

## Find the card!

**Age group:** 5–100

**Number of players:** an even number between 2 and 24

**Tools:** playing cards; mouldable adhesive pads for sticking the cards on the wall; a recording of or a piece of paper with a command for each of the objects, e.g. 'Find the cornflower!', 'Find the national flower of Estonia!' or 'Find the flower with blue petals!'; a bag for the papers or audio storage devices; sequential numbers on pieces of paper to determine the order; one tablet per pair.

**Game play:** Put the papers or recordable pegs with the commands in a bag; lay the playing cards on the table with the image facing up; lay the pieces of paper with numbers on the table with the number facing down. Put the necessary amount of tablets within the players' reach. The players pair up (either by choosing a partner themselves or using other means, e.g. pairing up players with the same objects). Each pair takes a number from the table. The numbers are used to determine the order in which the pairs take a command from the bag (you can use equations instead of numbers when playing with older children). After that, one person from a pair takes a piece of paper or an audio storage device from the bag during their turn. The pair listens to the recording or reads the command and looks for the appropriate card. The pair also takes a tablet and some adhesive to stick the card on different objects. The partners agree on who is going to hide the card and who is going to look for it. The seeker will close their eyes and wait until their partner says: "Open your eyes!" The player who is hiding the card takes a tablet and a piece of adhesive. They choose a place in the room where they want to hide the object on the card. After that, they activate the card on the object by scanning the QR code, place the object in a certain place and take a picture of it. The player then uses the adhesive to stick the card in the same place where they placed the object in augmented reality, but in the real world. Once they have taken the photo and stuck the card in the same place, they walk over to their partner and say "Open your eyes!" They show them the photo they took and ask them to find the card according to the photo. They can also guide their partner by using words like 'warmer/colder', 'to the left/right', 'go forwards/turn back', etc. Once the card has been found, the players switch turns.