ΓΕΩΠΑΡΚΟ
ΧΕΛΜΟΥ-ΒΟΥΡΑΪΚΟΥ
GEOPARK
CHELMOS-VOURAIKOS

Simplicity Meets Complexity: A Hybrid Approach to Engaging Education

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Discovering the Flora, Fauna, and Geology of the Helmos-Vouraikos UNESCO Global Geopark

The educational tools is designed to introduce participants to the diverse range of flora, fauna and rocks found within the geopark. The game aims to educate players on the importance of conservation and sustainability while promoting an appreciation for the natural world.

It is played through cards game format or a scavenger hunt where players learn interesting facts and information about the various species found in the geopark

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Educational Objectives

Informed

Familiarization with the basic flora, fauna and rocks of the protected area of the Chelmos Vouraikos Geopark.

Identify species

Fostering skills of observation and recognition of nature and its various organisms.

Crititcal thinking

Dealing with challenges and problems such as choosing the right attributes for items and identifying true and false statements in the game.

Collaboration

Developing collaboration and communication skills as participants interact and exchange information with each other

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- 30 Game Cards v1 & v2

- Filling Cards v2

- Lanyards v2

- Pens v2

- Internet access v2

- Website

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Instructions (1)

Number or Players: 2 - 5
Time: 5 - 25 mins

Age Range:
Version 1: 5+

Step 1

Mix the cards and deal them to the players. With the cards we took, we make a stack in front of us with the cards face down and draw the top card in our hand.

Step 2

selects a feature of the type of card he holds and announces it to his teammates. They all compare the attribute that is chosen

Step 3

In case of a tie for the highest feature then all cards are placed in the centre and are won by whoever wins the next round.

Winner

The winner is the one who manages to collect all the cards.

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Instructions (2)

Number of Players: 15 - 30
Time: 25 - 40 mins

Age Range:
Version 2: 11+

1. Each participant chooses one of the game cards, which is his/her identity, a special sheet of paper, a pen or pencil and a lanyard.

2. He writes his name (of the type of card he holds) and 4 statements about his new identity (3 truths, 1 lie) on the special blank sheet, in any order he wants. Information can be found on their card as well as with the help of their mobile phone on the QR on the card.

3. Place the card with the 4 kind statements on the front or back of the shirt so others can read them.

4. Everyone walks around randomly when one person meets other participants, reads each other's statements and tries to find out which is true and which is false by voting on each person's special sheet of paper for the statement they consider to be false.

5. With the help of the moderator, each participant announces the truth and lie about his/her kind, as well as what the other participants voted for.

6. Discuss items that made an impression on their own, or another species.

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Did you know?

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ΔΗΛΩΣΕΙΣ:

ΕΙΔΟΣ: Η μπλε πεταλούδα του Χελμού

Το μόνο ευρωπαϊκό μέρος που έχει καταγραφεί είναι οι ψηλές κορυφές του Χελμού.

Η Περίοδος που πετά είναι μεταξύ Ιουνίου και Ιουλίου.

Το όνομά της προέρχεται από την Ιφιγένεια της ελληνικής μυθολογίας.

Let's Play

What did we do and how did you feel?

What was the higlight of this workshop for you?

What was the added value of the digital components?

How would you adapt this idea to your work?

Thank You!

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