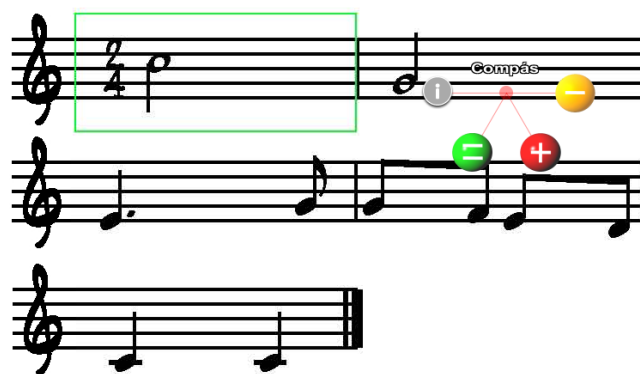


TITLE OF THE SCENARIO	Music notation	
Keywords	Arts, music notation, musical stave, musical notes, composition, compasses, musical score	
Who do I want to teach?		
Age range and grade of the learners	12 year old	
Special characteristics of learners	- Not applicable -	
The learning emphasis?		
Learning subject /field / skills or dimension	Music notation (basic composition, arrangement of compasses and notes).	
Specific Goals	To be able to define compasses in a musical stave controlling the tempos of each compass and note.	
The teaching emphasis?		Rate 0-5
Learning metaphor that can support the learning objectives	Acquisition (I will transmit/ present / explain content to learners)	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input 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 checked="" type="checkbox"/> <input type="checkbox"/> <input 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 checked="" type="checkbox"/> <input 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"/>
Description of the game	Narrative description of the game plot	<p>This is a set of drag-and-drop games (2) that are designed to instruct children in the use of musical notation.</p> <p>The first game is composed by several levels where the student has to complete the musical score they are presented with the appropriate number of notes. There is no single right answer, they just need to fill in the compasses until the appropriate duration is completed.</p>



In the second game, the students are provided a music score and they have to mark each compass as one of the next situations:

- The duration of the compass is correct;
- The compass lasts longer than it should;
- The compass lasts shorter than it should;



Goals	To achieve the maximum score possible
Rules	<p>First game:</p> <ul style="list-style-type: none"> - Drag a note to a compass to fill in the music score. <p>Second game: click on the appropriate option over each compass.</p>
Challenge	Perform better than peers
Satisfaciton system /feedback cycle	Text is provided after sumbitting any level of the games

Learning settings

Estimated time

narrative description of learning activities – step by step organization and structuring	One game-play session with 2 levels of each game.	in the classroom	1 session
	Practice with different levels at home	online	2 hours
	Final exam	in the classroom	30 minutes
How will I evaluate students?			
Evaluation approach	Pen-and-pencil exam		
What will learners need in order to achieve learning objectives?			
Prerequisite	<ul style="list-style-type: none"> - The musical notes - Calculation of the duration of a compass 		
Setting and materials	A classroom with a computer per two children		
What is needed to implement the scenario?			
Application involved	Mandatory	<e-Adventure>, the games	
	Optional	Chat forum	
Infrastructure / equipment	Mandatory	Computer	
	Optional		
Learning resource type	Interactive		
Time / space resources	2 sessions, 50 minutes each		
Other things to consider			
<p>Since this game was developed using <e-Adventure>, 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 (if a LMS is not available).</p>			