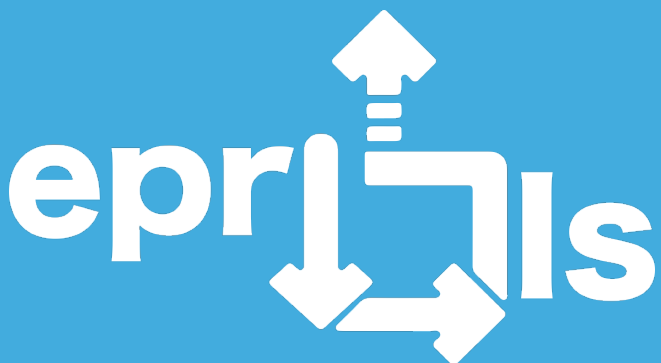# Learning Scenario Template

Educational Robotic and Programming and Learning Scenarios
2020-1-PT01-KA201-078670

This document has been developed by the consortium of the ERASMUS+ project "Educational Robotic and Programming and Learning Scenarios" 2020-1-PT01-KA201-078670, coordinated by Agrupamento de Escolas Dr. Augusto Cabrita, Portugal.
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Learning Scenario

A learning scenario can be defined as document that gathers details to represent a learning experience, rich in collaboration, experimentation and creativity. Learning scenarios can include suggestions that complement the use of digital technologies, which relate elements such as the organizational design of the environment, roles and actors, plot, strategies, actions, reflection and regulation. Scenarios usually present a structured narrative of elements inherent to planning (objective, teacher's role, activities, evaluation). Learning scenarios are intended to motivate students, bring them closer to the content by associating it with concrete situations. Integration with learning done in different subjects from a perspective of integration is increasingly valued. Therefore, learning scenarios must have strong correlations with other teaching subjects, as well as activities planned in order to emphasize and encourage this connection.

Designing a learning scenario is therefore a process by which teachers plan or structure a learning situation. A scenario consists of a subject and class, a level of complexity, key concepts, learning outcomes and a description of activities supplemented with materials and resources for the teacher and students. One of the main features of problem-based learning is the use of real-life scenarios as a starting point for the learning process. Scenarios are considered to provide a meaningful context for the concepts and principles that will relate to future knowledge acquisition.

Bearing in mind the principles and concepts presented above, the following structure is proposed for the creation of learning scenarios. It should be noted that it is not intended to be a model to be followed blindly, but rather a reference to be transformed according to the objectives, the context in which learning takes place.

Learning Scenario for EPR *(template)*

Title:

Area addressed: [Arduino | VR/AR | 3DPrinter | Other]

Subject:

Grade:

Students Age:

Context:

Goals:

NARRATIVE

ACTIVITIES	MOTIVATION	TASK	DURATION
A1		TA1	
		TA2	
(…)	(…)	(…)	(…)

Reflection and evaluation:

Resources for Students:

Resources for Teachers: