



Step 4 – Propose learning outcome/s that the ‘player’ would achieve through engagement with the app/website/game. Refer to the motivations as the basis. List as many as think fit.

- What learning outcome/s do you wish for the player to achieve?

Step 5 – What would be the Objectives and Tasks the player would undertake?

To be able to meet the learning outcome/s there must be clear, logical goal based tasks.

- Please list these as **Objectives** for the player to achieve and the **Tasks** that would need to be undertaken.

a) List Objectives:

b) List the Tasks required to meet the Objectives:

Step 6 – Propose simple narrative/s that address **steps 1-5**.

A narrative has a beginning, middle and end.

- The end of the narrative is the goal to be achieved and should support the Learning Outcome/s.
- The beginning and middle should set the scene and provide the space to house the Objectives and the Tasks

Narrative 1 –

Beginning:

Middle:

End:

Narrative 2 –

Beginning:

Middle:

End: