

UDA – Crime Stories in CoSpaces: indagine scientifica in inglese

Classe: 1^a Scienze Applicate

Durata: 12 ore circa

Discipline coinvolte: Matematica/Informatica – Inglese – Fisica

1. Competenze chiave europee

- Competenza digitale
- Competenza multilinguistica
- Competenza matematica, scientifica e tecnologica
- Creatività e problem solving
- Competenza personale e sociale

2. Traguardi di competenza disciplinari

Inglese

- Produzione di dialoghi narrativi in inglese con lessico specifico.
- Uso corretto di past simple e past continuous.

Matematica/Informatica

- Utilizzo di CoSpaces per modellazione e animazione.
- Applicazione di logica e coding.

Fisica

- Applicazione di semplici principi fisici per un indizio risolutivo.

3. Compito di realtà

Creare una crime story interattiva in CoSpaces con dialoghi in inglese e un indizio scientifico coerente.

4. Articolazione dell'UDA

Fase 1 – Introduzione (1 ora)

Presentazione degli scenari e revisione del crime vocabulary.

Fase 2 – Preparazione teorica (2 ore)

Il docente di fisica fornirà materiali specifici.

Fase 3 – Storyboard e sceneggiatura (2-3 ore)

Scrittura dialoghi e definizione del physics clue.

Fase 4 – Creazione in CoSpaces (4-6 ore)

Modellazione, animazioni, coding, registrazioni vocali.

5. Griglia di valutazione

	Livello 1 - Base	Livello 2 - Intermedio	Livello 3 - Avanzato	Livello 4 - Eccellente
CoSpaces – Creazione digitale	Scena semplice, errori.	Scena completa con problemi.	Buona modellazione e animazioni.	Progetto ricco e fluido.
Struttura narrativa	Narrazione confusa.	Narrazione comprensibile.	Storia ben costruita.	Racconto creativo e coinvolgente.
Inglese	Dialoghi minimi, errori.	Lessico adeguato.	Dialoghi corretti e vari.	Inglese ricco e naturale.
Fisica – indizio	Indizio poco corretto.	Indizio semplice.	Buon indizio integrato.	Indizio originale e rigoroso.
Collaborazione	Scarsa partecipazione.	Collaborazione alterna.	Buona cooperazione.	Ottimo lavoro di team.

Crime stories – CoSpaces Project

In this project, you will create an animated crime story in CoSpaces. Your story must include English dialogues and one physics riddle that helps solve the case.

Work in groups. Each group will receive a crime scenario to develop.

Instructions

Your story must include:

- A clear beginning, crime scene, clues, problem, and solution
- Animation with English dialogues (with your recorded voice). Make sure you use as many words/expressions connected with crime and investigating as you can. Also use past simple/past continuous.
- **Introduce scientific reasoning to support the case solution**
- Creativity and teamwork!



Group 1 – Robbery

Crime: A precious stone is stolen from a science fair at school. The glass display case containing the stone was broken.

Setting: The school gym during the exhibition.

Objects: Alarm, glass display case, security camera, hammer

Characters: student, thief, detective (+ other ones if you like)

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Group 2 – Arson

Crime: A fire destroyed the science lab. Was it an accident or sabotage?

Setting: Physics lab after hours.

Objects: Candle, alcohol bottle, wires, matches.

Characters: Lab assistant, teacher, student (+ other ones if you like).

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Group 3 - smuggling

Crime: Someone is smuggling illegal materials into the country by hiding them inside gold bars deposited in a bank.

Setting: Bank vault during a routine inspection

Objects: gold bars, sealed boxes, magnets, scale.

Characters: bank manager, security guard, customs officer, smuggler (+ other ones if you like).

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Group 4 – Burglary

Crime: A thief broke into the principal's office.

Setting: School corridor at night.

Objects: window, footprints, safe, surveillance camera.

Characters: Janitor, teacher, detective, burglar (+ other ones if you like).

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Group 5 – Cybercrime

Crime: A hacker has stolen exam answers.

Setting: Computer lab.

Objects: Computers, password list, USB stick.

Characters: Hacker, student, principal, IT technician (+ other ones if you like).