



## TOPICS COVERED

- Visual discovery of the buildings in the European Quarter – The functioning of institutions such as the Council of Europe, the European Parliament, and the European Court of Human Rights – Presentation of the rotation of the presidency of the institutions through the artworks donated by member countries – as well as the names of great political figures who contributed to the creation of Europe

## PRINCIPLE

- The group is divided into **teams of 5 to 8 students**. Each team will receive a **road book** that provides **historical information**, the **itinerary** to follow, and questions, as well as an **answer sheet** in the form of a multiple-choice questionnaire.

## EDUCATIONAL VALUE

- **Discovery of local heritage:** exploration of the topics mentioned above to expand students' knowledge
- **Development of observational skills:** active visual research by students to find the answers
- **Spatial orientation:** following a well-defined route to strengthen observational abilities
- **Team spirit:** only one roadbook per team to promote collaboration

## GAME PROCESS

- Welcome of the group and explanation of the game rules by our experienced supervisor

- Formation of teams, supervised by your chaperones
- Distribution of roadbooks and answer sheets
- Remote support via phone during the activity
- Collection and correction of answer sheets upon arrival
- Distribution of gingerbread cookies to students and chaperones

<b>DURATION</b>	2 H 00
<b>DEPARTURE / ARRIVAL</b>	Place du château / Place Saint Thomas
<b>GROUPS</b>	School / 10 participants minimum / Free accompanying persons
<b>AVAILABLE VERSIONS</b>	12-18 years old
	
	7,00 €



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