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Template activity  
AGENDA 2030: CHANGE THE SCHOOL TO CHANGE THE COMMUNITY  
2020-1-BE01-KA229-074904

<b>TITLE</b>	Turku city race (Seppo mobile / educational game)
<b>DESCRIPTION</b>	Students get to work in multinational groups of 6 persons by participating a city race game which allows them to get to know the city of Turku and playing together by answering the interational tasks of the game.
<b>PROCEDURE</b> Steps to follow	The students are divided into the groups of 6 students. Each group needs one cell phone with an access to internet. The game leader starts the game on the platform and the groups log in to the game. The game shows on the map where the students have to go in order to open the questions and answer them. Students leave their answers (videos, pictures or text) and the game leaders give them points in real time according to the quality of the answers. The students move in the city independently with their group and try to finish the game as fast as possible by answering all the questions/ doing the tasks.
<b>MATERIAL</b>	School license to Seppo-learning game. Teacher have to make the game that he/she wants the students to play.
<b>TIME</b>	2 hours
<b>GROUP SIZE</b>	6 students
<b>COMPETENCES AND SKILLS TO BE ACQUIRED</b>	Team work, language and communication, creativity, arts and knowledge about the city.
<b>NOTES</b>	



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<b>School subjects involved</b>	<b>Languages, arts, music, physical education.</b>
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