**Script: “Connection Game - Part 1”**

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Each team will create and design a technological toy like the so-called Connection Game. On top of that, by using the software Crocodile, each team should research the different types of circuits (series, parallel and mixed) and analyse the differences in their functioning.

**1st teaching period**

***1st Activity:***

Time: 30’

Type of activity: Presentation and group agreements

Class organisation: Groups

Actions/Tasks: The teacher presents the scenario. Both the teams and the work plan are agreed upon (the team contract and roles). The assessment criteria for this activity is also announced (the project rubric may be gathered from the supporting document).

***2nd Activity:***

Time:30’

Type of activity: Gathering information and making list of materials

Class organisation: In groups

Actions/Tasks: Students search for information about other connection games. They also have to make a list of the necessary materials.

**2nd teaching period**

***3rd Activity:***

Time: 30’

Type of activity: Game design

Class organisation: In groups

Actions/Tasks: Students make the design. They must take these things into account:

* + How is it going to work?
  + What materials do we need? They should be mainly recyclable materials.
  + How is the game going to be decorated so that it appeals to children?

***4th Activity:***

Time: 30’

Type of activity: Project set-up

Class organisation: In groups

Actions/Tasks: Students must set up their games. They make the design and verify that it works.