

Template for sharing of ideas, activities, and materials between European teachers



EDUCATION
OUT OF THE BOX

| | |
|-----------------------------|----------------|
| Title | Geography game |
| Learners' age | From 3 |
| Approximate duration | 20 min |

| | | | | |
|---|---|---|-----------------------------------|---|
| Subject (please check X) | | | | |
| <input type="checkbox"/> mother language | <input type="checkbox"/> art and culture | <input type="checkbox"/> +mathematics | <input type="checkbox"/> sciences | <input type="checkbox"/> technology |
| <input type="checkbox"/> philosophy/religions | <input type="checkbox"/> history | <input checked="" type="checkbox"/> geography | <input type="checkbox"/> music | <input type="checkbox"/> physical education |
| <input type="checkbox"/> ICT : | <input type="checkbox"/> other : literacy | | | |

| | |
|----------------------------|---|
| Learning objectives | Working on retrieval memory Geography skills Learning many well-known places |
|----------------------------|---|

| 21st century skills that activity will improve | |
|---|---|
| <i>Life competence</i> | <i>Digital competence</i> |
| <input type="checkbox"/> Personal self-regulation flexibility wellbeing | <input type="checkbox"/> Information and media literacy understand the content in digital environment create and adapt a search access to digital information and navigate between them |
| <input type="checkbox"/> Social empathy communication collaboration | <input type="checkbox"/> Communication and collaborative learning interact through a variety of digital technologies be aware of behavioural norms share digital content with others protect one's own reputation |
| <input checked="" type="checkbox"/> Learning to learn growth mindset critical thinking managing learning | <input checked="" type="checkbox"/> Digital content use and creation use digital technologies to visualize and understand concepts create, modify or edit digital content in different formats plan and develop a sequence of understandable instructions (code) |
| <input type="checkbox"/> Creativity curiosity open-Mindedness imagination problem solving | <input type="checkbox"/> Responsible use protect devices and understand risks and threats understand safety and security measures |

| What would you like to share? | | |
|---|--|---|
| <input type="checkbox"/> classroom activity | <input type="checkbox"/> online activity | <input type="checkbox"/> outdoor activity |
| <input checked="" type="checkbox"/> in-school activity <input type="checkbox"/> teacher guidance <input type="checkbox"/> autonomous | <input checked="" type="checkbox"/> at home activity <input type="checkbox"/> parental guidance <input type="checkbox"/> autonomous | |
| <input type="checkbox"/> video | <input type="checkbox"/> information document | |
| digital game for children | <input type="checkbox"/> powerpoint presentation | |
| other : | | |

| Resources required | |
|---------------------------|-----|
| Human | yes |

| | |
|----------|--|
| Material | Take a digital map of the world and use cards of specific places with pictures of the places of the world (Eiffel tower (Paris), Great wall of china(Beijing), Machu picchu(Peru), colosseum(Rome) etc. |
| Digital | yes |

If you are sharing an activity, please also complete the following:

Description/instructions of the activity/activities

Please describe here the activity/activities you want to share, in as much detail as possible.

At home, gather the material. On the online game, the child will need to put a point on the map with the name of the town. He will then send it to the teacher. He

Evaluation of the activity/activities

If an activity evaluation is planned in your process, please add it here. This evaluation can relate to the achievements of the activity or the experience of the activity.

The evaluation will be the same exercise where he will have to remember the location. Evaluation with a set of 20 cards but have more and only choose 20 cards for the evaluation.