The structure of a "Scenario"

1. **Title** of the scenario.
2. **Identity of the scenario**

    - **Writer (s).** The names of the members of each group are listed here.
    - **Cognitive area (of mathematics):** such areas as Algebra, Geometry, Statistics and Probabilities.
    - **Subject (s)**. Describe the topic (s) related to the mathematical concepts that are involved in the activity.

3. **Activity's rationale.**

    - **Innovations**. Briefly outline **the idea** behind the scenario and the innovations which are involved in.
    - **Added pedagogical value.** Scenario should highlight specific tasks that couldn't be implemented with conventional representitive tools and at the same time can expand the user's cognitive area. This is the pedagogical added value.
    - **Cognitive- didactic problems** related to the study of a particular mathematical concept with references to existing research on this concept (e.g. results of mathematical didactics research). Here you can also refer to the theoretical context (s) on which the scenario is based.

4. **Framework for the implementation.**

    - **Target audience.** Describe the age or the grade of the students to whom the activity is referred.
    - **Completion time.** How many hours you need so that scenario will be completed.
    - **Implementation area.** Describe where pupils will work, entirely in their classrooms or elsewhere such as in an ICT lab.
    - **Prerequisite knowledge of students.** It describes the required background for students to be able to carry out the proposed tasks of the scenario in order the learning process to be taken place**.**
    - **Auxiliary materials and tools required.** Describe materials and the tools that are required such as geometrical instruments, worksheets etc
    - **Social orchestration.** Describe how pupils will work, in groups or individually, and the roles of teachers and pupils.
    - **Aim of the activity**. Refer the specific aims of each task of the activity.

5. **Analysis of the activity.** In this section describe in detail the process of the activity's implement through the presentation of each part of these tasks involved in

scenario and in parallel with the analysis of the expected teaching and learning path. It will be incorporated, that is, here:

- Flow of the activities: Describe the individual activities, their flow, and the reasons for the proposed set up.

- Tools: Describe the tools of the proposed software as well as their relevance to the development of learning.

-   Sources: Describe the sources that are not Describe the resources proposed to be used and do not belong to the proposed software.

-   Reference to the role and the social orchestration of the classroom: You should clarify how all these engage and interact during the activity.

  - students
  - teachers
  - technological tools

6. **Extension of the activity**. Proposals for further extension of the scenario.

7. **Bibliography.** Here you will put your references.