

EduDrivers Boardgame



Intro

Are you a teacher? Do you like traveling? Would you like to explore different learning systems, methodologies and activities outside your school curriculum? Then this is a game for you! Open Science Schooling is here to open a new world in front of you! Would you be lucky enough to reach your goals?

Aim

The aim of the game is to include OSS methodology and activities into the school curriculum and overcome any obstacles that will come into your way. The winner is the player that reaches the quarter 34 first.

Players: 4

Ages: 6+

Materials: game board, dice, agent figures

How to play the game (rules)

At the beginning each player rolls the dice. The player has the highest number in the dice starts first. Each player has one turn. On the game board there are six (6) ladders, six (6) arrows and three (3) blue quarters; the quarters with the ladders travel you up as they symbolize the skills that will let you include OSS methodology into the school curriculum, the quarters with the arrows travel you down as they symbolize the difficulties that you are coping with and the blue quarters stuck you in the Mediterranean sea, the Black sea and the Ireland sea so you lose one turn.

Ladders

2 = When taking up a mission, pick up the mission closer to the topics of the school curriculum.

4 = When creating tasks for your lessons, try to keep them up-to-date, real-life based or providing real-life skills.

9 = Ask the subject teachers to specify the tasks and the activities of their lessons for them to have keywords points and tasks connected to the project mission.

13 = Encourage your students to involve parents or other family members into the project activities. In this way you will gain closer connection between student-family-school.

15 = Encourage your student to self-educational activities to get background information to use during the lessons and the project activities.

18 = Praise and evaluate the students and teachers that are mostly involved in the missions.

Arrows

8 = Time is not in favour of the teachers. The didactic hour is not enough for the teachers to incorporate different activities that need extra time to be implemented.

10 = Teachers may not know any innovative methods to use in their lessons other than the traditional ways following the schoolbooks.

25 = Many teachers even nowadays are not familiar with the use of technology inside the classes and the curriculum doesn't involve any new technology.

28 = Not all of the lessons from the school curriculum can be connected to special subjects and scientific fields.

30 = The didactic material and planning is focused on the final exams. That leads to the fact that whatever is not going to be examined at the end of the school year doesn't matter to the teachers/students/parents.

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