

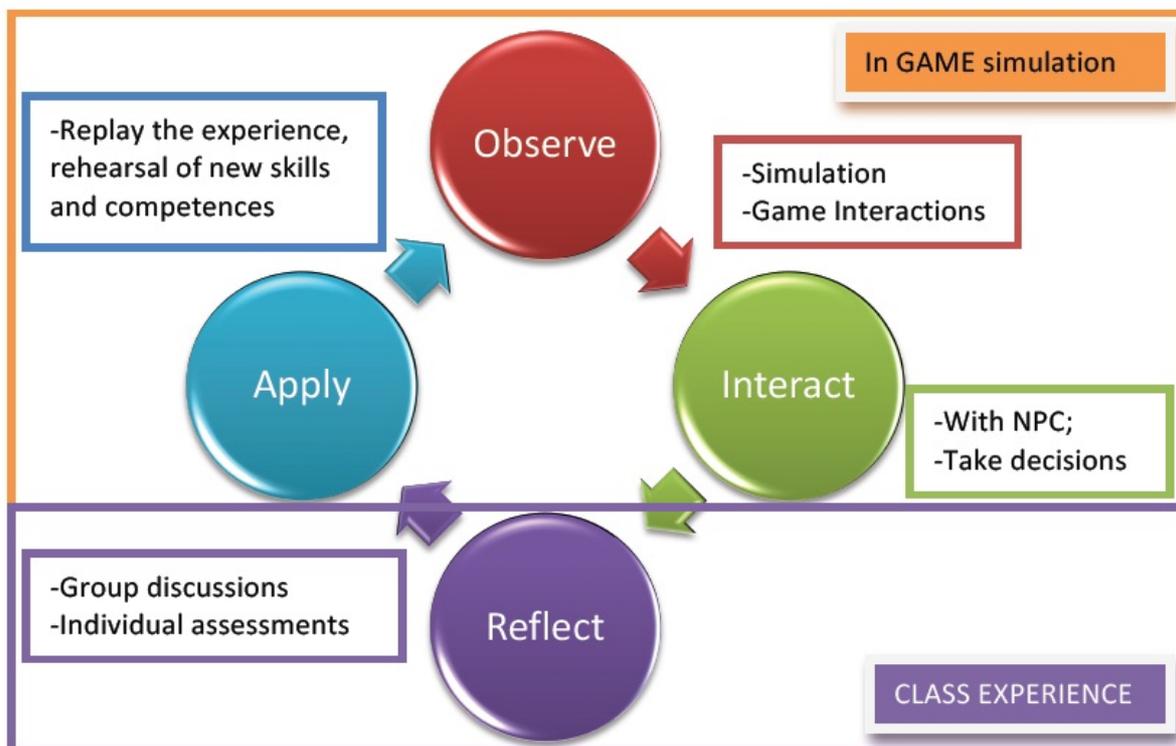
## Pedagogic Guide

### Abstract

The Simulated Practice Game aims to

- introduce learners to a range of some of the critical approaches within the nursery/child care environment
- enable learners to acquire critical skills of description, analysis and evaluation through critical reflection
- enable learners to acquire skills in collaborative communication, autonomous learning, structured discussion and information technology.

The Pedagogic Guide document defines a learning model based on two main educational approaches: active learning (knowledge acquisition based on hands-on experiences), and learning-by-reflecting (group discussions and reflection on individual assessment, obtained scores of the game). To emphasize on the fact that learners are active during the simulated practice, the stages of the learning cycle are expressed by verbs in the figure below.



### **Observe**

Within the immersive 3D game learners have the opportunity to observe the relations between the settings, the vulnerable person, the actions of the players and the NPCs. There are built-in tools for recording.

### **Interact**

Learners are also immersed in communicating verbally and non-verbally with players and the NPCs applying what they have acquired while taking in (observing) the environment. They may also interact with their trainers and ask them for help or consider their feedback in order to achieve better results in the game.

***Reflect***

Then the experiences of observing and interacting within and outside the game scenarios are reflected on, conclusions regarding own performance as well as acceptable/unacceptable behaviours, successful/unsuccessful or desirable/undesirable interaction with vulnerable people are drawn. Reflections are registered in the provided reflective journal space and are shared with trainer(s). Then, all these comments can be collected and further class discussions can be organized, using additional materials, case studies, best practices guidelines and videos.

***Apply***

The above--defined conclusions are applied in new game scenarios, next game levels, knowledge objects such as tests, quizzes, etc., finally leading to acquiring the desired professional competences in a safe yet realistic environment.