

TITLE OF THE SCENARIO	Surviving in the desert	
Keywords	Negotiation, surviving, adaptation, team work	
Information about students?		
Age Range and grade of the learners	Over 18 years old, participants to the course “Train the Outdoor Trainers”	
Special characteristics of learners	- Not applicable -	
The learning emphasis?		
Learning subject / field / skills or dimensions	Learning subject: Crisis situation Field: Outdoor Education Skills: negotiation, planning, teamwork, persuasion	
Specific Goals	At the end of this course students will be able to: * define terms: crisis situation, negotiation, leader * identify priorities in crisis situation *elaborate strategies *manage unexpected events	
The teaching emphasis?		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"/>
	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"/>
	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 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"/>
	Experimentation (I will organize activities in which learners will understand, learn how-to, practice, and / or exercise)	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Description of the game	Narrative description of the game plot	In this scenario concentrated in role play game, each participant will assume the role of a survivor. He survived to a plane crash in desert area. The plane is almost completely burned, and the pilots are also death. Only few persons are alive (participants). They saved 15 objects useful or not for the survive action. No one knows about

	<p>this incident, before the crash, pilot informed them that there is a deviation of 100 km from the initial route, and distance from the nearest human settlement.</p> <p>The accident area is arid, with cactus. The survivors are not dressed properly.</p> <p>You can assume that:</p> <ol style="list-style-type: none"> 1. the number of participants is the same with the participants' number (no more than 14 but even number) 2. the group decided to stay together 3. all saved objects are in good condition. <p>In first session, there is an individual task for each participant: he has to give individual score to the objects. He has to evaluate each object importance in relation with survival, using a scale from 1 to 15 (1 most important, 15 less important).</p> <p>In second session, students are divided in two groups, and each group must agree on a new scale for grading objects. Also, a strategy for survival strategy must be elaborated. The two decisions have to be generally accepted into each group.</p> <p>Third session is a direct confrontation between groups, negotiation on the two decisions. Strategies, negotiation are established by the participants. The result become final when is validated by all members.</p>		
	<p>Goals</p> <p>General scope: group survival</p> <p>Individual scope:</p> <ul style="list-style-type: none"> * negotiation of the object into the group * negotiation of the strategy into the group * convincing other participants about the final decisions. 		
	<p>Characters</p> <p>Outdoor trainer</p> <p>Survivals (it can assume that the number of participants is equal with the number of survivals, but no more than 14 participants, even numbers)</p>		
	<p>Scenes</p> <p>A virtual space in which the conditions described above are meet.</p>		
		Learning settings	Estimated Time
Narrative Description of learning activities - step by step	<p>Before the game:</p> <p>Trainer will present the most important</p>	In the classroom	15 min

organization and structuring	aspects related to the scenario and action plan.		/ Online	
	During the game:		In the classroom / Online /	Session 1 15 min
	During the game, trainer has the role of observer and sometimes mediator watching on participants' behavior: * individually (persuasion and negotiation related to objects classification, reasoning) * as part of the group * efficiency for each group depending on the adopted strategy (assigning a leader for negotiation on behalf of the group, pertinent comments and arguments).		In the classroom / Online /	Session 2 30 min
	After the game:		In the classroom / Online /	Session 3 50 min
	Debriefing session. Discussions with all students about attitudes, dialogue, communication problems, what was the rate of accomplishing scopes		In the classroom / Online	10 min
				Total: 120 min
How will I evaluate students?				
Evaluation approach	<ul style="list-style-type: none"> ➤ Recorded session ➤ Participants' attitudes, arguments during the game, language used. ➤ Continuous monitoring 			
What will learners need in order to achieve learning objectives?				
Prerequisite	<ul style="list-style-type: none"> ➤ Computer use – basic level, especially typewriting ➤ Theoretical concepts 			
Settings and materials	<ul style="list-style-type: none"> ➤ A lab with blackboard and computers for each student ➤ Power point presentation ➤ "Surviving in the desert" game 			
What is needed to implement the scenario?				
Applications involved	Mandatory	<ul style="list-style-type: none"> ➤ <EUTOPIA> ➤ Accounts on EUTOPIA Server ➤ Accounts on a platform for synchronous communication 		
	Optional			
Infrastructure / equipment	Mandatory	<ul style="list-style-type: none"> ➤ Internet connection ➤ A computer per learner ➤ A computer for trainer 		
	Optional	<ul style="list-style-type: none"> ➤ LCD projector 		
Learning Resource Type	<ul style="list-style-type: none"> ➤ Online resources 			
Time / Space resources	<ul style="list-style-type: none"> ➤ A room with computers and internet connection ➤ Estimated time: 2 hours 			
Other things to consider				

The role of this game is to connect people and simulate conditions hard to achieve in real cases. It is very suitable to be used in distance learning, or blended learning. Recording session and analyze after the game (individually and group strategy) is also important for the learning outcomes.