



How the teacher can use the concepts to work with questions for the location-based activity in Turf Hunt (<http://locatify.com>)

Turf Hunt is a hub for creating, managing and publishing location based tours and game and a good source for students to explore, view, and learn.

The teacher can use the free account of Turf Hunt for location based activity and to make outdoor/ indoor games where students explore their national/regional/continental culture in many ways. Their location can be a museum, their nearest neighbourhood, a street, their school etc. One game can have many points and challenges.

A step-by-step guide for making a Turf Hunt game:

First the teacher decides which concepts he wants the students to explore and which questions he wants to ask. In Turf Hunt the teacher can connect some challenges to the concepts. Here are some examples.

Ask questions: Here the teacher can focus on different cultures and ask concrete questions about it. The students can either give a **written answer** or a **multiple-choice answer**. In this part the teacher can give students instructions about where to find information about this concept, e.g. in a special book, in a museum or on the internet and encourage them to seek for the correct answer. The teacher can include many links in this challenge.

Give an opinion: It's cool after a discussion of a special concept to give the students an opportunity to share their own opinions. Questions or speculation can easily be a part of a challenge where the students conclude and give a **written or drawn feedback** in the teacher's challenge in the Turf Hunt.

Draw a picture: The teacher can use this feature in many ways. The students observe many kinds of art in their culture (outside, an art museum or on the internet), discuss some features and draw their own picture where they express themselves with special features/concepts/words in mind. Photos can be a good source for explaining concepts of culture, students can draw on the photos to express themselves, find some details and send their picture into the challenge.

Pair concepts in a memory game

Turf Hunt has an inbuilt custom memory game where the teacher gives the students a lot of items to think of. The student has to pair concepts, information, photos etc. and receive a great review on their learning in an interesting way at the same time. In the memory game the teacher can choose between three difficulties like **easy** (4 card pairs/ 30 sec.), **medium** (8 card pairs/60 sec) and **hard** (8 card pairs/30 sec). Yes, the concept culture is ideal for a memory game.

Take a special photo

In Turf Hunt the teacher can ask students to take all kinds of photos which have a connection to the items. The students need a good description for this item to get it right. An example: "Look for a sign of something you would say was taken from a foreign culture".

Take a video where you describe

After discussions/descriptions of what culture is - in the class?

"Look around in your surroundings for cultural signs you are a part of? Choose one or two signs! Take a short video (maybe a selfie) where you describe what you found out.". This is an example of a



Erasmus+



challenge after a discussion with the students about their culture and foreign cultures. Their expression can be sent in as a **video file**.

The Game Control Panel shows all individual instances of the game. Each game instance has a unique invitations code and scoreboard. In the scoreboard the teacher can see all the results like answers, photo/video taken, drawn pictures, score of the memory game etc.

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