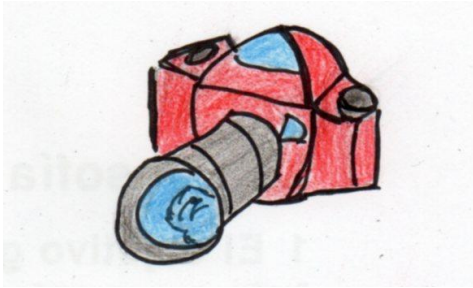


Fotorallye



Entdeckt eure Stadt und begeht euch auf die Suche nach ihren geheimen Winkeln und Ecken!

Materials

- Memory cards (see instructions in the Preparation section)
- Station cards with questions, a specific letter, or a pictogram, each in a clear sleeve
- Thumbtacks or tape for attaching the task slips
- One pen per group

Preparation

- Select suitable buildings or landmarks in the city and take pictures of them
- **Note:** All selected objects should be reachable from the starting point within a reasonable amount of time!
- Create memory cards (glue copies of the photos onto cardstock; make multiple copies for each group)
- **Important:** There will be a checkpoint at each selected location. At these checkpoints, the groups must be able to record something on their scorecards to prove they've been there, without a staff member needing to be present.
- So think about what the groups should find at the checkpoints. A few possibilities: **1.** Letters for the solution word **2.** Pictograms **3.** Complete tasks **4.** Take a picture of the object with their cell phone and show it to the staff member at the starting point (*if it's the correct object, the group gets a point and may draw a new card*)

- Depending on how you run the activity, prepare letters, tasks, or pictograms and place each slip of paper in a plastic sleeve for protection.
- Create a route sheet and make copies depending on the number of groups.
- Before the game begins, hang the checkpoint slips at the objects.

Example of a Work Slip

Photo Rally Scorecard

Procedure

- The participants are divided into smaller groups. Each group receives a checklist and a pen.
- If the game is played with children, one staff member should accompany each group.
- The memory cards are laid out face down at the central starting point.
- After the starting signal, each group takes a card. They may keep it. Their task is now to find the object shown on their card somewhere in the city.
- Once the group has found the object and the corresponding checkpoint slip located there, they must complete the assigned task and/or write down the answer, letter, or symbol on their scorecard.
- The group then runs back to the starting point and draws a new card.
- The game is timed.
- Afterward, the results are evaluated based on the task at hand.

References

- Cover image: MariES
- File listed: MariES