

LEARNING DESIGNER TOOL
***”THE SEVEN WONDERS OF THE
ANCIENT WORLD”***
A GAMIFIED LESSON PLAN

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LEARNING DESIGNER – ”THE SEVEN WONDERS OF THE ANCIENT WORLD”

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Learning Designer is a free online learning design tool which helps teachers to design lesson plans. With the help of this online tool, teachers can plan and assist their students' learning by taking a visually structured approach to learning design. You can choose the kind of learning activity, length, size of the group, presence of the teacher, whether the session will be online or synchronous, and whether to attach resources as you plan each step of the process. The *Analysis tab* tracks the "designed time" in addition to pie and bar charts that illustrate the type of learning experience you are creating.

Teachers have the possibility to create original designs or modify others that are found in a library. The Browser screen groups existing designs based on project requirements, topic area, education sector, and pedagogical approach. A keyword search is another option. A design that you choose and "turn editing on" gives you the ability to modify and customize it; it is then saved in "My designs." Once your design is drafted, you can publish it by putting it in 'My designs public space,' send a colleague the URL, or export it to Word so that you can share it with classmates and coworkers.

Here is an original design/lesson plan made using ***Learning Designer*** tool:

<https://v.gd/X0h4KX>

The screenshot displays the Learning Designer interface for a lesson plan titled "Lesson Plan - A Gamified Lesson". The interface includes a navigation bar with "Start", "Browser", and "Designer" options. The main content area is divided into several sections:

- Timeline:** Analysis
- Name:** Lesson Plan - A Gamified Lesson
- Topic:** The 7 Wonders of the Ancient World
- Learning time:** 1 hour and 40 minutes
- Designed time:** 1 hour and 10 minutes
- Size of class:** 25
- Description:** This is an English lesson based on a chapter in Enterprise Pl...
- Mode of delivery:** Classroom-based
- Aims:** - to create interest in the topic of ancient civilizations
- Outcomes:** Knowledge, Comprehension, Application
- Editor:** marcyua

A pie chart is visible on the right side of the interface, showing a distribution of learning experiences. Below the main content area, there are three activity cards:

- Lead-in activity:** Discuss (7/25). Teacher informs students that the lesson will be in the form of a contest, with diplomas and prizes at the end. Teacher explains students that like in a game, they will have to pass different levels and they will have the possibility to acquire different bonuses. Teacher presents to students the topic of the new lesson - the 7 Wonders of the Ancient World. Students will be shown suggestive pictures and they will be asked to recognize the wonders, to make predictions about their location, their purpose, their present status etc. Teacher is ready to intervene with inquiries such as: 1. What is the name of the wonder? 2. What century was it built? 3. Does it
- Presenting a film about the 7 Wonders of the Ancient World:** Read Watch Listen (13/25). T presents to students a short film about the 7 Wonders of the Ancient World. While watching students have to complete a task, i.e. to work on a worksheet. Students will have to fill in the appropriate missing information. Teacher announces students that the students who will manage to fill in all the gaps will earn a special badge that will give them the possibility to be the leader of a group and to choose their group mates for the next level of the lesson.
- Our wonderful project - a Wonder of the Ancie:** Collaborate (30/25). After organizing the groups according to the previous activity students are asked to collaborative presentation of one of the 7 w ancient world. The members of the group h chance to choose their role in the group, ac the different difficulty levels. They will use Education Edition Game to design a replica Ancient Wonders of the world. They will also prepare a catchy presentation of the wonde information, interesting details, curiosities, e will be able to choose their strategies in ord their task.