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## Health to meet you

**2019-1-CZ01-KA229-061152**

**Health dimension:** Screen Use

**Name of activity:** "Technology Game"

### **Description of the topic:**

While gathering the information about harmful effects of technologies and making research on the technologies' impacts on their health, students came across a lot of useful information. Students wanted to share it with younger learners, because they still know too less about the topic. To make it more attractive, they decided to create a game. The aim of the game is to provide the information, to make children think about their technology using habits.

### **Initial assessment:**

Nowadays, everyone can access technology easily. Younger learners are growing up with technology, and it is a natural and integrated part of their lives. In our opinion, it would be very important for them to know, how to use technology without making a harmful impact on their health.

### **Objectives of the activity:**

1. To improve students' skills to gather and select necessary information.
2. To improve students' skills to work in a group.
3. To stimulate students' creative thinking.

**Target group:** 7<sup>th</sup> grade (13-14 years)

### **Activity process structure, implementation:**

1. **Gather necessary information** – after brainstorming the idea of game, students decided that the game will consist of five groups of cards (yes/no

questions, situation analysis, tell your experience, facts about screen use, risk cards). According to the plan, they searched for the information they needed.

## **2. Create the game**

Wooden tiles were made and numbered. Students selected colours and symbols for each group of questions, made necessary question cards. They made the rules of the game and wrote simple instructions.

## **3. Play it together with primary school students.**

Three students from grades 2-5 tested game out. Students admitted that it was fun, and it was a possibility to find out interesting facts about screen use.

## **Equipment, aids, tools:**

### **For creating the game:**

Wooden tiles (24 pieces), paper (coloured and white), glue, scissors, laminating pouches, laminator, computer, pens, markers.

### **For playing the game:**

A dice, game cards, game field, 2-4 players.

## **Expected results, assessment:**

Students will obtain knowledge about use of technologies in a funny and exciting way.

## **References:**

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