

BEFORE THE WORKSHOP

Short content

Children learn the perception of time in the far future when they get to use a lot of terms (time related words), when time is visualised, when they recognise time related materials and when they can explore time in an active way.

The workshop focusses on the abstract term 'time'. The perception of 'time' gets clarified.

The children work with a linear view of time in the workshop. We pass time periods from 1 second to 300 years and eventually to infinity.

1 second → 1 minute → 1 hour → 1 day → 1 week → 1 month → 1 year → 10 year → 50 years → 100 years → 300 years → infinity →

The teacher's role in the game

Before the workshop you already may distribute the coloured badges (*tasks explained in chart below*).

In the whole workshop the pupils will work in this groups, starting in the escape room. They must find the outdoor maps and an USB-stick. The USB-stick has to connect with the computer at the end of the escape room, a brief instruction follows. In some cases, you will have to assist with the connection between the USB-stick and computer.

When you get out of the escape room, you gather the students to the field in front of the 'Tabloo' building. A big timeline will be visible. The pupils can start in their groups without further instructions. As teacher, and supervisor, you get a good overview of the game at the timeline. The pupils will return to the timeline when they finish a task. Tasks that requiring control will be in the field, close by the timeline. The students will receive a simple camera, they need to take pictures as evidence. You can use the pictures to check the tasks, to put on the school website, to discuss the workshop later in class, ...

The tasks for the children (*tasks with a '-' can be removed from the game when there are smaller groups.*)

	+	If you have this responsibility, you can hold the map and lead the way.
	+	If you have this responsibility, you can take pictures of the challenges you and your group execute. Show them to your teacher so she/he knows what your group did.
	+	If you have this responsibility, you make sure that the group does not forget to go to the 'board' to put the atom further and to take half of the radioactive balls out.
	-	If you have this responsibility, you remind the group that they can look around and enjoy the nature.
	-	If you have this responsibility, you are the glue of the group. Has everybody the chance of doing something? You can make sure of it.

After the game

If you would like to receive more information you can consult the information in the folder for teachers. Here you find more information about outdoor education, the goals pursued in the workshop, following lesson suggestions,...