TITLE OF THE SCENARIO	Tour around the world	
Keywords	Geography, History, culture	
A chi voglio insegnare?		
Age range and grade of the learners	students from primary and secondary school (8-14 years)	
Special characteristics of learners		
The learning emphasis?		
Learning subject /field / skills or dimension	the game is related to the field of Geography with reference to historical and cultural aspects	
Specific Goals	- acquire information about historical, geographic, social and cultural aspects of some cities and countries of the world - develop the ability of contextualize the knowledge acquired through the game - develop the motivation forward the acquisition of knowledge about different cultures and custom	
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 is an exploration of different scenes which correspond to different settings and refer to some cities and countries of the world. In every scene there is a book through which the player can acquire knowledge about the culture, history and geography of the place visited; in some scenes there is also some exercises that the player must do to carry on the game

	Goals	the specific goal that the player should attain is to learn and reflect about the information obtained during the game
	Rules	the rules of the game are established by the flags and conditions
	Challenge	the challenges correspond to the exercises
	Satisfaciton system /feedback cycle	there are feedback for every action done by the player. It is possible to foresee a reward system external to the game, within a course of study (i.e. credits, vote)

		Learning settings	Estimated time
narrative description of learning activities – step by step organization and structuring	Before the game: the game doesn't require learning activities, except for a lesson during which the teacher/tutor can describe the game and its goals, explain how to use the software and plan the game session	in the classroom	2 hours
	During the game: the game is the learning activity	in the classroom / at home / distance / online, etc.	15 minutes
	After the game: reflection and discussion about the experience of the game	in the classroom	2 hours
			Total: 2 hours and 15 minutes

How will I evaluate students?

Evaluation approach	- Goup discussion - Feedback from students

What will learners need in order to achieve learning objectives?

Prerequisite	Previous knowledge: - English Literature - biography and work of Joyce, Woolf, Austen and Orwell
Setting and materials	- guidelines for the use of the software, especially for the use of the controls

What is needed to implement the scenario?

Application involved	Mandatory	<e-Adventure>
	Optional	
Infrastructure / equipment	Mandatory	The players should have at their disposal one laptop; they can also use only one laptop by turns
	Optional	
Learning resource type		

Time / space resources	a classroom and 4 hours for the activities before and after the game session
Other things to consider	