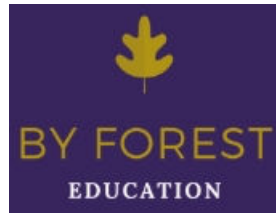




Erasmus+



Block 5 – “Forest Entertainment”

Two outdoor activities

Puzzle Games

Objective: creation of a game, ICT competences, use of devices, cooperation and team working

Outputs: 2 games

Materials needed: smartphones, cameras, laptop, computers, printers

Outdoor activity (1) – Find specific flora and fauna

Objective: improving the learners’ skills in ICT and group working.

Results: artistic photos

Materials: smartphones and photo cameras.

Describing activity:

In order to realize the game that is specified in the application form of the project, ten learners, accompanied by two member of the staff, went to the two forests in the area in order to find and photograph specific trees, flowers and animals/insects.

The learners were presented the manner of taking photos in order to be used as parts in the electronic games that they would be able to create. They followed the instruction in order to find and take the best details of the plant, animal or insects that they found.

In groups of five, the learners left for the two different forests and took the photos. They also had to measure all the plants they found in order to obtain the best proportion for the electronic games.

Outdoor activity (2) – Using GPS

Objective: improving the learners’ skills in ICT and group working.

Results: finding places and areas using electronic devices

Materials: GPS, compasses, smartphones and photo cameras.

Describing activity:

The game implies knowledge in the field of orientation. The learners would understand the importance of establishing points on maps and correlating the graphics with the natural areas.

The learners noted the information obtained with the GPS on special tables In order to realize a map which would be used in the realization of the game.

Using the computers, the learners, helped by the staff members, realized an electronic map with the points where they found the plants and fauna.

The next step was an indoor activity.

Indoor activity – obtaining Forest Tramp game

Objective: improving the learners' skills in ICT and group working.

Results: the Forest Tramp game

Materials: computers, smartphones, photos, Sketch Up programme

Describing activity:

The two outdoor activities helped the learners to realize a data base for the Forest Tramp game. A staff members had an 8-hour workshops with the learners involved in the realization of the game in order to teach them how to use and work with a 3D programme – Sketch Up. The programme was downloaded as a freeware version and it was used in other projects of Interactive Education. The learners understood and used all the functions of the programme during the workshops and improved their skills in using electronic devices.

