



Scenario Title: Playing and learning together

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Learning Activities	dream Free thinking, sharing ideas	Looking for and finding content	Structuring thoughts	make Developing or practising	Interviewing/ Feedback	re-make Revising	Show Performing and presenting		
Time (weeks)									
Goal (learning outcomes, match to specification)	collaboration and cooperation								
Description (of each learning activity)	circle time	by internet	coding	play with WeDO, bee bot, SapientinoDOC, dash /dot,	large & small group interviewing	test or practice experiences	Poster or blog		
Learning Environment/s (the physical or virtual setting(s) in which learning takes place)	classroom	Web search engine - Wikipedia	https://code.org/	https://goo.gl/egiHME	https://goo.gl/wro7Ne	https://goo.gl/KeSTKA	https://goo.gl/iDw7Hm		
Digital Technologies and Tools	PC, tablet, iPad, lim, e-Board, + APPS								









Learning Activities	dream Free thinking, sharing ideas	explore Looking for and finding content	Structuring thoughts	make Developing or practising	Interviewing/ Feedback	re-make Revising	Performing and presenting			
Roles (teacher, students, parents, experts, etc.)	all learning community									
Collaboration (team work) Individual Work (personalisation)	Collaboration (team work)	Collaboration (team work)	Individual Work (personalisation)	Collaboration (team work)	Individual Work (personalisation)	Collaboration (team work)	Individual Work (personalisation)			
Reflection (reflecting upon one's learning and reporting activity status and progress)	EAS http://www.descrittiva.it/calip/1718/Scheda progettazione EAS.pdf									
Assessment (type, instruments)	check list Formative Assessment - Interim Assessment - Summative Assessment									

This template was originally developed within the $\underline{\text{Creative Classrooms Lab}}$ project, and is being used for the purposes of the $\underline{\text{CO-LAB project}}$.



