

Spatial Navigation Adventure

A VIZ GAME IDEA

For more information go to: <http://viz.bd.psu.edu/viz/>

Description & Background:

The spatial navigation adventure game was developed as a wayfinding task game. The development of wayfinding skills is important not only for an individual in the real world, but may also encourage/enhance overall spatial skills. This game incorporates the use of cardinal directions and landmarks, as well as strategy, and teamwork. Players have fun and learn a lot about their surroundings. Players: 2- 4 players per team.

Materials:

Ribbons

- 10 different colored ribbons/bands that are long enough to tie around an object (we use a midsized tree), but wide enough to pin smaller ribbons onto. Also, one multicolored ribbon used as a bonus ribbon.
- Smaller ribbons that coordinate with the previous 10 ribbons
**There should be one less ribbon (attached to large ribbon) than there are teams.

Game Player Map

- Points of Interest (10 colored points/dots/stars, etc. to symbolize ribbons).
- Compass location (Circled, starred, etc.).
- An "x" to mark their starting location (after orientation with compass).
- Bonus ribbon is not identified!

Facilitator Map

- Points of Interest
- Location of the each team's starting point
- The location of the bonus ribbon
- Compass location (Circled, starred, etc.)

Other:

- A compass (Can be made of paper to hang, or chalk on the ground. This will be used to orient teams with cardinal directions, and will be where teams return when finished).
- Team Leaders: Team leaders do not participate in the game. They lead teams to their starting point (after compass orientation).

Objective: To collect as many ribbons/ points as possible in half an hour.

Instructions:

Set up: Small ribbons are attached to a band of the same color. There will be one less ribbon per location than there are teams (i.e., 5 teams= four ribbons per location). This means you must try to make it to the given locations quickly, before all the ribbons are gone! Each team will be provided with a map that identifies 10 locations where ribbons have been placed. Each location will represent a point value. The inner most circle of the bulls-eye represents one point, the next circle two, and the outermost circle represents three points. There will also be one bonus ribbon, multi colored and unidentified on the map. This ribbon is worth 4 points!

Leaders will take each team to the central compass and orient them to the cardinal directions. Then the leaders will take each team to a different starting point. The team is told to locate their current location on the map and to plan a strategy to collect as many ribbon/points as possible. They must report back to the compass within 30 minutes. Late teams will lose 5 points for each minute late. The team who collects the most points wins!