

Téma a charakteristika postupového projektu 2021/2022

Téma: **Outdoor geolocation quiz game**

Projekt: **Students will create and pilot outdoor (city or countryside) geolocation quiz game**

Garant: **Jiří Vančura**

Tým	Maximálně 5 studentů 1. ročníku	
Pořadí	Příjmení a jméno	Třída
1		
2		
3		
4		
5		
6		

Zadání
To plan, design, create and pilot outdoor geolocation quiz game with educational overlap using app https://mathcitymap.eu/en/

Cíl	
<i>Kdo?</i>	3. – 6. first year students of gymnasium
<i>Co?</i>	A. Choose a topic and location of the game B. Plan the game the path and design tasks C. Create the game in MathCityMap app D. Pilot the game E. Present the game
<i>Kdy?</i>	Academic year 2021/22

<i>Proč?</i>	In order to: <ul style="list-style-type: none"> ➤ being able to plan, execute, control and present complex project ➤ strengthen problem solving skills and creativity when designing the game ➤ develop diligence when coding the game and precise locations into the app. ➤ develop planning and time-management skills when executing the project ➤ create intriguing educational activity for other students from EDUCAnet and elsewhere
<i>Průřezová témata</i>	ICT - mobile apps, GPS location, Problem solving, English, Geography, Presentation

Jednotlivé úkoly	
1. Plánování	A. Choose a topic and location of the game <ul style="list-style-type: none"> - Select topic with educationl overlap - Choose area, where the game will take place. It can be in Prague or nearby. B. Plan the game the path and design tasks <ul style="list-style-type: none"> - Find appropriate locations, buldigs, landmarks for quiz questions. - Create the questions
2. Aplikace	C. Create the game in MathCityMap app <ul style="list-style-type: none"> - Register and create your own Tasks and trail D. Pilot the game <ul style="list-style-type: none"> - Play and test the game
3. Výstup	E. Present the game