Treasure hunt

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At first, we were thinking to present a simple way to put their mind at work and solve different puzzles, with the help of biology. We created an interactive game, where students had to search for different clues through our high school, leading to the final treasure.

We used a language we created. A language that contained different symbols, each symbol representing a letter of the alphabet. At the end of the White Cell game, we gave them the first clue. A message appeared on the screen with the name of the first flower, in the language created by us. After they finished the game, we guided them to look under the tables in front of them, where they found a paper with the symbols of the alphabet. We wished them good luck and the treasure hunt started.

The first clue was placed on the statue of the founder, along with the name for the next flower they had to find, and a key word. In the next place, they found the same thing: the name of the next flower and a key word. The key words helped them to find the next place where the rest of the clues might be. There were 4 clues in total. At each point, they had to break a piece of paper as evidence. Once they had collected all the evidences, they were asked to choose a key, with which they had to open a door where they could find the final flower they had to bring to the lab.

We believe that this activity has helped students to relax and have fun.