



Lesson plan

Sugar Vita	
Made by	Summa College
Starting point, why do we do this? <i>Learning goals/targets</i>	Targets: - The student is able to test and improve his knowledge about diabetes. - The student is able to make a personal profile to use the app SugarVita. - The student is able to tell about how to guide a patient to use SugarVita and how it can be of use to improve the lifestyle of a diabetic. - The student can perform a presentation about several subjects concerning diabetics.
Learning environment (school, work placement, company)	School
Who is involved (students/teachers/clients...)	Students and 1 teacher
Preparations, instructions to the students	Preface The SugarVita app is not available in English yet, but will be. The game is set up very visual [picto's/symbols] – and therefore easy to understand and use. The theme Students may have had some lessons about diabetics. These lessons aim to go beyond that basic information. The patient is the central person – and needs to understand diabetics better to improve his lifestyle. The theme can be divided into several subjects; anatomy, physiology, pathology, lifestyle, nutrition, fluids/drinks, medication. Theory about how to guide a patient to a more healthy life is also needed. Use a method that fits the students, and tell your students how difficult it can be to change thinking and lifestyle in daily life!
Duration/schedule	You can divide the lessons into 5 meetings of 1.5 hour; Lesson 1: - Activate starter knowledge: 'pimpampet', diabetes central word https://activeerjeles.nl/werkvormen/pim-pam-pet - Inventory initial knowledge and experience of the group - Discuss the goals of the lessons. Talk about experiences of the students with diabetics. - You can instruct the students to find films about DM about 'life as a diabetic' on YouTube- for visual formation. Lesson 2



Lesson plan

	- Game SugarVita with assignment - formulate learning questions – themes during playing the game; anatomy / physiology / pathology / lifestyle / nutrition / fluids / medication / ... - Form groups of 4-5 student per tablet and let them play de game. Start with the profiles. - Give the students time to find information, make contact to an expert. Lesson 3 and 4 Make short films [or other presentation] per theme, criteria are; research on your subject, storyboard, involve extern experts, then film and edit, hereafter presenting and judging each other. Make arrangements how to process the feedback. https://activeerjeles.nl/werkvormen/de-expert-aan-hetwoord https://activeerjeles.nl/werkvormen/het-klokhuis-3 Lesson 5 Reflection, use the route map https://activeerjeles.nl/werkvormen/routekaart Extra VR pancreatic and scenario learning, case DM with various interventions, including the SV game
Description of the learning process, what kind of welfare technology is involved	Learning by playing. Searching for additional information. Learning how to use a game to inform and guide a patient with diabetes.
Evaluation plan of the module, how do we evaluate the module	Reflective discussion, proces and product of the lessons.
Anticipated benefit to the client, student, working life	Benefits - Client: Clients get professional guidance, and practival advices while playing a game – based on their own profile. - Student: Knowledge, skills and self confidence about diabetics and how to guide a diabetic patient towards a more healty life. - Working life: As future working force the students are change agents, and can inspire colleagues.
Teaching materials	