TITLE OF THE SCENARIO	Scratch the surface!	
Keywords	deepening, consolidation	
A chi voglio insegnare?		
Age range and grade of the learners	11 years old students	
Special characteristics of learners		
The learning emphasis?		
Learning subject /field / skills or dimension	science, mathematics	
Specific Goals	Learners should: - arrive to new knowledge and develop new concepts through communication and collaboration with peers - consolidate the concepts acquired through the communication and collaboration among classmates - learn to be a part of a community - acquire practical knowledge	
The teaching emphasis?		**Rate 0-5**
Learning metaphor that can support the learning objectives	Acquisition (I will transmit/ present / explain content to 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 can 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, practise, and / or exercise)	☐ ☐ ☐ ☒ ☐ ☐
Description of the game	**Narrative description of the game plot**	the game resembles a quiz in which participants should perform exercises related to the subject of science and mathematics with the help of the computers
	Goals	deepen and consolidate the subject related to the course of study through the game activity

	Rules	The teacher/tutor introduces the trials of the game. For each test passed the players collect scores. The first three players who score well can move on to the next level with growing difficulty. In the last level, the three players will be the winners
	Challenge	the trials are: - execution of calculus and problems - deepening through on-line research - work group
	Satisfaciton system /feedback cycle	at the end of the game session, the teacher/tutor ask for the students' feedback. The winners, and to a lesser degree also the other players, will receive bonus for the final evaluation as rewards

			Learning settings	Estimated time
narrative description of learning activities – step by step organization and structuring		Before the game: the attendance at the lessons and the study of the subject (science and mathematics) are the prerequisite for the proper game performance	in the classroom and at home	as fixed by the course of study
		During the game: attention to the rules and execution of the trials	online	half-hour for each session
		After the game: discussion about the game session and feedback	in the classroom	5 hours
				Total:

How will I evaluate students?

Evaluation approach	- feedback from students - group discussion

What will learners need in order to achieve learning objectives?

Prerequisite	deep study of the concepts related to science and mathematics according to the course of study
Setting and materials	- a set of learning content - an environment that promotes the communication/sharing - a set of rules - material/model for the observation and repetition of the experiences of the others - a safe environment

What is needed to implement the scenario?

Application involved	Mandatory	- EUTOPIA - Flash Player
	Optional	

Infrastructure / equipment	Mandatory	- internet connection - one laptop per student
	Optional	- microphone
Learning resource type		- textbook - images and text relating to the subject
Time / space resources		- a classroom - two lessons to last 2 hours - a lessons and a workshop to last 45 minutes

Other things to consider