PLACE-BASED GAMES FOR ELEMENTARY SOCIAL STUDIES

Julie Oltman, Lehigh University
@joltman1 - julieoltman.com
Thomas Hammond, Lehigh University
THE SETTING

- Games built for local private school located in a downtown, historic district.
- This location provided many opportunities for taking social studies instruction outside!
- Enthusiastic faculty
- Worked with grades 2-4
- [Note: 2 of the games are portable—can go to any school, any location]
THE GAMES

Community Needs Game

Great Government Guru Game

Moravian History Mystery
WHERE WE WERE & HOW WE USED THE SPACE

- **Historical Sites**
- **School Buildings**
- **Government Locations**

- **Graveyard**
- **School Campus**

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[Map Image with标注: Historical Sites, School Buildings, Government Locations]
COMMUNITY NEEDS GAME

- Defines “community” around how different “community needs” are met: food, water, safety, education, etc.

- Placed QR codes around the school campus on people, places, & things meet (school) community needs

- Players challenged to find & scan resources for all of the community’s needs

- Game embedded within a wrap-around lesson that begins & ends with Google Earth and worksheet.

- After game, homework to reinforce: locate community resources at home?

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INTRO WITH IMAGINATION & GOOGLE EARTH
**LET’S THINK!**

**Before:** Brainstorm & Organize the hunt

**What does a community need?**

<table>
<thead>
<tr>
<th>Community needs activity</th>
<th>Name:</th>
<th>Date:</th>
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**After:** Go home and do it again!

**What about the community of your home?**

Your home is a community on a very small scale. Because it is a community, it still will have things, people, and places that meet the community’s needs.

Use what we learned to name some of the things, people, and places in your home that meet your needs! You don’t need to fill in every square; just see what you can think of.

<table>
<thead>
<tr>
<th>Needs</th>
<th>Things?</th>
<th>People?</th>
<th>Places?</th>
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<tbody>
<tr>
<td>Food</td>
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<td>Safety</td>
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<td>Transport</td>
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<td>Hygiene</td>
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<td>Medical care</td>
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<td>Governance</td>
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<td>Recreation / Exercise</td>
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<td>Spirituality</td>
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</table>
LET’S GO PLAY!

Find something that provides EDUCATION for the community.

Congratulations! You’ve found a teacher! This person meets the community’s need for EDUCATION.
THE BUILD WITH ARIS

- (Template: Scavenger hunt)
- Quests were “Needs”
- Players had to collect a certain number of each need to complete quest
- Game flaw:
  No accountability for not knowing what need is being met
GREAT GOVERNMENT GURU GAME

- Designed for elementary students learning about the role of (local) government and private offices that support government interactions
- Game is played after class has had lesson on functions of government: a) provide services, b) protect rights, or c) maintain order
- Small teams of visit various locations and decide which function it serves
- If the team chooses correctly the first time, they earn more “Civic Credibility Coin”
- As teams earn more coins, they level up, ultimately becoming a Government Guru!

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LETS PLAY!

Go visit the Recycling Department on the 5th Floor of City Hall.

Begin Quest
THE BUILD WITH ARIS

- (Template: Matching game!)
- (Logistical question: Do you have cellular connection?)
- 4 QR Codes for each location
  - title + 3 choices of function
- Correct answer = +30 coins
- Incorrect answer = -10 coins
- Levels = amount of coins earned

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MORAVIAN HISTORY MYSTERY

- Embedded within a long-standing curriculum unit
- 2 iterations over 2+ years
- Most complex game we’ve built – basis for dissertation research
- Utilizes GPS triggers
The Dye house only has 3 walls standing. The building was next to the Grist mill. The Dye house only has three walls standing because it was from the colonial Moravian times and that was a long time ago. The dyes came from natural materials.
THE GAME

• Introduction in classroom
• Game played mid-unit
• Students played in pairs or triads
QUESTS, LEVELS, & INVENTORY!
CUSTOMS OF SOCIETY

ACTION OF GAME

Ah, to renew your spirit we must pray.
Tap to Continue

Type PRAY into your decoder

Oh no! Your SPIRIT HEALTH is down to zero. You need to get more! Go see Jon Hus near the Saal. He can help you!
FEELING LIKE A GAME...

- **New Moravian History Mystery**
  - A strange thing has happened in Bethlehem. All of the adults have completely forgotten the history of the colonial Moravians! We need kids to help us restore our missing memories! Complete quests to earn the rank of Master Moravian Historian!

- **Join A Choir**
  - To blend in with the Moravians, you must join a **CHOIR**. Choose a secret code and enter it into the **DECODER** in your menu.
  - Here are the codes:
    - Children’s Choir code: child
    - Married Choir code: many

- **Count Zinzendorf**
  - New Quest: The Chickens Have Escaped!

- **The Chickens Have Escaped!**
  - Oh no!
  - Someone left the gate open and the community’s chickens have escaped!
  - Quick! Go catch the chickens! You need to get 8!
  - You have 3 minutes!
STEALTH ASSESSMENT
Pre and post gameplay

Before we begin, we have to verify that your historical memory is still intact. You have already begun learning about the Moravians in your classroom. Let’s see if any of that info is still in your memory.

Continue

Question 1:
Can you tell me 3 ways the lives of colonial Moravians were different than your life is today?

When you’re done, scan agent code 2.
Record your answer in Mission Control

Cancel Audio Note

Cancel Audio Note

Cancel Audio Note

Cancel

Note Description

Save

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THE BUILD

• (Template = Minimally-structured quest game)

• Levels = scenes

• To balance logistics vs. social play, multiple quests included in one scene/level

• Level up by completing certain quests
CONVERSATIONS & LOCATIONS
GAME DESIGN IMPLICATIONS

For young learners:

- Geospatial skills require significant scaffolding
- Reading requirements needed to be both grade level & not distracting to gameplay
- Video content was not received well in initial testing
- Certain game mechanics were popular & well received: collecting items, typing codes, and figuring out the right order
- Curriculum content needs to be an active part of the game experience and not provided as "additional info"
- Teachers provided valuable insights that guided the researcher’s design process
More games for the classroom: Ellis Island / Angel Island game

At PETE&C: Dr. Scott Garrigan’s sessions
- Poster Tomorrow – “Lessons Learned Creating A Game with ARIS”
- Earlier Today – “Design and Program a Mobile Game with ARIS”

Other Lehigh-affiliated scholars:
- Denise Bressler
dmbressler@gmail.com
- Farah Vallera
https://sites.google.com/site/farahlvallera/
QUESTIONS?

Julie Oltman
julie.oltman@lehigh.edu
@joltman1
julieoltman.com

Dr. Thomas Hammond
hammond@lehigh.edu

arisgames.org

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