Reflexion

We decided as a group to do the project in a geography class because we already had the perfect preconditions for this subject.

We considered to give our lesson to a bilingual class in year nine because our idea fitted in their topics and one of our team members is also in a bilingual class and familiar with the topic and the vocabulary. This made it easier for us to prepare for the lesson.

First we searched for apps that could be useful for geography classes in the App store and the Google Play store. For IOS-Users we found the app ,,Geo-Guessr-Let's explore the world!" and for Android we choosed ,,GeoWhere".

Both apps work the same way. The apps show you a place somewhere in the world. In this place you can move around like you do in ,,Goggle Street View". You have to figure out where the location of the place is by looking for signs and hints. Then you guess where it could be on the world map. Depending how close you got to the correct location you earn points.

When we wanted to start we already had to face the first problem. The mobile internet station didn't work, so the students weren't able to connect with the WIFI. Since the app doesn't work an offline mode, we had to use the beamer and play it all together, which made it a little bit more complicated. Also almost no one of the students participated, which made it really hard to have a fluent process.

First of all we explained them how the app works. Then we played a few times, while the class told us where to go and where they think it's located. After some time one of the class members came to the front to try it on their own. Lastly they build up teams of two and played against each other. They had to gain more points than their opponents by getting closer to the right location than the other team.

After they selected the right location, they had to tell wether it's a less developed country or a more developed country on the knowledge they've gained during classes.

In the end the students told us that it was partly to difficult but it is a great way to improve worldknowledge.

ProjectNumber: 2018-I-DE03-KA229-047128-3



