

Orienteering

Age group: 5–100

Number or players: at least 4

Tools: playing cards for placing at each checkpoint and questions about the objects on the cards; a tablet for each group of four to five players; maps with the checkpoints marked on them; crossword puzzles; hard surfaces for writing; pens.

Game play: Place the playing cards and questions about the respective objects at checkpoints in an outdoor area and number the checkpoints. Players form groups of four to five members and each group is given a tablet, a map, a crossword puzzle, a writing surface and a pen. Each group has to start at a different checkpoint so they don't collide. The groups move from checkpoint to checkpoint, where they answer the questions provided by looking at the virtual objects, which they can open by scanning the QR code on the cards. They have to write the answers in the appropriate place in the crossword puzzle. By the end of the game, the groups have solved their crossword puzzles.

To make the game more difficult, the checkpoints can include more tasks, e.g. placing the virtual object in a certain place and taking photos.