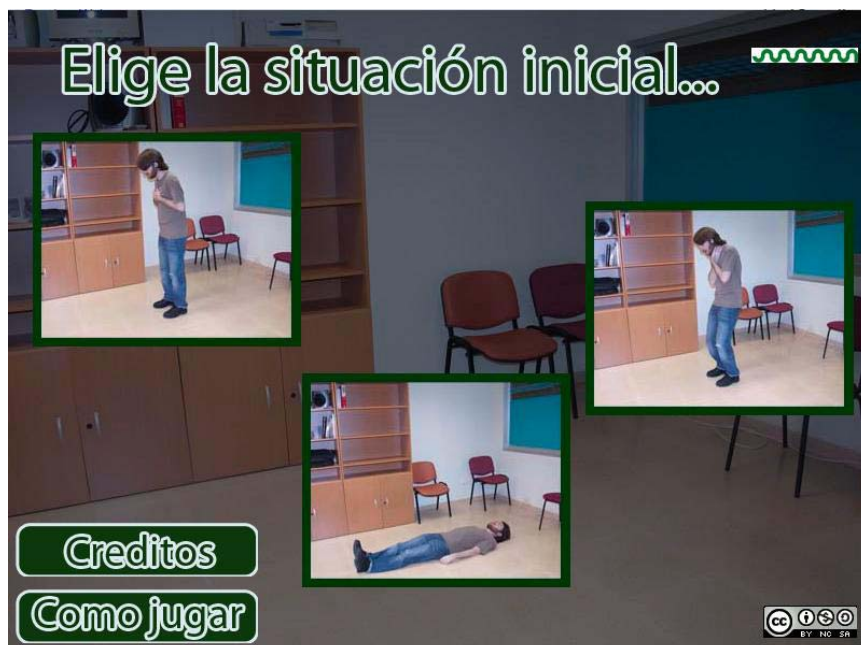


<b>TITLE OF THE SCENARIO</b>		<b>First Aid</b>
<b>Keywords</b>	First aid, CPR, choking, unconsciousness, chest pain.	
<b>To whom I want to teach?</b>		
<b>Age range and grade of the learners</b>	Students ranging from 7 to 18 years-old	
<b>Special characteristics of learners</b>	N/A	
<b>The learning emphasis?</b>		
<b>Learning subject /field / skills or dimension</b>	Basic life-saving techniques related to the provision of initial care to a person that is sick or injured, including cardiopulmonary resuscitation (CPR).	
<b>Specific Goals</b>	<p>After completing this session, the student should be able to provide initial assistance to a patient that is found in the next three different situations:</p> <p>1) the patient suffers a choking;                  2) the patient is found unconscious laying on the floor;                  and 3) the patient suffers of severe chest pain.</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 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 checked="" 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 checked="" type="checkbox"/> <input 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 checked="" type="checkbox"/> <input 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 type="checkbox"/> <input checked="" type="checkbox"/>
<b>Description of the game</b>	<b>Narrative description of the game plot</b>	<p>This game is a simulation enhanced game mechanics.</p> <p>The game presents to the student three different situations to choose from. Each situation leads to an alternative path in the game: choking, unconsciousness, and chest pain. To reinforce learning the student can</p>

go through all the three paths as many times as desired. To promote replaying, after a path is completed the game scores the students' performance. The student can always see in the main screen which is the last score obtained in each path.



<b>Goals</b>	To complete each situation successfully and with the maximum score possible. A situation is considered to be successfully completed when the patient is kept safe until an ambulance arrives.
<b>Rules</b>	Inappropriate behavior or execution of one of the steps of the procedure result in losing points.
<b>Challenge</b>	To complete each path without errors to get the maximum amount of points.
<b>Satisfaciton system /feedback cycle</b>	Score system; text with feedback is provided to the student after each interaction.

		<b>Learning settings</b>	<b>Estimated time</b>
<b>narrative description of learning activities</b> – step by step organization and structuring	Introduction to the module / lesson / session driven by an expert. Short explanation about running and interacting with the game.	in the classroom	10 minutes
	Play the game for 30 minutes. During game-play the expert supervises the session and identifies potential problems.	in the classroom	30 minutes
	Expert collects assessment reports produced by the game. Short	in the classroom	10 minutes

		debriefing session is conducted to reinforce acquisition of the most important concepts.		
		OPTIONAL: The game can be provided to the students to replay at home as desired.		
				Total: 50 minutes (1 session)
<b>How will I evaluate students?</b>				
<b>Evaluation approach</b>		The game produces an assessment report that can be delivered to the teacher for evaluation. A post-test can also be conducted.		
<b>What will learners need in order to achieve learning objectives?</b>				
<b>Prerequisite</b>		No prerequisites are required.		
<b>Setting and materials</b>		<ul style="list-style-type: none"> <li>➤ Computer lab with blackboard and one computer per student</li> <li>➤ <i>First aid game</i></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>		
	Optional			
<b>Infrastructure / equipment</b>	Mandatory	<ul style="list-style-type: none"> <li>➤ Internet connection</li> <li>➤ One computer per learner</li> <li>➤ A volunteer to reproduce some of the situations in the classroom if necessary</li> </ul>		
	Optional	One projector		
<b>Learning resource type</b>		Interactive Point and click simulation enhanced with game elements		
<b>Time / space resources</b>		A classroom with computers, and a 50 minutes session		
<b>Other things to consider</b>				