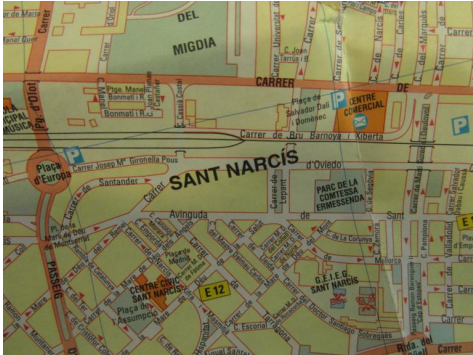


City Game



This game takes participants on a tour of the city—which they may or may not be familiar with—and teaches them to pay attention to details.

Materials

- A checklist for each building, store, or similar location to be visited
- One checklist and one pen per group

Preparation

- Develop tasks based on the city's stores and their displays
- Prepare task slips; these are always divided into three parts: **1.** Task number **2.** Task **3.** Instructions on how to reach the next task
- **Note:** Each group needs a different route—and therefore different checkpoints and corresponding route sheets—so that the groups encounter each other as little as possible during the game. The same checkpoints can be used, but the groups should visit them at staggered times. The last checkpoint must be the same for everyone, as it represents the finish line, so to speak.
- Place the checkpoint slips in plastic sleeves and attach them to or near the stores before the game begins
- Create the route sheets

Example of an Item List and Work Slip

City Game Checklist

Procedure

- Participants are divided into small groups based on the number of participants. If the participants are children, one staff member should accompany each group.
- Either the game leader tells each group where to find their first checkpoint, or each group receives a map of the city with the checkpoint marked on it.
- Each group is also given a route sheet and a pen.
- After the starting signal, the children run to the marked checkpoint, complete the first task there, and follow the instructions to the next checkpoint.
- In the end, the group whose answers on the scorecard are all correct and which arrives first at the final checkpoint wins.

References

- Cover image: MariES
- Files listed: MariES