

ADVENTURE ALL AROUND YOU

Topic: How to involve peers in healthy lifestyle activities

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Palade Basic School

MAIN ACTIVITIES

- Adventure game in school house
- Outdoor learning map
- Outdoor adventure game collaborated with other team- for individual exploring or with families
- Camp fire food -collaborated with other team



AIMS OF THE PROJECT

- Creating new possibilities for more exciting school days
- Encouraging peers to work in teams
- Offering learning possibilities during inside and outside activities
- Teaching peers to think out of the box and using creative way to solve situations
- Teaching peers to use their creativity for create an adventure by themselves
- Keeping peers active



Using black coffee for colouring the adventure map

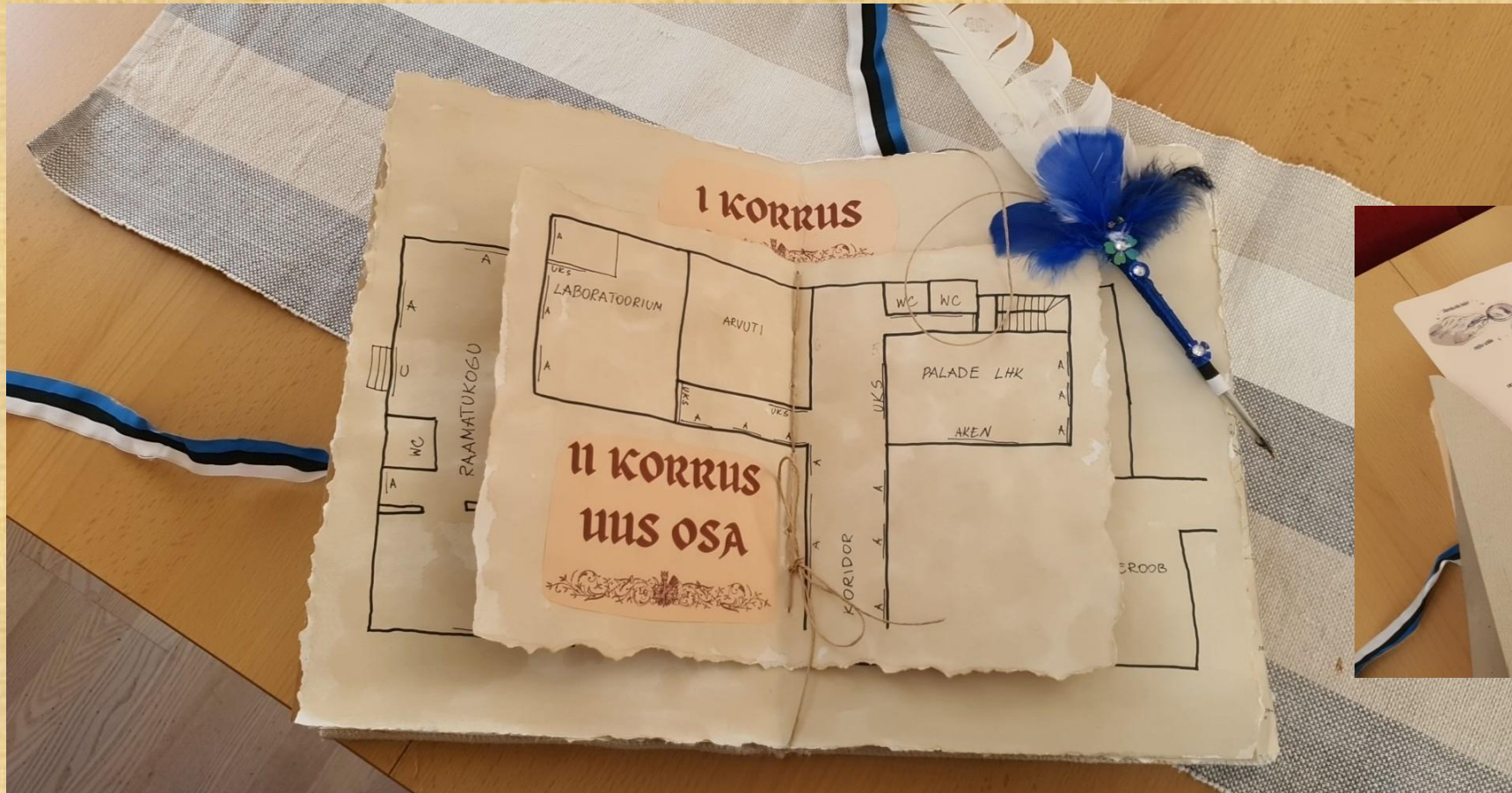


METHODOLOGY

- **Creative approach:**
 - using creativity to create new situations, challenges and tools
 - using creativity for exploring and solving these situations
- **Active thinking:**
 - critical and positive thinking, analyzing, exploring and organizing
- **Outdoor learning:**
 - exploring by outside activities-
 - collecting knowledge in nature



ADVENTURE BOOK- INSIDE ACTIVITY AND TEAMWORK



OUTDOOR LEARNING MAP- FOR INDIVIDUAL EXPLORING IN NATURE

1 Kust algab Suuremõisa õpperada?

2 Mitu võõrpuuliiki on pargis?

3 Mitu võõrpuuliiki on parkmetsas?

4 Nimeta haruldane männiliik, mis kasvab sellel õpperajal

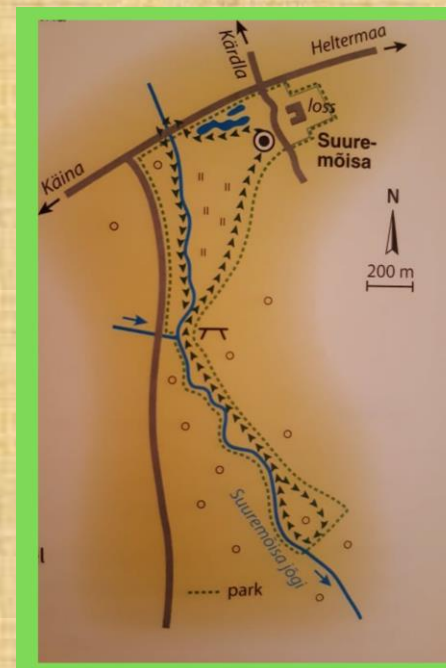
5 Mitu haruldast nuliiki kasvab õpperajal?

6 Mitu haruldast kuuseliiki kasvab õpperajal?

7 Kui pikk on õpperada kilomeetrites?

8 Millised Eesti suurimad puud kasvavad õpperajal?

9 Kes rajas Hiitumaa kõige esinduslikuma pargi?



Suuremõisa õpperada
park ja parkmets



OUTDOOR ADVENTURE MAP



SEIKLUSMÄNGU JUHEND



- KASUTADES AARDEKAARTI
- ÄÄRET JAHTIDES LÄBI KÕIK KÄÄRDID OLEVAD PUNKTID
- JÄRJEKORD EI OLE OLULINE- VÕID MÄNGU ALUSTADA ÜKSKÜIK, MILLESIST PUNKTIST JA LÕPETADA SEAL, KUS SOOVID
- VÕID MÄNGIDA ÜKSI, PERE VÕI SÕPRADEGA
- OBJEKTE KÜLASTADES PÜÜA LAHENDADA NII PALJU MÕISTATUSI, KUI OSKAD
- PANE VASTUSED KIRJA JA TOO KOOLI- ÄRA UNUSTA LISAMAST VASTUSTE ETTE OBJEKTI NÜMBRIT

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SEIKLUSMÄNG



KÜSIMUSED JA ÜLESANDED

1. Kes või mis on nautiloidid? Vastuse leiad Palade LHK kivimitemärgast
 2. Millises Soera Talumuuseumi hoones asub suur pesurull?
 3. Millise looma moodi on lasteaias õuealal kasvav ilupõõsas?
 4. Mitu raamatukogu on Pühalepa osavallas? (Nimeta)
 5. Kelle nimeline pink/kiik avati Pühalepa Vaba Aja Keskuse ja suuremõisa kooli õuealal?
 6. Kui pikk on Orjaku õpperada?
 7. Mitu masti on Sõru sadamas seisval Alaril?
 8. Mine otsi Auguga kive ja tee endale amulett
 9. Kui kõrge on Kõpu tuletorn merepinnast?
 10. Mis asjad on Kärdeas asuvad „trummid“?
 11. Tee kood Leigriga pilt
- NB! Need punktid, mida sa külastada ei saa või asendada 10 000 sammuga- tee oma tulemustest pilt ja too kooli**



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SEIKLUSMÄNG



8

9

10

1
2

4

3
5

6

11

7



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WORK PROCESS

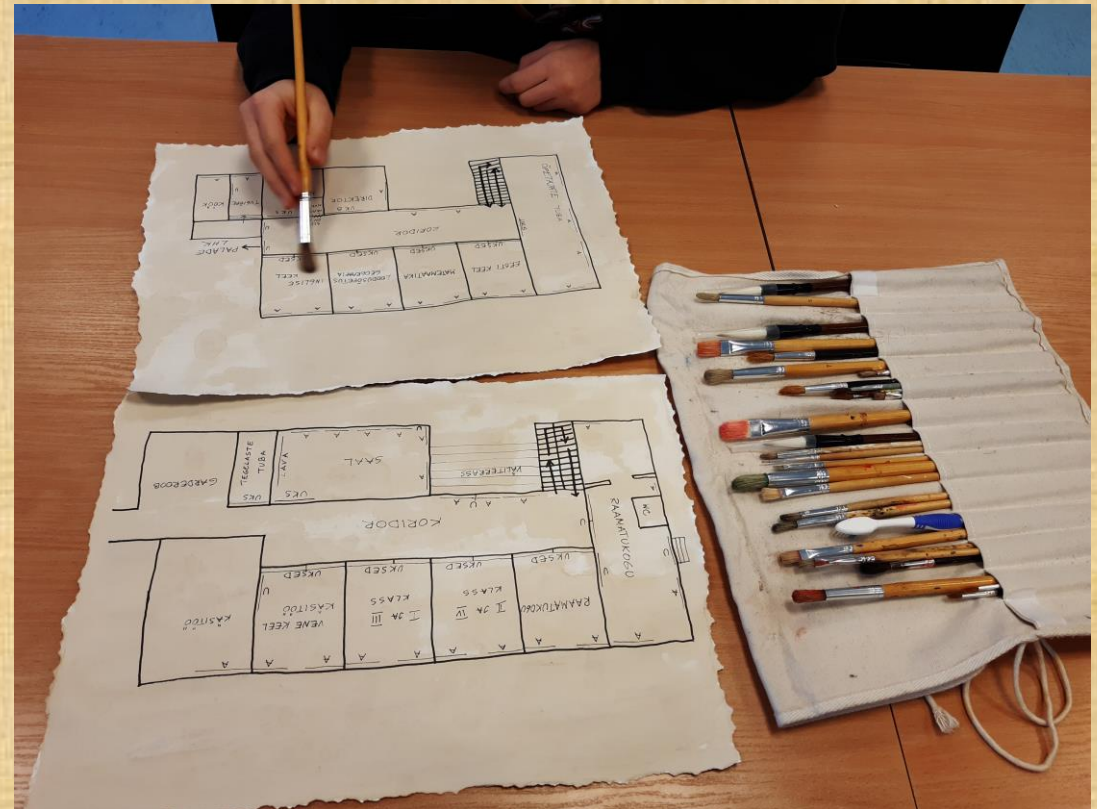
- Meeting online with project coordinator
- Meeting with team at school
- Meeting with other teams at school once a week
- Preparing our ideas in school library



WORK PROCESS

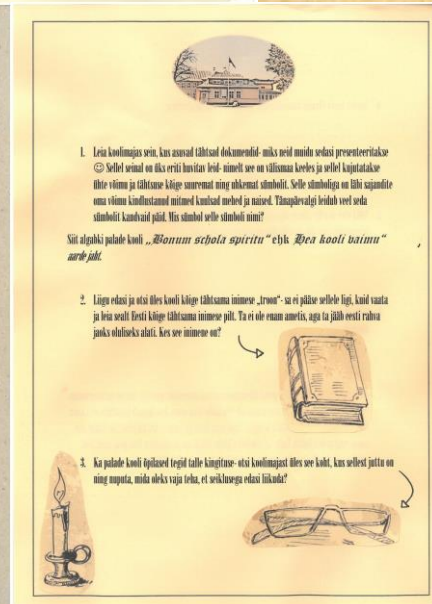
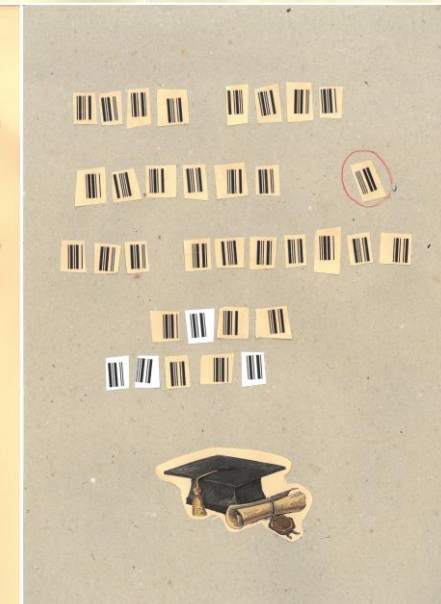
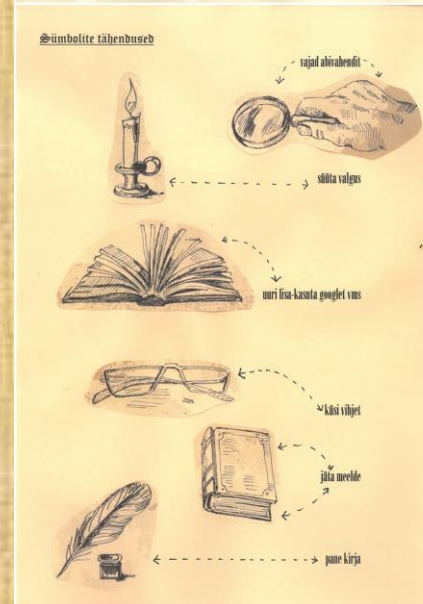
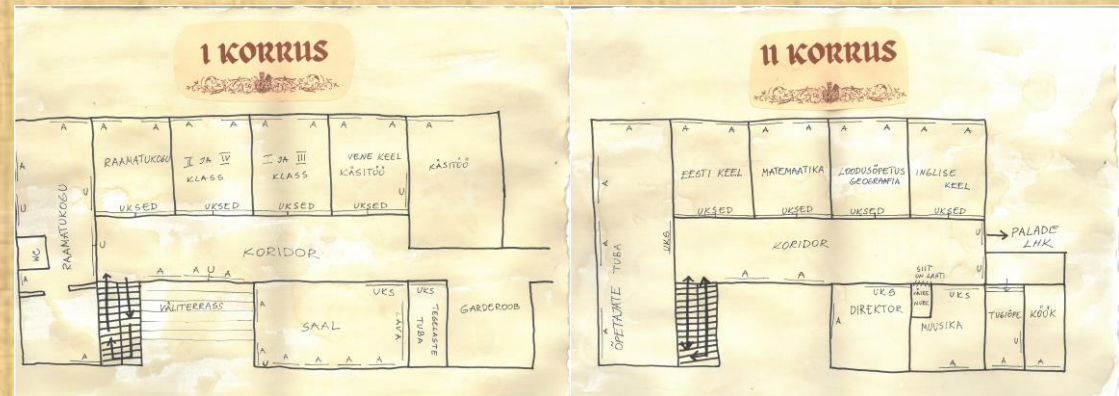
- Collecting ideas in school library
- Exploring school house for the adventure game
- Creating the adventure maps and situations all around the school house
- Creating the adventure book for the adventure game
- Cooperating with other team

Using coffee for colouring the adventure map



WORK PROCESS

- Creating exciting adventure book with lots of secret letters and logic tasks
- Hiding tasks and tools for inside adventure game in school house
- Explaining the adventure game to peers
- Visiting Suuremõisa study trail to collect ideas for outside learning map
- Having fun together



WORK PROCESS

- Having fun together

