

Scenario for lessons featuring the “Aviators” computer game

1. Educational stage and grade: secondary school, grade 4 in high school or technical high school

(in accordance with the core curriculum for history)

2. Subject: history, the scenario can also be used in classes such as Polish literature, ethics, classes with the form teacher and in classes with younger pupils

3. Subject: How does the character feel? The “Aviators” game in school education

4. Duration of classes: 3 lesson hours. Lesson 2.

The classes can be organized as a block or during three consecutive lesson units.

5. Grounds for selecting the subject:

The core curriculum for history in high school and technical high school, basic level:

XLVII:

2. characterizes stages of aggression and annexation of both totalitarian superpowers;

3. situates the groundbreaking events of the Second World War (political and military) in time and space;

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3. presents the examples of the heroism of Polish soldiers on the front line during the Second World War, including: the Battle of Narvik, the Battle of England, the Siege of Tobruk, the Battle of Monte Cassino, the Battle of the Falaise pocket, the Battle of Arnhem, the Battle of Kolberg, the Battle of Breda, and the Fall of Berlin;
4. analyzes the politics of superpowers with regard to Polish matters during the Second World War;

6. Grounds for applying technology: developing key competencies of the 21st century (4K), meaning soft skills and the interest of the youth in history classes taking ICT and activation methods into consideration

7. Overall objective of the lessons: presenting both figures and situation of Polish airmen and airwomen during the Second World War.

8. Specific objectives of classes

After the classes, the student:

- characterizes military equipment used by the game characters;
- knows figures of exemplary airmen and airwomen such as Anna Leska, Jadwiga Piłsudska, Jan Zumbach, Stanisław Skalski, Leszek Michał Owsiany, Lucjan Kretowicz, Włodzimierz Bernhardt, Stefan Bohanes;
- discusses a selected person;
- selects information available on the Internet;
- looks at the world from the perspective of historical figures, potentially taking accompanying emotions into consideration;
- develops the skill of asking questions.

9. Methods and forms of work

- individual work,
- working with a computer/video game,
- categorizing information/sticky notes.

10. Educational means

- the “Aviators” game,
- mobile phones with access to the Internet,
- sticky notes and markers.

11. Technological requirements

A computer with a projector or a multimedia board and mobile phones or tablets with access to the Internet.

12. Course of the lessons

Lesson 2.

1. Having welcomed the class and carried out organizational measures, the tutor recalls the objectives of the lesson and asks the pupils how they assess their knowledge of the characters they have drawn (on a scale from 1 to 10). Subsequently, they ask the participants to take their mobile phones and send the link to the “Aviators” game using any instant messaging application.
2. The teacher asks the students to write down their observations and doubts they have during the game and other questions that they would like to ask their characters in their notebooks.

3. Ten minutes before the end of the lesson, the teacher asks the pupils to stop playing the game and write down (on three sticky notes) the first associations, feelings and emotions accompanying the task.
4. The pupils group the notes into three categories:
 - (historical) knowledge,
 - technical issues,
 - emotions related to the game.
5. Homework:
Finish your game.

13. Method of evaluating the lessons

Sticky notes indicating the level of knowledge and emotions after the game.

14. Tips for teachers using this scenario

The person conducting the classes should play through the game themselves in advance to support decisions and technical problems that students may face.

15. Does the scenario relate to the Integrated Educational Platform? yes

18. Form of classes: in-class or online