





**Scenario Card 1: Introduction to Programming**

**Activity:** Students are given a textbook chapter to read about different data types (integers, strings). Following the reading, they complete a worksheet with multiple-choice questions defining each data type and identifying examples. For homework, they write short definitions of each data type in their own words.

**Think about:** What aspects of authentic learning are missing here? How could this scenario be made more engaging and relevant?

**Scenario Card 2: Web Development**

**Activity:** Students are tasked with creating a personal portfolio website. The teacher provides them with a detailed step-by-step guide on the structure, design elements, and coding syntax required. Students follow the guide to build their individual websites, which are then graded based on adherence to the provided specifications.

**Think about:** Which authentic learning principles are present to some extent? How could this task be made even more authentic and engaging?

**Scenario Card 3: Database Management**

**Activity:** The teacher lectures on the concepts of database normalisation. Students then work through a series of de-normalisation exercises provided in a handout, applying the rules to decompose tables. Their understanding is assessed through a quiz with similar de-normalisation problems.

**Think about:** What real-world context could be introduced to make this learning more meaningful? How could students actively use these concepts?

**Scenario Card 4: Cybersecurity**

**Activity:** Students learn about common types of cyberattacks (e.g., phishing, malware). They are then asked to write an essay describing three different attack methods, explaining how they work and how individuals can protect themselves. The essays are graded based on accuracy and completeness.

**Think about:** How could students engage more actively with this topic beyond writing an essay? What real-world experiences or simulations could be incorporated?