

Outdoor City Game in Lodz, Poland, in the historical part of the town

Case study

Searching and pointing out landmarks on the map

Materials: Worksheet, map of historical part of Lodz, pen, instructions

The aims –

The aim of the game is to integrate the youths from different countries and to discover the historical areas of the city of Łódź

1. To get to the final location while solving the mystery and finding out the password /it is the final location where is the meeting point/
2. To learn the geographic locations of the various landmarks of the city of Lodz
3. To visit the landmarks
4. To integrate knowledge from history, geography and culture with research skills by using English

Subjects – History, Geography, English, Civic education

Duration - 2 hours

Instructions:

1. Form six teams of students and teachers from the different countries.
2. Give the materials and the instructions to each team. Each team will get one map and one worksheet.
3. All the teams receive a map of selected places, a mystery for each selected place with additional clues and a worksheet.

City game was prepared by students and two teachers.

The game was created during one weekend.

The students came up with the task.

The solution they came up suggested the directions of the walk.

The aim of the game was to integrate the youth and learn the historical parts of the city of Łódź.