

The S-Pace Cultural Heritage eTwinning Card Game

Part of the Lights on Cultural Heritage
eTwinning Project 2017/18



Why a card Game?

This card game was developed as a follow up after S-Pace's Cultural Heritage ebook was written. The book is full of facts about European Cultural Heritage that has S-pace is taking with him. Yet, he feels that learning is easier when playing a game. There's a Kahoot version as well, but if you prefer traditional card games, this is for you!

We hope that through this game our students will learn to love Cultural Heritage, that they will research and travel to the sites mentioned in the e-book and game...and who knows? Maybe they shall discover or contribute to our cultural heritage pool of wonders :)

Let's say thanks to the collaborating contributors, before we move on to the instructions:

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And S-Pace who inspired us with his intellect :)

***Now share with your colleagues in your school and leave a copy at
the library too, where everyone can access! Happy Gaming
& Happy Learning :)***

Instructions for teachers - Preparation

1. Print one copy of the cards in colour, cut them up.
2. Attach the picture on the right, to the question on the left, back to back so you have the cards ready.
3. Laminate the cards, for many future uses to come.

The Cards:

There are **3 types of cards**: question cards, universe cards, S-pace Cards.

- a. 100 Question cards: check if you want to use them all or leave out some. It all depends on how much time you have and what points you'd like to cover. There are various questions: questions about countries (tackling tangible, intangible, natural and digital heritage as well as interesting facts)
- b. 3 Lost in the Universe cards: when students pick these, they miss a turn.
- c. 3 S-Pace cards: the students who get these, can keep them for future reference, when they don't know the answer to a question.

The cards have the correct answers underlined.

You need a timer, hourglass or digital watch. You have to decide how much time you're going to give the students to answer each question.

How to play the game:

1. Shuffle cards and put them in a stack face down in the middle of the classroom.
2. Put students in groups of not more than 4 per group.
3. Throw the dice to see which group will start first. After that, students take turns in a clockwise fashion.
4. Each group has to choose a leader. The leader will take a card and read it, whilst the other members in the group has to give the correct answer on an agreed allotted time.
5. When students get a correct answer, they keep the card. If students do not get the answer correct immediately, the card goes back to the stack.
6. If a **Lost in the Universe** card comes up, it means they get no cards, hence they miss a chance to answer a question. This card is given back to the teacher or set aside.
7. If an **S-Pace card comes up**, students keep the card. If later, they don't know an answer to a question, they still keep both cards.
8. **Winning team, is the one with most cards.**

