

General guidelines for the design of scenarios

1. Each teaching period should be a normal teaching period, that is, 45-50 minutes (for each scenario three teaching periods is the minimum)
2. Each activity within a teaching period should be described in detail by mentioning Time, Type of Activity (whole class, individual/pair/group work) and Actions/Tasks (what the teacher/students do step by step)
3. There should be worksheets with activities so that other teachers who are going to implement the scenario have something to rely on, although they could be adapted according to target group.
4. For the CLIL component, each scenario should place emphasis on some key language aspects apart from content, for example Culture, Cognition and Communication. Especially cognition is important so that weak students can succeed in overcoming the language barriers (scaffolding/differentiation techniques, language they need for the activities etc)
5. For the Multimodality component, input should be provided in various forms (videos, texts, websites, interactive activities, custom-made video lessons, interactive presentations etc) but also students' output should have similar features so that we can develop their media/digital literacy. Collaborative digital tools promote Collaboration / Communication / Creativity which are features of CLIL, Transversal Skills and Multimodality.
6. All the recommended activities will be uploaded/embedded on a Moodle platform, therefore it's advisable that all activities be in digital form, from drill and practice exercises to forums and collaborative tools.
7. Activities should promote Europeanity, Transversal skills and Competences (Knowledge, Skills and Attitudes)
8. Always have in mind when designing a scenario that other teachers and students from other countries are going to implement it, so it must be easy for them to follow the step-by-step teaching/learning procedure

INCLUDE

Examples of multimodality (for teachers and students)

<https://www.tricider.com/admin/2sh9Dtm1r6l/AfT6wsMHVnj>

http://triblab.teipir.gr/test/test/edu/kouiz2/Consumer_behaviour/html5.html

<https://edu.glogster.com/glog/be-a-good-consumer/2va234ijbfs>

<https://padlet.com/kleogerakou/jfxk1xbqe8r5>

https://api.playposit.com/player_v2/?type=share&bulb_id=424868

<https://www.liveworksheets.com/kz709747lv>

https://www.canva.com/design/DAD4h1DJX1g/cffIH78Tqhj8vNzlwxXxWA/view?utm_content=DAD4h1DJX1g&utm_campaign=designshare&utm_medium=link&utm_source=sharebutton

<https://wordart.com/r3f8w5cwegys/word-art-13>

<https://padlet.com/ckalogerakou/a3pur36729316ofd>

https://www.canva.com/design/DAD4hgoW02g/46sPWAr_Na0Fjne1mEx-TQ/view?utm_content=DAD4hgoW02g&utm_campaign=designshare&utm_medium=link&utm_source=sharebutton

https://www.canva.com/design/DAD4hgoW02g/46sPWAr_Na0Fjne1mEx-TQ/view?utm_content=DAD4hgoW02g&utm_campaign=designshare&utm_medium=link&utm_source=sharebutton

<https://quizlet.com/503188755/eratosthenes-experiment-diagram/?x=1qqt>

<https://ed.ted.com/on/QPfNgN4O>

<http://linoit.com/users/kleokalo/canvases/Social%20media>

<https://www.thinglink.com/scene/1322322964636499969>

Co-funded by the
Erasmus+ Programme
of the European Union



INCLUDE

Scenario submission form Template

Use this file before using the Scenario submission form to prepare the scenario submission.

To fulfill this template use the [Scenario Submission Manual](#) as a guide.

Section 1: Scenario Identity

Title:	
Creators:	
School	
Subject areas	
Module	
Unit	
Student age	
English Language Level	<i>(According to the Common European Framework reference for languages)</i>
Requirements	
Key words	
Duration (in teaching hours)	

Co-funded by the
Erasmus+ Programme
of the European Union



INCLUDE

Section 2: Key competences

Key competences that the scenario promotes	
Detailed key competences	
<i>Knowledge</i>	
<i>Skills</i>	
<i>Attitudes</i>	

Section 3: Learning Outcomes

Title:	
Creators:	
School	
Subject areas	
Module	
Unit	
Student age	
English Language Level	<i>(According to the Common European Framework reference for languages)</i>

Co-funded by the
Erasmus+ Programme
of the European Union



INCLUDE

Requirements	
Key words	
Duration (in teaching hours)	
Learning Outcomes	

Section 4: Transversal Skills

Transversal skills being developed in the scenario	

Section 5: Europeanity

Europeanity <i>Please describe in which sense do you believe that your scenario promotes europeanity (max 50 words)</i>	



INCLUDE

Section 6: Digital material

The scenario folder	
The scenario script file	
List of digital files	
List of URLs used as resources	
List of digital tools us	



INCLUDE

INCLUDE Scenario Script Template

Adjust the number of teaching hours according to your scenario. Add the number of activities for each teaching hour.

1st teaching period

1st Activity:	
Time:	
Type of activity:	
Class organisation:	
Actions/Tasks:	

2nd Activity:	
Time:	
Type of activity:	
Class organisation:	
Actions/Tasks:	

3rd Activity:	
Time:	
Type of activity:	
Class organisation:	

Co-funded by the
Erasmus+ Programme
of the European Union



INCLUDE

Actions/Tasks:	
----------------	--

2nd teaching period

1st Activity:	
Time:	
Type of activity:	
Class organisation:	
Actions/Tasks:	

2nd Activity:	
Time:	
Type of activity:	
Class organisation:	
Actions/Tasks:	

3rd Activity:	
Time:	
Type of activity:	
Class organisation:	
Actions/Tasks:	



INCLUDE

Suggestions for future development and expansion of the scenario

Differentiation

Co-funded by the
Erasmus+ Programme
of the European Union



INCLUDE

INCLUDE TARGET KEY COMPETENCES

DETAILED DESCRIPTION

Based on the Council Recommendations on key competences for lifelong learning (OJ L2018/C 189/01)

1. Literacy Competence

Knowledge

Knowledge of vocabulary, grammar and the functions of language

Awareness of the main types of verbal interaction

Awareness of a range of literary and non-literary texts

Awareness of the main features of different styles and registers of language

Skills

Skill to communicate both orally and in writing in a variety of situations

Skill to monitor and adapt their communication to the requirements of the situation

Ability to distinguish and use different types of sources, to search for, collect and process information, to use aids

Ability to formulate and express one's oral and written arguments in a convincing way appropriate to the context

Critical thinking and ability to assess and work with information

Attitudes

Disposition to critical and constructive dialogue

Appreciation of aesthetic qualities and an interest in interaction with others

Awareness of the impact of language on others

Need to understand and use language in a positive and socially responsible manner

2. Multilingual Competence

Knowledge

Knowledge of vocabulary

Co-funded by the
Erasmus+ Programme
of the European Union



INCLUDE

Knowledge of functional grammar
Awareness of main types of verbal interaction
Awareness of registers of the language
Knowledge of societal conventions
Knowledge of cultural aspects
Knowledge of the variability of the language

Skills

Ability to understand spoken messages
Ability to initiate, sustain and conclude conversations
Ability to read, understand and draft texts with different levels of proficiency according to the individual's needs
Ability to use tools appropriately and learn the language formally, non-formally and informally throughout life

Attitudes

Appreciation of cultural diversity
Interest and curiosity about languages and intercultural communication
Respect for each person's individual linguistic profile
Respect for the mother tongue of persons belonging to minorities and/or with a migrant background
Appreciation for a country's official language(s) as a common framework for interaction

3. Mathematical competence and competence in science, technology, engineering

A. Mathematical competence

Knowledge

Sound knowledge of numbers, measures and structures in everyday contexts, basic operations and basic mathematical presentations
Understanding of mathematical terms and concepts
Awareness of the questions to which mathematics can offer answers

Skills

Skill to apply basic mathematical principles and processes in everyday contexts at home and work

Co-funded by the
Erasmus+ Programme
of the European Union



INCLUDE

Skill to follow and assess chains of arguments

Ability to reason mathematical, understand mathematical proof and communicate in mathematical language

Ability to use appropriate aids including statistical data and graphs

Ability to understand the mathematical aspects of digitalisation

Attitudes

Respect for truth and a willingness to look for reasons and to assess their validity

B. Competence in science, technology, engineering

Knowledge

Knowledge of the basic principles of the natural world, fundamental scientific concepts, theories, principles and methods

Knowledge of technology and technological products and processes

Understanding of the impact of science, technology, engineering and human activity in general on the natural world

Understanding of the advances, limitations and risks of scientific theories, applications and technology in societies at large

Skills

Understanding of science as a process for the investigation through specific methodologies, including observations and controlled experiments

Ability to use logical and rational thought to verify a hypothesis

Readiness to discard one's own convictions when they contradict new experimental findings

Ability to use and handle technological tools and machines as well as scientific data to achieve a goal or to reach an evidence-based decision or conclusion

Ability to recognize the essential features of scientific inquiry and communicate the conclusions and reasoning that led to them

Attitudes

Critical appreciation and curiosity, a concern for ethical issues and support for both safety and environmental sustainability

Consideration of scientific and technological progress in relation to oneself, family, community, and global issues



INCLUDE

4. Digital Competence

Knowledge

understanding how digital technologies can support communication, creativity and innovation
awareness of the opportunities, limitations, effects and risks of digital technologies
understanding the general principles, mechanisms and logic underlying evolving digital technologies
knowledge of the basic function and use of different devices, software, and networks
adopting a critical approach to the validity, reliability and impact of information and data made available by digital means
awareness of the legal and ethical principles involved in engaging with digital technologies

Skills

ability to use digital technologies to support active citizenship and social inclusion, collaboration with others
ability to use digital technologies to support creativity towards personal, social or commercial goals
ability to use, access, filter, evaluate, create, program and share digital content
ability to manage and protect information, content, data, and digital identities
ability to recognize and effectively engage with software, devices, artificial intelligence or robots

Attitudes

engagement with digital technologies and content with a reflective and critical, yet curious, open-minded and forward-looking attitude to their evolution
ethical, safe and responsible approach to the use of digital tools

5. Personal, social and learning to learn Competence

Knowledge

understanding the codes of conduct and rules of communication generally accepted in different societies and environments for successful interpersonal relations and social participation
knowledge of the components of a healthy mind, body and lifestyle for personal, social and learning to learn competence
knowledge of one's preferred learning strategies
knowledge of one's competence development needs and various ways to develop competences



INCLUDE

search for the education, training and career opportunities and guidance or support available

Skills

ability to identify one's capacities, focus, deal with complexity, critically reflect and make decisions

ability to learn and work both collaboratively and autonomously

ability to organize and preserve with one's learning, evaluate and share it

ability to seek support when appropriate and effectively manage one's career and social interactions

ability to cope with uncertainty and stress

ability to communicate constructively in different environments, collaborate in teams and negotiate

ability to show tolerance, express and understand different viewpoints

ability to create confidence and feel empathy

Attitudes

respect diversity of others and their needs and being prepared both to overcome prejudices and to compromise

ability to identify and set goals and motivate themselves

ability to develop resilience and confidence to pursue and succeed at learning throughout their lives

individual's ability to handle obstacles and change for a problem-solving attitude in the learning process

desire to apply prior learning and life experiences and the curiosity to look for opportunities to learn and develop in a variety of life contexts

6. Citizenship Competence

Knowledge

knowledge of basic concepts and phenomena relating to individuals, groups, work organizations, society, economy and culture

understanding of the European common values

knowledge of contemporary events as well as a critical understanding of the main developments in national, European and world history movements

awareness of the aims, values and policies of social and political movements and their underlying causes

Co-funded by the
Erasmus+ Programme
of the European Union



INCLUDE

awareness of the aims, values and policies of sustainable systems, in particular climate and demographic change at the global level and their underlying causes
knowledge of European integration as well as awareness of the multi-cultural and socioeconomic dimensions of European societies
knowledge of how national cultural identity contributes to the European identity

Skills

ability to engage effectively with others in common or public interest, including the sustainable development of society
develop critical thinking and integrated problem solving skills
develop arguments and constructive participation in community activities as well as in decision-making at all levels, from local and national to the European and international level
ability to access, have a critical understanding of, and interact with both traditional and new forms of media
ability to understand the role and functions of media in democratic societies

Attitudes

willingness to participate in democratic decision-making at all levels and civic activities
support for social and cultural diversity, gender equality and social cohesion, sustainable lifestyle
promotion of culture of peace and non-violence
readiness to respect privacy of others and to take responsibility for the environment
develop an interest in political and socioeconomic developments, humanities and intercultural communication to ensure social justice and fairness

7. Entrepreneurship competence

Knowledge

knowledge of different contexts and opportunities for turning ideas into action in personal, social and professional activities and understanding of how these arise
knowledge and understanding of approaches to planning and management of projects, which include both processes and resources
understanding of economics and the social and economic opportunities and challenges facing an employer, organization or society
awareness of ethical principles and challenges of sustainable development
self-awareness of their own strengths and weaknesses

Co-funded by the
Erasmus+ Programme
of the European Union



INCLUDE

Skills

creativity including imagination, strategic thinking and problem-solving
critical and constructive reflection within evolving creative processes and innovation
ability to work both as an individual and collaboratively in teams
ability to mobilize resources (people and things) and to sustain activity
ability to make financial decisions relating to cost and value
ability to effectively communicate and negotiate with others and to cope with uncertainty, ambiguity and risk as part of making informed decisions

Attitudes

sense of initiative and agency, pro-activity, being forward-looking
courage and perseverance in achieving objectives
desire to motivate others and value their ideas
empathy and taking care of people and the world
accepting responsibility taking ethical approaches throughout the process

8. Cultural awareness and expression Competence

Knowledge

knowledge of local, national, regional, European and global cultures and expressions
understanding how languages, heritage and traditions and cultural products can influence each other as well as the ideas of the individual
understanding the different ways of communicating ideas between creator, participant and audience within written, printed and digital texts, theatre, film etc
understanding one's own developing identity and cultural heritage within a world of cultural diversity
understanding how arts and other cultural forms can be a way to both view and shape the world

Skills

ability to express and interpret figurative and abstract ideas, experiences and emotions with empathy and the ability to do so in a range of arts and other cultural forms
ability to identify and realize opportunities for personal, social or commercial value through the arts and other cultural forms
ability to engage in creative processes, both as an individual and collectively

Co-funded by the
Erasmus+ Programme
of the European Union



INCLUDE

Attitudes

adopt an open attitude and respect for diversity of cultural expression together with an ethical and responsible approach to intellectual and cultural ownership

develop a curiosity about the world, an openness to imagine new possibilities and a willingness to participate in cultural experiences

Co-funded by the
Erasmus+ Programme
of the European Union

