



YoungArchers

Game D

Make a postcard



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Disclaimer

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Content

Disclaimer	2
Title of the game D: Make a postcard	4
Description	4
Learning Objectives	4
Related curricular subject(s)	4
Age of students	5
Duration (indicative)	5
Level of difficulty	5
Method	5
Instructions and preparatory actions for teachers	5
Instructions and preparatory actions for students	6
Step by step description of the tasks	6
Digital Tools (if applicable)	6
Other materials needed (if applicable)	6
Advice for accessibility and inclusion	7
Evaluation and feedback	8
Resources	8



Title of the game D: Make a postcard

Description

- This game is related to the creation of a postcard about the architectural heritage and architectural style of 2 buildings per participating city.
- The teachers will download and print the graphic elements of the postcard, the building images, characteristics of the building, kids/characters, icons for different building styles.
- The teachers have the option to use the graphic elements electronically for the students to create a digital postcard.
- Teachers will explain the activity and encourage students to be creative.
- The items provided will be optional. The teachers and students can add more images based on their preferences.
- The game is wordless and transferable to students from different nationalities.

Learning Objectives

- Develop creative skills in relation to architectural heritage
- Discuss active citizenship in relation to architectural heritage
- Reflect on the impact of the postcards in regards to their addresses.

Related curricular subject(s)

- Art
- History
- Geography



Age of students

- 6 and above

Duration (indicative)

- 45 minutes

Level of difficulty

- Easy

Method

- Collaborative learning
- Hands-on learning
- Learning through the arts and creative learning

Instructions and preparatory actions for teachers

- Teachers will decide if the creative activity will be done in print or digital format.
 - If in digital format: create the postcard on a digital tool by copy-pasting the graphic elements.
 - If in print format: create the postcard on paper using the collage method.
- If there are visually impaired teachers or students participating in this game, the graphic elements can be presented in a tactile format using the thermoforming printing method. See the “Advice for accessibility and inclusion” section for more information.



Instructions and preparatory actions for students

- Create your own postcard by using the materials provided to you in printed version, or by drawing your own postcard. You can also choose to do it digitally.

Step by step description of the tasks

- Printing the elements of the game (if in print format)
- Set up the computer (if in digital format). Prior to the game, the teacher can explain how to use the preferred digital tool
- The game can be played individually or in groups for accessibility purposes. If in groups, the teacher divides the students into groups of 2 or 3 students.
- The student or group of students will work together to create a collage
- The teacher can allocate tasks each student: 1 will choose the image, 1 will do the collage, and 1 will write a small text about the building
- The student or the group of students can present their postcard to the rest of the class.

Digital Tools (if applicable)

- Canva
- PowerPoint
- TUX Paint

Other materials needed (if applicable)

- Paper



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

Advice for accessibility and inclusion

- For visually impaired teachers or students, this activity 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.
 - [How to print a tactile graphic on swell paper - Tactile Images \(YouTube\)](#)
- 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.
- The document provided with the images contains the following elements:
 - The “Young Archers” avatars
 - Buildings with different architectural styles (Neoclassic, Eclectic, Modern)
 - Photographs of real buildings from the four cities (Paris, Barcelona, Athens, Nicosia)



- Graphics of different architectural elements such as columns and cornices.

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.

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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<https://www.teachingvisuallyimpaired.com/tactile-graphics-technology.html>
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