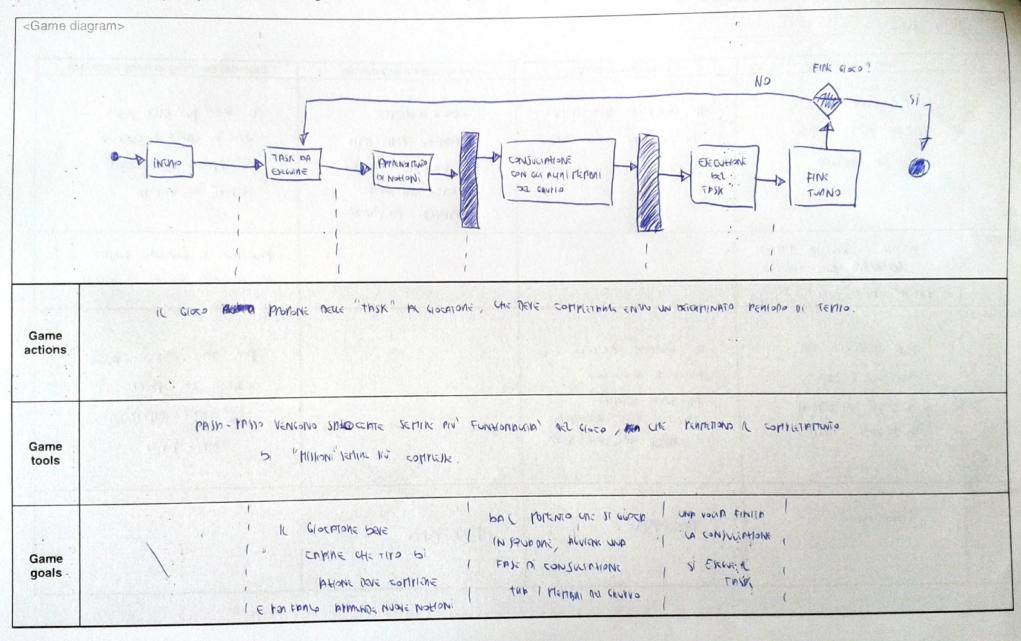
## SGADM Game Analysis | Part I - Activities map

Game: MARKET PLACE

ТооІ	Motives	Subject		Activity
MARKEIRGALE	PER IMPRIME COTE  FUNHANDE COPE SI  CESTISCE UN'IMPRESA  (N MANIEND "ATTUA"	PERSONE CIR VOCYONO IMPRICATE STRUBBLER LESTE FURLIAND UN IMPRESA E MAGGINI PENSONO DI PININK	CHANGO UN' AHENDA	Gaming activity
MANKET PLACE	AUBNIT IL GIOCO DEVE APTRICNORIR NETENDINATI CONTENDA FONNITI OPMONORIANO.		AL CISCHTONE VIENE UTIESTO  BI CONTRETANT GUIDHIA  IN MANICHA GUIDHIA	Learning activity
LIMMET DANCE	COST TO STATE OF THE STATE OF T		The MOREONI PROJECTATION  THE MOREONI PROJECTION TO THE STANDING FORMISCE WAS GUIDED TO THE STANDING TO THE ST	Internal teaching activity
	Ren Spiecene Hecks Accini Conecti che Themi Su" chinin" niphanellihas thomps hathali	PROFESIONI O COMMUNIC PENJONE CHE INSERVINO GENTONE DI MANGINE	IL GISCO PUO' EIRME MOJODIANI'  51 APPOLLO PO UN CONJODI  GETIONE DELL'IMINEJA	External teaching activity (optional)

## SGADM Game Analysis | Part II - Game diagram and actions/ tools/ goals table



Internal Teaching goals	Internal Teaching tools	Internal Teaching actions	Learning	Learning Tools	Learning Actions
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External Teaching goals	External Teaching tools	External Teaching actions
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goals	Internal	Internal Teaching tools	Internal Teaching actions	Learning Goals	Learning Tools	Learning Actions	Game goals
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External Teaching actions	•					
External Teaching tools	110	Contraction of State			BOARD BOARD	
External Teaching goals			per etre o per ento	An ivery		