

# Programming for the 21<sup>st</sup> century classrooms

## Future Classroom Scenario

*Title of the scenario:*

Kodu Travel

*Names of team members:*

Natalia, Gosia, Jola

### Tools and Resources

What resources, particularly technologies, will be required?

Windows computers or laptops  
Kodu software

### Targeted grade levels

What is the minimum and maximum age of students that can be involved with this scenario ?

13-15

### Learning Objectives, Skills and competencies

What are the main objectives?

What skills will the learner develop and demonstrate within the scenario? (e.g. 21<sup>st</sup> Century Skills).

Students will demonstrate the following abilities:

- A master of the English language
- Ability to follow written and verbal instructions
- Skills in geography
- Problem solving

## Learner's Role

What sort of activities will the learner be involved in?

- The student will create a game in Kodu which will act as an interactive tour of England.
- They will develop a marketing campaign, which includes the design of the game cover, and a video commercial to sell their product

## Future Classroom Scenario Narrative

*Describe in max 10 sentences the main ideas of the scenario.*

- Students work in groups of 4
- Each student will have a specific role: story-teller, coder, visual designer, task manager
- The work must be unique and their own (No plagiarism)
- The following process will be used: design, creating, testing, evaluating including promotion.

## Outcome

*Add the link to the video, drawing, photo collage or any other creative outcome you have created to explain your idea behind this learning scenario.*

<https://www.powtoon.com/c/bGZVnO4XLsX/1/m>