**Script: “Connection Game - Part 2”**

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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:***

Type of activity: Project set-up

Class organisation: Groups

Actions/Tasks: Students continue setting up their games. They also continue making the design, whose effectiveness they must verify.

***2nd Activity:***

Type of activity: Writing a report

Class organisation: In groups

Actions/Tasks: Students write a report with relevant information about the game/project.

Students should include diagrams, images, drawings, list of materials, etc.

This needs to be included on the cover: title, names of participants and company name.

The introduction has to be a brief summary of the project.

Students must explain the design and functionaning of the game, the realised connections, etc. They must make sure it works properly.

Students should also include photos of the final product, the list of materials used, the budget (the money needed to create the game) and its final price, an analysis with potential improvements for the game and conclusions (whether it is a fun and entertaining project).

**2nd teaching period**

***3rd Activity:***

Type of activity: Reports submission and presentations

Class organisation: In groups

Actions/Tasks: Students hand in the report for correction. Each team also presents the most relevant aspects of their project to the fictional Marketing Department.

***4th Activity:***

Type of activity: Assessment

Actions/Tasks: The completed learning process is assessed. Once all presentations have been made, students will try to extrapolate what they have learnt. They will have to raise awareness on the need for the use and proper management of the different technologies used. Self-assessment and co-assessment will take place at this stage with the rubric available in the supporting materials.