

Iterative clues



Discover today's world, tomorrow's world and new technologies while having fun with up to four word clues! The quest enhances children's knowledge about digitization, introducing association to achieve memory retention and application in real life.

Printable resources attached: concept cards x 30, points x 74 (1 point x 64, 5 points x 10)

Additional material needed: scissors

Total duration: 30 min.

Players number : 2 - 12+

Learning objectives



Understanding and expressing myself orally



Searching



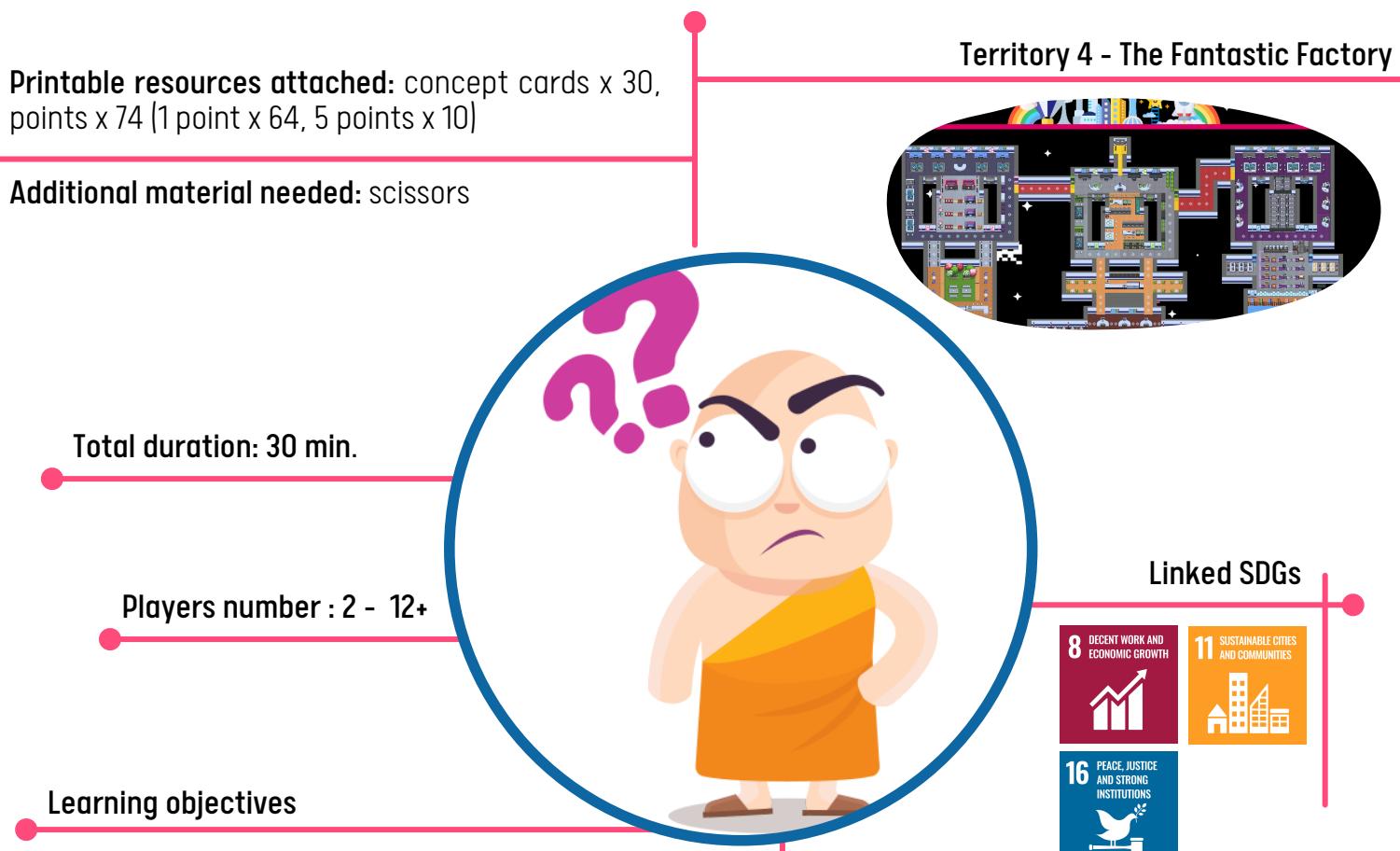
Reading



Reasoning



Being informed in the digital world, mobilising digital tools



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Pedagogical interest and topics targeted

Enhancing awareness in digitization: by learning more about new technologies and the digital world. The game introduces in playful way concepts and definitions from the digital sector. Playing associations, students stay tuned with basic digital components and their interrelation.

Be quick: be the first to answer to win. The competitive element in the game prepares children to perform in a dynamic environment.

Associate ideas: combine clues to find the hidden concept. Associative and logical thinking is developed in a series of clues disclosed to children.



Game rules

Game narrative: Be the first to find a concept using iteratively more precise clues.

Role of the teacher and game organisation: We will call the children, **players**, and the adult in charge or child-elected, **referee**.

Installation: Shuffle the **concept cards** pack and place it in the middle of the players.

Place the **points**, 1 point and 5 points, in the middle of the players.

The referee is responsible to keep track of the concepts' cards and points.

1 point



5 points





Game rounds

Game turns

The referee **draws a concept card** from the top of the pile, keeps it secret and tells the first clue, numbered 1 at the top of the card.

Players try to **guess the concept** (word), written on the card, **providing associations to the first clue**. Every play has the right to **1 answer to a clue**. They may answer simultaneously though.

If the concept is found, the **referee keeps the card secret, ends the guessing turns and hands in the card to the player who guessed the concept** to try to do the Challenge related to the concept on the card.

If no right answer is given following the first clue, **the second clue, numbered 2 on the card, is given**. The same steps apply until clue 4 is covered.

If no player finds the concept after the fourth clue, the turn ends, the referee gives the answer and a new round starts.

Challenges

The player who discovers the concept tries to accomplish one of the two following challenges:

- **spell correctly the concept in a matter of**
- **quote the last two concepts** (can only be done when the third round has been played)

If the player fails to succeed in the challenge, no other attempts are allowed.

Counting points and ending the game

The first player giving the correct answer gets between 1 and 5 points according to the following conditions:

- concept found upon clue 1: **4 points**
- concept found upon clue 2: **3 points**
- concept found upon clue 3: **2 points**
- concept found upon clue 4: **1 point**
- If the challenge is successful the player gets **1 more point**.

Any player can at anytime, ask the referee to make a change of its points.

The first player who reaches 15 points, wins the game.



Going further



Topic 1 - Awareness about digitization

To go further about learning facts and terms about the digital world you may wish to go to other Unplugged quests, among which: **Memory, etc.**

In addition, do not hesitate to consult a research material of OECD about education in the digital age for healthy and happy children: <https://www.oecd.org/education/education-in-the-digital-age-1209166a-en.htm>



Topic 2 - Competitiveness and quick response

To go train further quick response and competitiveness you may wish to refer to other Unplugged quests, among which: **Brainstorming, Plastic Continent, Form Factor, etc.**



Topic 3 - Associative thinking

To read more about the benefits of developing associative thinking and creativity in students, refer to <https://www.psychologytoday.com/us/blog/prime-your-gray-cells/201802/study-reveals-thought-processes-foster-creativity>.

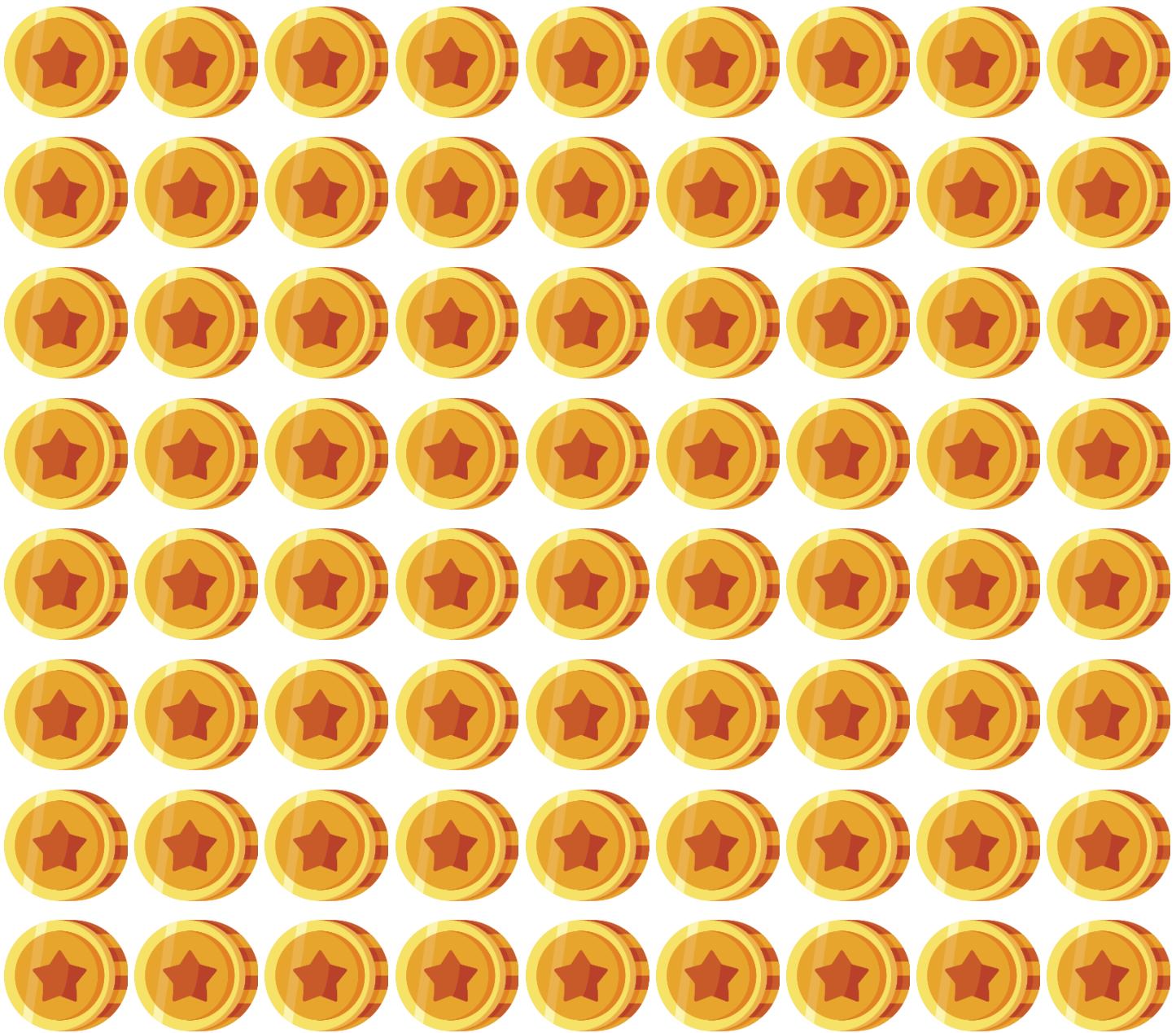
To develop further associative thinking you may wish to refer to other Unplugged games, among which: **Brainstorming, Fantasy out there**



Printables



Points & Coins





MANGA	SMARTPHONE	TABLET
1. Drawing 2. Book 3. Comic 4. Japanese	1. TouchScreen 2. Applications 3. Pocket 4. Phone	1. Assistant 2. Multimedia 3. Screen 4. Computer
MOBILE APP	INTERNET	HACKING
1. Software 2. Download 3. Store 4. Smartphone	1. Worldwide 2. Site 3. Network 4. Web	1. Virus 2. Attack 3. Anonymous 4. Computer
PERSISTENT WORLD	SOCIAL NETWORK	INFLUENCER
1. Metavers 2. Virtual 3. Server 4. Univers	1. Messages 2. Friends 3. Stories 4. Likes	1. People 2. Opinion 3. Communitie 4. YouTuber
STREAMING	VIDEO ON DEMAND	VIDEOGAME
1. Playing 2. Content 3. Video 4. Live	1. Player 2. Subscription 3. Catalog 4. Defered	1. Interactive 2. Virtual 3. Playful 4. Controller
VIRTUAL REALITY	AUGMENTED REALITY	ELECTRIC SCOOTER



<ul style="list-style-type: none"> 1. Flying 2. Transport 3. Propulsion 4. Backpack <p>JETPACK</p>	<ul style="list-style-type: none"> 1. Vehicle 2. Remote 3. Autonomous 4. QuadCopter <p>DRONE</p>	<ul style="list-style-type: none"> 1. Connection 2. Accessory 3. Short Range 4. Wireless <p>BLUETOOTH</p>
<ul style="list-style-type: none"> 1. Connection 2. Computers 3. Network 4. Wireless <p>WIFI</p>	<ul style="list-style-type: none"> 1. Internet 2. Network 3. Cable 4. Light <p>OPTICAL FIBER</p>	<ul style="list-style-type: none"> 1. Network 2. Mobile 3. Smartphone 4. Fast <p>5G</p>
<ul style="list-style-type: none"> 1. Image 2. Square 3. 2D 4. Information <p>QR CODE</p>	<ul style="list-style-type: none"> 1. Smartphone 2. Accessory 3. Time 4. Wrist <p>CONNECTED WATCH</p>	<ul style="list-style-type: none"> 1. FabLab 2. Plastic 3. Melted 4. Object <p>3D PRINTER</p>
<ul style="list-style-type: none"> 1. Smartphone 2. Accessory 3. Handsfree 4. Music <p>CONNECTED HEADSET</p>	<ul style="list-style-type: none"> 1. Mouvements 2. Dimensions 3. Theater 4. Cinema <p>4D MOVIES</p>	<ul style="list-style-type: none"> 1. Amplification 2. Focalisation 3. Saber 4. Light <p>LASER</p>
<ul style="list-style-type: none"> 1. Object 2. AI 3. Automation 4. Talking <p>VIRTUAL ASSISTANT</p>	<ul style="list-style-type: none"> 1. Mining 2. Virtual 3. Payment 4. Money <p>CRYPTO CURRENCIES</p>	<ul style="list-style-type: none"> 1. Crypto currencies 2. Token 3. Non-Fongible 4. Artwork <p>NFT</p>