

Learning scenario with MARG - Template

PART 1: General information		
Title of the scenario:		
Keywords:		
Name(s) of the scenario's creator(s):		
Creative Commons License of the scenario:	Attribution <input type="checkbox"/>	Attribution-NoDerivs <input type="checkbox"/>
	Attribution-ShareAlike <input type="checkbox"/>	Attribution-NonCommercial <input type="checkbox"/>
	Attribution-NonCommercial-ShareAlike <input type="checkbox"/>	Attribution-NonCommercial-NoDerivs <input type="checkbox"/>
Estimated duration of the scenario's activities:		
Age range of learners:		
Learners' special characteristics: (i.e. immigrants, special needs)		
Learning subject based on your curriculum to which the scenario relates:		
To which Sustainable Development Goal (s) does the scenario relate to : (highlight it/them)	No Poverty	Industry, Innovation and infrastructure
	Zero Hunger	Reduced Inequalities
	Good Health and Well-Being	Sustainable Cities and Communities
	Quality Education	Responsible Consumption and Production
	Gender Equality	Climate Action
	Clean Water and Sanitation	Life Below Water
	Affordable and Clean Energy	Life On Land
	Decent Work and Economic Growth	Peace, Justice and Strong Institutions
Which 21st century skill(s) does the scenario involve: (highlight it/them)		Partnerships For The Goals
	Information and data literacy	Critical thinking,
	Communication	Active citizenship
	Collaboration	Respect for differences
	Problem solving	

PART 2: Learning outcomes of the scenario	
In terms of <u>knowledge</u>	The learner knows and understands: ✓
In terms of <u>skills</u>	The learner is able to: ✓
In terms of <u>competences</u>	The learner: ✓

PART 3: Description of the game	
Narrative description of the game plot:	
Game objectives:	
Does the scenario refer to a specific location? If yes, specify. If no, write everywhere.	
Characters:	
Scenes:	
Type of work: Individual/ collaboration	
Does the game involve different player roles? If yes, specify.	

PART 4: Description of the learning scenario activities		
	Learning settings	Estimated time
Before the game:		
During the game:		
After the game:		
	Total:	

PART 5: Prerequisite knowledge and supportive material	
Learners' prerequisite knowledge:	
Infrastructure/ equipment needed for implementing the scenario:	
Other learning resources needed:	

PART 6: Approach towards the assessment of the learning outcomes	
Learners' assessment approach:	