



YoungArchers

Game B

Create your walk



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## Disclaimer

The YoungArchHers project is co-financed by the ERASMUS+ program of the European Union and will be implemented from January 2022 to January 2024. Its publications reflect the views of the authors, and the European Commission cannot be held responsible for any use that may be made of the information contained therein (Project code: 2021-1-FR01-KA220-SCH-000034341).



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## Title of the game B: Create your walk

### Description

- This game is related to the buildings in [each city's walks on the Young Archers' website](#).
- Students will select and arrange the buildings to create their Young Archers' city and walk.
- Students can present their city to their class and explain their choices.
- These walks can be done with full creative freedom given to the students, or under a specific theme such as a period, an architectural style, sustainability...etc, depending on the learning objectives of the class.

### Learning Objectives

- Apply creative skills with respect to urban/cultural interventions.
- Discuss the cultural value in relation to urban/cultural interventions.
- Reflect about a sustainable city in the future.

### Related curricular subject(s)

- History
- Geography
- Language
- Science
- Arts

### Age of students

- 7 and above

### Duration (indicative)

- 90 minutes



## Level of difficulty

- Intermediate

## Method

- ICT
- Collaborative learning
- Project based learning
- Problem solving
- CLIL method

## Instructions and preparatory actions for teachers

- Teachers will print the provided poster of the Young Archers' city walk along with this document (see Game B printable elements in PDF format and the PowerPoint version).
- This game can be played individually or as a group activity. There can be 1 poster per student or per group.
- This game can also be played online, by creating a PowerPoint presentation of the walk (PowerPoint template is provided)
- Introducing the students to the buildings in the 4 participating cities 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 decide on the buildings presented to the students to select from to create their walks.
- Teachers can choose to present buildings from 1 or all 4 cities, they can also present a selection of buildings based on a theme or an architectural style...etc.



- Teachers can add (or encourage their students to add) external buildings from the school's neighborhood for example.
- Teachers will print the pictures of the buildings students can choose from.

## **Instructions and preparatory actions for students**

- Learning, reading, researching about the buildings in the 4 cities, as well as listening to the audio guides for their buildings.
- Students can research their neighbourhood for buildings to add to the walk.
- Instructions given to the students on the poster used for the game:
  - *Choose 6 buildings from different cities.*
  - *You can use this poster to put each building on a sticky note!*
  - *Present your walk to your friends:*
    - *Tell them the names of the buildings.*
    - *Specify when each building was built.*
    - *Let them know which architectural styles are in your walk.*
    - *Explain the use of each building.*
  - *Explain why you chose these buildings to create your walk.*

## **Step by step description of the tasks**

- This game can be played several times under different themes for the walks depending on the learning objectives of the class.
- Teachers will select buildings from the Young Archer's walks. As mentioned above, teachers are free in this selection, however it is advised to present 8 to 15 buildings from different cities.
- Teachers can use the audio guides to present the buildings.
- Teachers can encourage students to expand the buildings list with additional buildings they are familiar with from their neighbourhood.



- Students will choose 6 buildings to include in their city/walk.
- Students will be provided with the Young Archer's walk poster (or PowerPoint presentation) to fill with the information relating to each building they selected.
- Teachers will explain the game and read the instructions on the poster. They will inform the students if there is a theme to follow for their walks and encourage them to be creative.
- Students will choose their buildings, fill in the information (name, style, use and why they chose it) to prepare their presentation and add a picture of it.
  - Younger students can solely add the pictures and the names of the buildings.
- At the end, each student or group of students will present their walks and explain their choices.

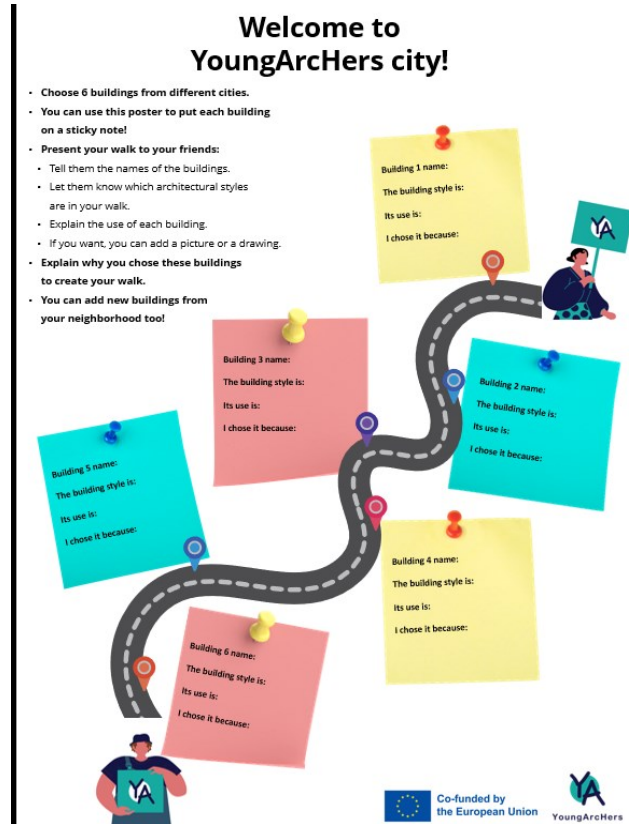


Figure 1: Poster of the walk to be filled by students

## Digital Tools (if applicable)

- [Audio guides for each city's walks on the Young ArchHers' website](#)
- PowerPoint or any equivalent online presentation tool

## Other materials needed (if applicable)

- Paper
- Printer

## Advice for accessibility and inclusion

- For students with visual impairments, it is important for teachers to describe the building's visuals since it's an element that can determine their choices for the walks.





- For students preferring to work using digital tools, in case of any mobility or visual disabilities, a PowerPoint presentation version of the game is provided to create the walk by filling the information and then presenting it (since the PDF poster version is not accessible for screen readers).
- Teachers familiarise themselves with concepts related to the importance of inclusive and accessible education.
- Ensure that all students contribute to the discussion 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

- *European Heritage Strategy for the 21st Century*. (2017). Council of Europe. Retrieved February 28, 2023, from <https://www.coe.int/en/web/culture-and-heritage/strategy-21>
- *Growing Up with a Disability*. (2020, August 26). AMI. Retrieved February 28, 2023, from <https://www.ami.ca/category/you-cant-ask/media/growing-up-a-disability>