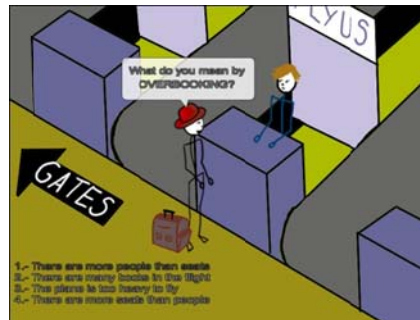


<b>TITLE OF THE SCENARIO</b>	<b>Travel Vocabulary - Business Trip To London</b>	
<b>Keywords</b>	English, vocabulary, game, travel	
<b>Who do I want to teach?</b>		
<b>Age range and grade</b> of the learners	Primary school students (6-12 years-old)	
Special characteristics of learners	- Not applicable -	
<b>The learning emphasis?</b>		
<b>Learning subject /field / skills or dimension</b>	<b>Subject:</b> English as a second language <b>Skills:</b> Grammar and usage (basic), Vocabulary (medium), Reading (basic).	
<b>Specific Goals</b>	<p>Learners will acquire specific knowledge about travelling (e.g. ticket, plane, flight, aisle, etc.).</p> <p>Learners will be able to hold real conversations about travelling (e.g. book a plane ticket, get a hotel, etc.)</p>	
<b>The teaching emphasis?</b>		<b>Rate 0-5</b>
<b>Learning metaphor</b> 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 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 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"/> <input 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 checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input 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 checked="" type="checkbox"/> <input type="checkbox"/>
<b>Description of the game</b>	<b>Narrative description of the game plot</b> <p>In the game the player has to plan a business trip to London. The story is divided in 4 situations to be dealt with by the player.</p> <p>Interaction is mostly point-and-click. While the player interacts with the characters in the game they will be asked to choose appropriate phrases in their context or fill in the blanks with the right choice. If the player fails an answer then she or he cannot continue (but a second chance is given).</p> <p>These are the four levels in the game:</p>	

1) Buy the plane ticket using a telephone purchase system. In this phase the player will have to answer questions about schedules, fares, etc.



2) Airport arrangements: Check-in and security control situations.

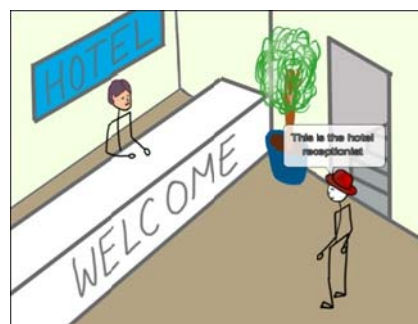


3) Arrival in London: the player has to approach a passenger who seems to be lost at the airport. Then, the player has to find out how to get to the city center using a taxi.

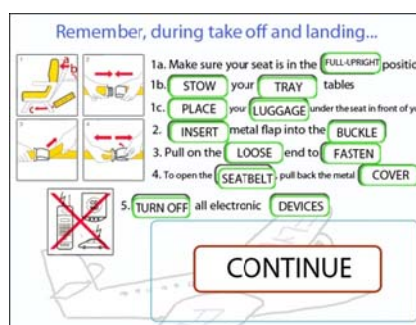




4) Hotel arrangements: The player has to solve a misunderstanding regarding the price of the ride with the taxi driver and ask for a receipt. Then the player has to go through the check-in process at the hotel.



5) These four situations alternate with drag-and-drop "fill-in-the-blanks" mini games to enhance interactivity.



<b>Goals</b>	To complete successfully all four situations defined in the game.
<b>Characters</b>	Telephone sales assistant; Flight assistant (at check-in desk); Policeman (provides help at London airport); Woman (passenger that is lost at the airport, seeking for help); Taxi driver; Hotel receptionist.
<b>Scenes</b>	Player's Office; Airport (inside & outside); Hotel (outside & inside); Hotel Room; Arrivals (at London airport); Mini-game scenes
<b>Rules</b>	Player cannot advance in the game until the current puzzle/question is solved correctly.

		The player can try to solve a question/puzzle as many times as desired, but each failure decreases his/her final score	
	<b>Challenge</b>	To enjoy business in London after completing all stages with a minimum number of point losses	
	<b>Satisfaciton system /feedback cycle</b>	Sense of progress by getting new stages that are closer to the end of the game (being in London) Character the player is talking to will inmediately provide feedack to a wrong answer by acting as not understanding the answer ( <i>sorry, I couldn't understand that...</i> )	
		<b>Learning settings</b>	<b>Estimated time</b>
<b>narrative description of learning activities</b> – step by step organization and structuring	<b>Before the game:</b> Introduction to the module / lesson / session driven by the teacher. Short explanation about the running and interacting with the game.	in the classroom	15 minutes
	<b>During the game:</b> During game-play the teacher supervises the session and identifies potential problems.	in the classroom	20 minutes
	<b>After the game:</b> Teacher collects assessment reports produced by the game. Short debriefing session. In the next session the teacher will analyze the results and solve all the misconceptions and errors.	in the classroom	10 minutes
			1 day (One 50 minutes session)
<b>How will I evaluate students?</b>			
<b>Evaluation approach</b>	<ul style="list-style-type: none"> <li>➤ Assessment reports produced by the game</li> <li>➤ Monitoring during game play</li> </ul>		
<b>What will learners need in order to achieve learning objectives?</b>			
<b>Prerequisite</b>	<ul style="list-style-type: none"> <li>➤ Basic English reading</li> <li>➤ Basic computer use skills</li> <li>➤ Basic English grammar (present simple, present continuous, past simple, future simple, conditional present)</li> </ul>		
<b>Setting and materials</b>	<ul style="list-style-type: none"> <li>➤ Computer lab with blackboard and one computer per student</li> <li>➤ <i>Business Trip To London</i> game</li> </ul>		
<b>What is needed to implement the scenario?</b>			
<b>Application involved</b>	Mandatory	<ul style="list-style-type: none"> <li>➤ &lt;e-Adventure&gt;</li> <li>➤ E-mail account (to collect assessment reports)</li> </ul>	
<b>Infrastructure /</b>	Mandatory	<ul style="list-style-type: none"> <li>➤ Internet connection</li> <li>➤ One computer per learner</li> </ul>	

<b>equipment</b>	Optional	➤ One projector
<b>Learning resource type</b>	Game (Interactive learning resource)	
<b>Time / space resources</b>	One 45 minutes lesson and 10-minutes for debriefing during the next session	
<b>Other things to consider</b>		
<p>Since this game was developed using &lt;e-Adventure&gt;, it can also be delivered to the students to be played at home and the teacher would still getting the assessment reports through e-mail.</p>		