

The Wanted Danube Memory game for young and old

Conception of a learning game



1. The basic idea of the learning game

The aim of the learning game "The Wanted Danube" is to convey impressions from the Danubian nations through pictures and information, as well as to encourage joint discussions about these countries. The game consists of several levels:

1.1 Memory game

The first stage of the game is based on the concept of a memory game: The players sit at a table, with the cards are spread out in rows and face down. The first player turns over two cards. If both cards match, the player can take the two cards for himself and turn another two cards over. If the two cards do not match, the player turns the cards back over and it's the next player's turn.

This game level is aimed at small children, and families with small children. The aim is to convey knowledge about the Danube nations with beautiful and meaningful pictures, especially photos.

1.2 Discussion and information game

The next stage of the game includes thinking about the motifs on the cards together and what they stand for. In this game, only half of the cards are placed on the table - 32 different motifs. The cards are also placed face down.

The first player turns over a card. Now he tries to interpret the motif. This is where the other players share their knowledge about the subject in an exchange. The idea is for example, grandparents / parents telling their children and grandchildren about their life experiences. After a common discussion of the motif, the player assigns the card to a spot on the course of the Danube. Now it's the next player's turn. The pages with the solutions (explanations of the motifs) can be used both in the course of and/or at the end of the game. Also, a joint internet search can be undertaken, for instance with groups of pupils or students.

This stage of the game is aimed at students and intergeneration game groups.

1.3 Research and presentation

This game level is aimed at different learning groups (e.g. group work in school classes). Each group receives one or more motif cards (e.g., four each). Now the group has to "process (or work on)" the allocated cards. The following tasks would be conceivable:

1. Researching the cards motifs on the internet and presentation of the results
2. Creation of a small sketch to represent the motifs
3. The motifs are shown to the other groups in the context of charades (mime). The other groups try to guess the motif.

Presentations can also be made from the already existing materials (descriptions of the motifs and summaries of the Danube nations).

The word-boxes in the country descriptions offer further research possibilities or discussions.

1.4 Danube Themes / Topics

32 cards and the 7 topic sheets are used for the game. The playing cards lie face down. The first player reveals the first card. Now he tries to place the motif on a blank spot in the topic sheets and to justify the placement. Now it's the next player's turn. After all the cards have been distributed, the players collectively solve whether the cards were distributed correctly.

It is possible to annotate the respective card number with the individual player that placed it during the course of the game. When counting the results, a point is given for each correct answer.

Note: There are more fields than cards - so one or the other card could be used twice. However, this does not mean that all cards can be used.