



**RECOGNIZE ME**

## NAME OF THE GAME:

RECOGNIZE ME!

## THEME:

Citizenship

## COMPLEXITY:

10 to 14 years

## GROUP SIZE:

At least 2 pupils

## TIME:

One to two school hours

## RELATED THEMES/RIGHTS:

- equality

## OBJECTIVES:

- to educate pupils about monuments and interesting facts of EU member states and Turkey: culture, history, architecture, economy, sport, capitals, etc.

## MATERIAL:

- computer
- the game

## PREPARATION:

The folder *GAME CITIZENSHIP* save on the desktop. Check if the file *QUIZ.htm* can be opened and if the game works. If not, install the program *HOT POTATOES* on your computer, and then open the

file RECOGNIZE ME.jms in the folder GAME CITIZENSHIP and click on *BUILD UNIT*.

Before playing the teacher has to:

- show to pupils photos that illustrate monuments and interesting things related to EU member states and Turkey
- talk with pupils and explain why a certain photo represents a certain state
- use books, encyclopedias, maps, etc.

### INSTRUCTIONS:

Pupils are divided in groups on the base of how many computers the teacher has available.

Each group starts the game and after every answer the teacher checks if the answer is correct and writes the percentage on a piece of paper (when defining capital cities, the teacher should calculate the percentage, 1/3 of correct answers is 33%, 2/3 of correct answers is 67% and 3/3 of correct answers is 100%).

Pupils must not go to the following question until the teacher allows it and they aren't allowed to answer questions or join pairs more than once.

At the end of the game the percentages are calculated. The winner is the group that has a higher percentage.