons are not very allowable. The contracting party tries to spare the MAE (Foreign Ministry) the sum requested, demolishing the attempts to make the payment carried out	
	Satisfaciton system /feedback cycle	credits or vote useful for the final evaluation	
		Learning settings	Estimated time
narrative description of learning activities – step by step organization and structuring	Before the game: delivery of the game material and on-line consultation about the subject	in the classroom / at home / distant / online	2 hours
	During the game: research of further on-line material	in the classroom / at home / distant / online	1 hour
	After the game: feedback for studing the experience during the performance of the role assigned	in the classroom / at home / distant / online	2 hours
			Total: 5 h.
How will I evaluate students?			
Evaluation approach	<ul style="list-style-type: none"> - discussion group - test/exam - feedback from the students 		
What will learners need in order to achieve learning objectives?			
Prerequisite	<ul style="list-style-type: none"> - previous expertise: be able to get inside the role assigned in the external and psychological way - previous knowledge: students have to know the mobbing and the basis of the trial 		
Setting and materials	<ul style="list-style-type: none"> - a set of learning contents - an environment that promote the communication/sharing - a set of rules - material/model for the observation and repetition of the experience - pdf documents connected to the suit 		
What is needed to implement the scenario?			
Application involved	Mandatory	EUTOPIA	
	Optional		
Infrastructure /	Mandatory	<ul style="list-style-type: none"> - internet connection - one laptop per student 	

equipment	Optional	- projector - microphone
Learning resource type		- video clip on the specific subject - images related to subject
Time / space resources		- a lesson of 45 minutes and a workshop of 45 minutes - a classroom

Other things to consider

1. It is necessary to consider that the students' attention is not always constant. So it is necessary to pattern the game with continuous stimulation
2. Deficiency of the informatics material in the schools. It would be better advised to put the students to work in small groups (max 2 students for one laptop), otherwise there is the risk that who doesn't really act will divert his attention
3. Set up the game in order to allow the students to understand that the game is a projection of the reality especially for the subject chosen by the teacher that is very common among young and adult people