

Instructions for the teacher

- *'Let's play Odyssey'* is a digital game for revising Chapter 6 ("Ulysses' Adventures") of the History Book used in C' Class of the Greek Primary school, designed for the teacher who intends to implement an alternative approach to teaching. It is officially accredited by the Greek Ministry of Education and combines knowledge with pleasure for both the pupils and the teachers.
- Four groups (in four different colours) start their voyage from Troy to Ithaca, using Ulysses' ship as their game piece. The winner is the group that will manage to lead Ulysses to Ithaca first.
- The groups are asked to sail through 12 positions – waves, where they are given a trial in their group's colour, inspired by Homer's "Odyssey".
- If the group deals with the trial successfully, the teacher chooses the symbol (✓) of the correct answer and the group proceeds to the next position – wave. If the group doesn't deal with the trial successfully, then the teacher chooses the symbol X and the group remains on the same position, waiting for the next round of questions.
- In order to reach Ithaca, each team ought to respond to the assigned trials successfully, either relying on its own abilities or making use of the three helping "cards" it owns, for once. The helping "cards" that the groups have at their disposal are the following:
 - a) **Ulysses' fellows' help:** The group that finds it difficult to deal with the assigned trial asks for another playing group's help, which offers to contribute to the figuring out of the answer.
 - b) **Athena's help:** When a group doesn't know the answer, Athena (the teacher) intervenes and saves it, giving the correct answer herself.
 - c) **The Gods' omens:** The group that finds it difficult to deal with its trial, asks the gods (the teacher) for an omen. In this case the teacher gives a scaffolding solution to the problem.
- The winner is the group/groups that at the very moment of answering the twelfth question correctly, they simultaneously reach Ithaca.
- In case none of the groups reaches Ithaca, winner is considered to be the one that has a lead.
- In general, the groups that are left behind are not regarded as losers, as reaching Ithaca is not the sole aim of the game. The concept of travelling along with the knowledge emanating from it, are also considered equally important.
- After naming the winner group, the teacher can avail him/herself of the opportunity and deploy pedagogically the inner meaning of "travelling", compared to that of "destination". Working towards this direction, the teacher can also discuss with the pupils the excerpt from Kavafis' poem "Ithaca".
- Suggested implementation time: 2 teaching hours.
Connection with the Curriculum: History C' Class of Primary School, "From Mythology to History", Chapter 6, "Ulysses' Adventures".
- Preparation required:
 1. You need to have installed the application on your PC, following the installation instructions. In order to download the application you need an internet connection. Once you have installed the application, you no longer need an internet connection in order to play the game.

2. Projector (for the projection of the game in the classroom) and speakers.
3. White sheets of A4 paper and some markers.
4. Divide your class into 4 groups.

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