



YoungArchers

Game A

Guess the Building



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Disclaimer

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Title of the game A: Guess the building

Description

- This game is related to a documented selection of 8 heritage buildings across all participating cities, 2 buildings in each city.
- Players will be introduced to these buildings by their teachers prior to this game. The information relating to each building can be found on [each city's walks pages on the Young Archers' website](#).
- Players will be offered a set of characteristics for each building, such as:
 - A picture of the building
 - The name of the building
 - The city of the building
 - The year of construction
 - The use of the building
 - The architectural style of the building
- Players will be asked to assemble the different characteristics that are related to each other (city, year, use and style will each be presented as a puzzle piece) to then identify the building (name and picture) these characteristics are pointing to.
- Players can play this game in English, French, Greek or Spanish.

Learning Objectives

- Identify the architectural style of the different selected buildings.
- Differentiate the different architectural styles.

Related curricular subject(s)

- History



- Geography
- Math
- Arts
- Language

Age of students

- 8 and above

Duration (indicative)

- Depending on the number of buildings, it is estimated that the activity can last from 10 to 40 minutes.

Level of difficulty

- Depending on the number of buildings, the game can be easy to intermediate.

Method

- Brainstorming and cooperative learning.
- Hands on activity
- Experiential learning

Instructions and preparatory actions for teachers

- Printing the elements of the game and preparing the puzzle.
- Introducing the students to the 8 buildings included in this game, via the audio guides of [each city's walks on the Young ArcHers' website](#). This can be done prior or during the game.



- Teachers are free to present the game using all 8 buildings, or less. Teachers can follow the concept of the game and add new buildings as well.
- This game can be played once, or over several rounds.
- This game can be played individually or as a group activity.
- This game can be played collaboratively or competitively.

Instructions and preparatory actions for students

- Learning, reading, researching about the buildings in this game, as well as listening to the audio guides for each of the 8 buildings in this game.

Step by step description of the tasks

- Teachers will prepare the game by printing the elements relating to this game (see Game A printable elements in PDF format).
- Teachers will introduce their students to the buildings before the game starts. Students can also have access to the audio guides on each building during the game.
- Students will be given 4 puzzle pieces per building, in addition to a picture and a name per building.

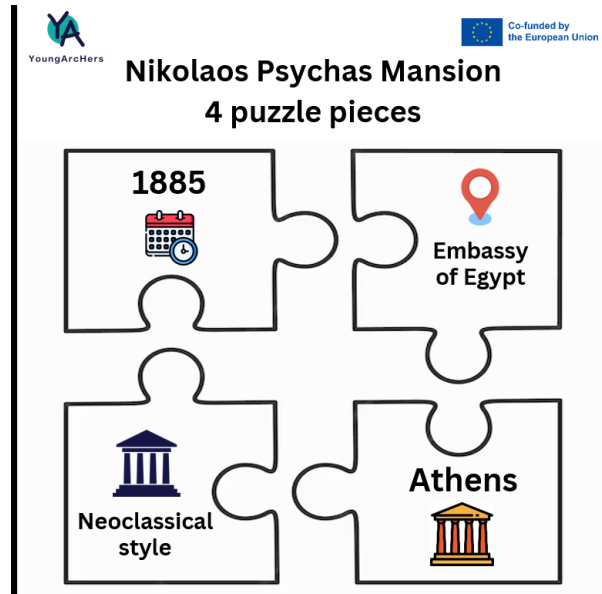


Figure 1: Puzzle pieces with different elements



Figure 2: Image of building to match with the puzzle

- All the puzzle pieces from the different buildings will be mixed together.
- Each puzzle piece has a characteristic related to the building (city, year, use and style). Students will match the correct elements together.



- Then students will match these 4 puzzle pieces with the picture and name of the building.

Digital Tools (if applicable)

- [Audio guides for each city's walks on the Young Archers' website](#)
- A text only version with all the characteristics relating to each building for screen reader users.

Other materials needed (if applicable)

- Paper
- Printer
- Scissors
- To make the activity tactile: thermoforming printing device

Advice for accessibility and inclusion

- For visually impaired teachers or students, the puzzle pieces can be made tactile using thermoforming printing. This method allows printed graphs and illustrations to become tactile using a machine that heats the ink on the paper and swells it, thus making the content on the page tactile. The written content of the puzzles can also be printed in braille for a fully accessible experience.
 - [How to print a tactile graphic on swell paper - Tactile Images \(YouTube\)](#)
- An online text only version is provided for this game for screen reader users, so they can have access to all the information in the game in a list format, to encourage their swift participation in the guessing game.
- Teachers familiarise themselves with concepts related to the importance of inclusive and accessible education.



- Ensure that all students contribute to the game in ways they can best express themselves, either orally, in writing or through drawing.
- Provide the assistance of a special education teacher where necessary.

Evaluation and feedback

- As part of the assessment, the teacher ensures that each of the students in the classroom contributes at least once to the game and the general discussion.
- Teachers can ask for feedback from students on the activity via an evaluation form (in online or offline format)

Resources

- Mathieu Muratet, Arneton MéliSSa, Anne Vanbrugghe, Véronique Geffroy, Marie-Hélène Ferrand, et al.. A propos de la création d'un Escape Game à partir d'une coquille de jeu sérieux numérique accessible. 6ème Colloque International Game Evolution CIGE 2022, May 2022, en ligne, France.
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