

SimSafety lesson plan "Theft" Game Scenario

1. **Subject (in which this activity could be taught):** social studies, religion/ethics, English, mother tongue, free topic lesson, ICT
2. **Title of activity:** Theft
3. **Duration :** around 45 min
4. **Objectives / purpose of the activity:** moral lesson
5. **Learner profile:** 9+ years old
6. **Material resources :** players' roles and functions are explained in individual hints given to each player (also translated into native languages if need be)
7. **Methods :** collaborative gaming of players + plenum discussion
8. **Expected results (what the pupils will produce) :** better awareness of emotions of others, learning about moral and ethical codes
9. **Communication Language:** native language or English
10. **Actual Content of the activity:**

Stages of the activity	Teacher's / Parent's role	Pupil's / Student's role	Duration
1/instructive	Chaperon who informs players outside the game	Player of the mini game	10 min
2/playing the game	Player who participates in the game	Player of the mini game	20 - 25 min
3/after-game discussion	Chair lady/chairman of discussion	Participant of discussion	10 – 15 min

Instruction:

Each time a game player subscribes, she/he receives secretly some hints about what his role in this mini game is going to be. Adam and his friend Edith try to find out who stole Adam's furniture in his room of Habbo hotel. Belladonna, Charles, David and Freddie are the suspects.

The player is active in his role for 20 – 25 minutes until the time ends. After that the players vote about the action of Adam, Charles, David, Edith and Freddie. They have to make up their minds and to vote whether the action of each person was right or wrong.

Besides, if the thief is detected by Adam and/or Edith in the game, the players get extra points differently. (See Table 11: Scoring criteria).

Detailed Role description:**Teacher's / Parent's role**

Inform the players in the classroom or at home that more than one answer can be correct and that one player can claim higher scoring if he thinks he has been appointed unfair score, by stating their argument at the end of the round (either in written through the chat in SimSafety or orally by discussing it with their classmates).

Pupil's/Student's role

Role 1: Your name is **Adam**. Someone has stolen the table you had furnished your premises of Habbo hotel (<http://www.habbo.fi>). The furniture had cost you some money. According to the law it was a real theft even if the table was a virtual one. You know that the thief is among the other players of this mini game. You ask questions and try to find out who it was.

Role 2: Your name is **Charles** and you are the thief. Your friend Freddie told you about Adam's place in Habbo hotel and showed you how to log in. You visited the place and stole the furniture. You don't tell anybody the truth.

Role 3: You are **David**. Adam showed you his place in Habbo hotel, and you were also able to see his login keys. You did not visit Habbo hotel yourself but you told your friend Freddie about Adam's place and about the login keys. You tell this to everybody who asks.

Role 4: You are **Edith** and you don't know who the thief is. If asked you tell everybody that you have no idea who it was. You help Adam to find the person who is guilty of the theft. You ask other players and you tell Adam all that you find out about the case.

Role 5: You are **Freddie**. David told you about Adam's place in Habbo hotel and gave you the login keys he knew. You tried out Adam's place but you did not steal anything. Instead you told your friend Charles about the matter. If asked you tell this to everyone, but even if you think that Charles must have stolen the furniture you don't say it.

11. Scoring criteria:

The players get positive scoring for each correct answer (+ 5 points for every correct answer) and negative scoring for every wrong answer (- 5 points for every incorrect answer).

Thus, the game can result into a controversial situation, which may cause more discussion.

	Adam	Charles	David	Edith	Freddie
Acted Quite Right	+ 5 (correct)	- 5 (wrong)	- 5 (wrong)	+ 5 (correct)	-5 (wrong)
Acted Quite wrong	- 5 (wrong)	+ 5 (wrong)	+ 5 (correct)	- 5 (wrong)	+ 5(correct)

12. Extra school work / extra tasks: The mini game performed by pupils needs to be discussed in the classroom afterwards.

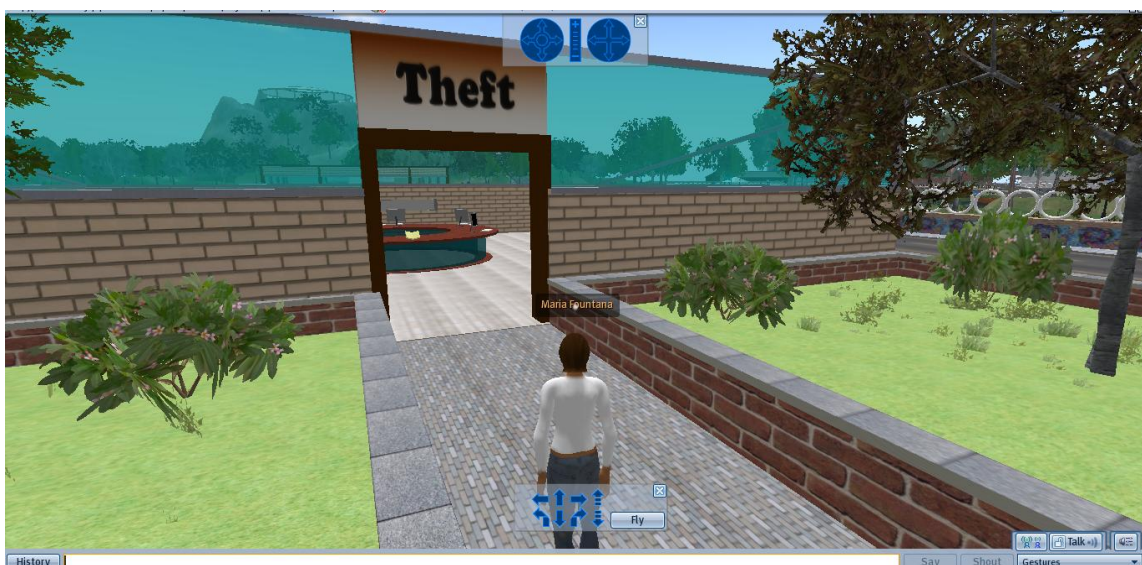
13. Some additional comments: The teacher should see that every pupil of the group has an opportunity to express his or her opinion. The teacher also informs the group that it is always possible to argue about the scoring criteria and that one player can claim higher scoring if he thinks he has been appointed unfair score, by stating their argument at the end of the round (either in written through the chat in SimSafety or orally by discussing it with their classmates).

14. Instructions for Playing the Mini-game

- Apply for the mini – game by visiting mini-game section area as shown in the following picture:



Picture 1: The "Theft" Game Area is situated inside the Mini Games Zone



Picture 2: The "Theft" Game Area on the outside

- Sign in to the registration book which is on the teacher's desk (just click on it with your mouse).



Picture 3: The game "registration book" in the centre of the table. You have to click on it to sign in.

- When **five players** have signed-in, you may start playing the game.
- Check your messages. You will receive instructions on your "secret" role in this game. You must act like it. Tell everybody your name and behave as described in your role



Picture 4: Check the chat inside the game. You will receive your "role" there.

Hint: If you would like to read again your "secret role" click on the "History button on the horizontal menu at the bottom of the screen and scroll up or down to find it and read it again.

- Discuss with other players until the time ends (check the timer). Then you have to vote.
- Each player votes by answering the quiz that will appear to each one of you at the end of the game.
- When voting, you have to decide for each player whether he/she has dealt with the situation in a quite positive or in a quite negative way.

- When the voting ends, you will see your score and you can discuss it in the classroom with your teacher and the other pupils
- Visit also the Hall of fame in the SimSafety site (<http://simsafety-avatar.cti.gr/>) to check how other players have scored.