

# FIELD GAME FOR ELEMENTARY SCHOOL CHILDREN

## GRA TERENOWA DLA DZIECI W EDUKACJI WCZESNOSZKOLNEJ

Wiktoria Gierlak

### Abstract

My work focuses on a field game about Scouting. Its theme is the World Thinking Day which takes place on February 22nd, the birthday of Robert Baden-Powell; Founder of Scouting. The aim of the game is to encourage children to actively explore the world around us by learning new skills through play and promoting a healthy lifestyle through exercise in the fresh air. This game also combines having fun during learning and using modern technology and its purpose is to educate.

**Key words:** *Scouting, field game, modern technology, fair play, cooperating, independence, fair play*

### Abstrakt

Moja praca to gra terenowa na temat harcerstwa. Jej myślą przewodnią jest Dzień Myśli Braterskiej, który przypada na 22 lutego – dzień urodzin Roberta Baden-Powella; założyciela skautingu. Celem gry jest zachęcenie dzieci do aktywnego poznawania otaczającego nas świata poprzez zabawę i naukę nowych umiejętności a także propagowanie zdrowego trybu życia poprzez ruch i przebywanie na świeżym powietrzu. Ta gra łączy również dobrą zabawę podczas poznawania otoczenia z wykorzystaniem nowoczesnej technologii w celach edukacyjnych.

**Słowa kluczowe:** *gra terenowa, harcerstwo, zdrowa rywalizacja, samodzielność, nowoczesna technologia, współpraca*

## 1 INTRODUCTION

What is scouting? In the article “The Scout Method” is written:

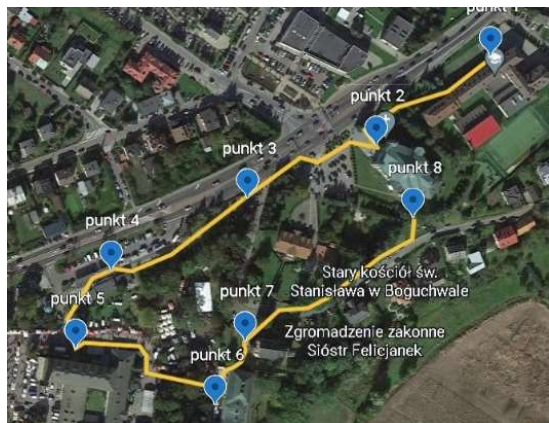
“The Scout Movement is a voluntary non-political educational movement for young people open to all without distinction of gender, origin, race, or creed, in accordance with the purpose, principles, and method conceived by the Founder (...). The purpose of the Scout Movement is to contribute to the development of young people in achieving their full physical, intellectual, emotional, social, and spiritual potential as individuals, as responsible citizens, and as members of their local, national, and international communities.”

### 1.1 ABOUT THE GAME

During the game, the children learn the symbolism of scouts and the basic values of life. These are the values that should be important for every human being, not just Boy Scouts (or Girl Scouts, of course); Patriotism, faith in God, mutual help, healthy competitions and advocacy for the weak. During the game, the children get to know role models such as Robert Stephenson Smyth Baden-Powell and Andrzej Małkowski. Participants are inspired to learn history, because Baden-Powell is an English general, famous for defending the fortress Mafeking.

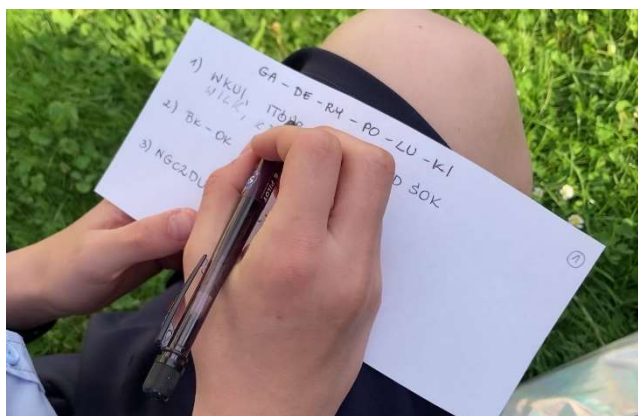
Before the start of the game, each group receives a card with marked points that mark the places where the tasks to be solved are placed. The points are close to each other, each point is close to the building, in case the participants need accommodation. The map shows the city I come from, but of course you can adapt it to any other place.

## 2. PROCESS OF THE GAME

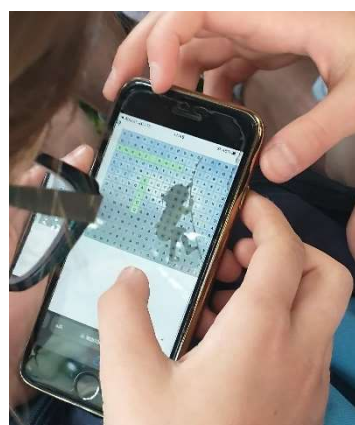


The game also relates to “The Jungle Book” because the group in Scouting Movement, dedicated to children in elementary school age, is based on this book. In my town, the game starts next to the school building and consist of eight places that participants need to achieve. All points have different kinds of tasks, some of them require thinking, other require practical skills and there are also some that involve both, thinking and performing.

At the first place children encounter Akela (a character from “The Jungle Book” Ruyard Kipling’s and also the person who leads the youngest scouts called wolf cubs or wolvetts). Akela explains to the children who Lord Baden-Powell and Andrzej Małkowski were and recaps the history of Scouting. Then, participants get their first problem to solve: to crack encoded aliases of Robert Baden-Powell.



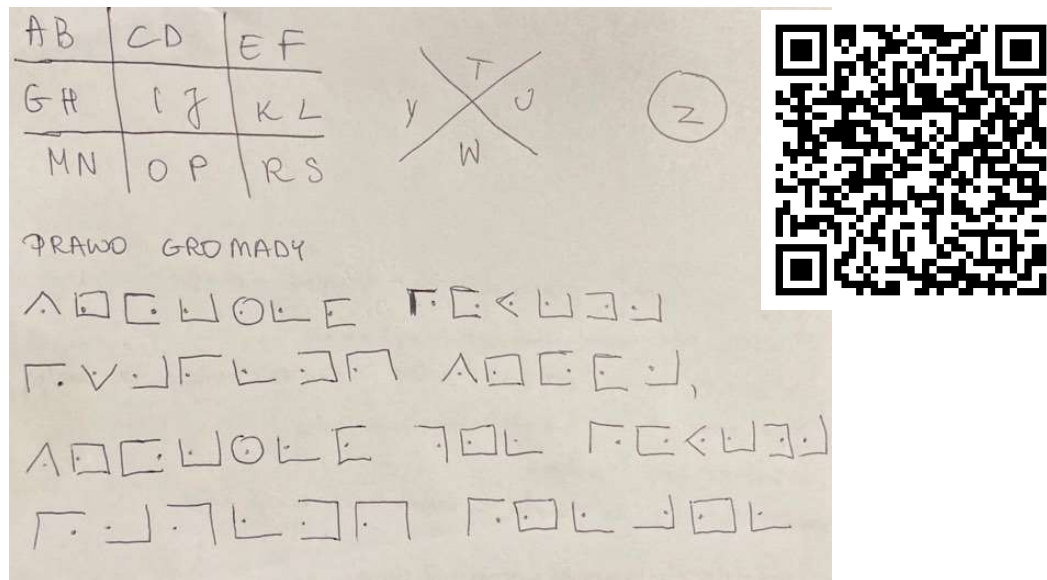
The second place to visit is nearby church. This is the place where Bagheera is waiting for kids. She is telling them about herself and about friends and enemies in The Jungle. Then she gives them a tablet and QR code to scan which leads to crossword about other animals in The Jungle. She is also telling them, that wolf cubs should stick to five roles of wolf cubs law and then she gives them encoded first law to crack.



At the next point participants encounter Mowgli. He is telling them about himself and about symbolism of cubs scarf and cubs greeting. He is teaching them a new code

called *chocolate*, very similar to code named *pigpen*. Because this is a new thing to learn, children are working together to solve the problem which helps them with bonding.

The next task is put by Baloo Bear, he is telling kids about the flag of the country, as well as about the flag of scouts, he is explaining to them colors and other important information. After the talk, he gives them a tablet and QR code and they have to play a game which tests the participant's knowledge of neighboring countries and after resolving this, they receive another law to decode.



Picture 1: Code sample

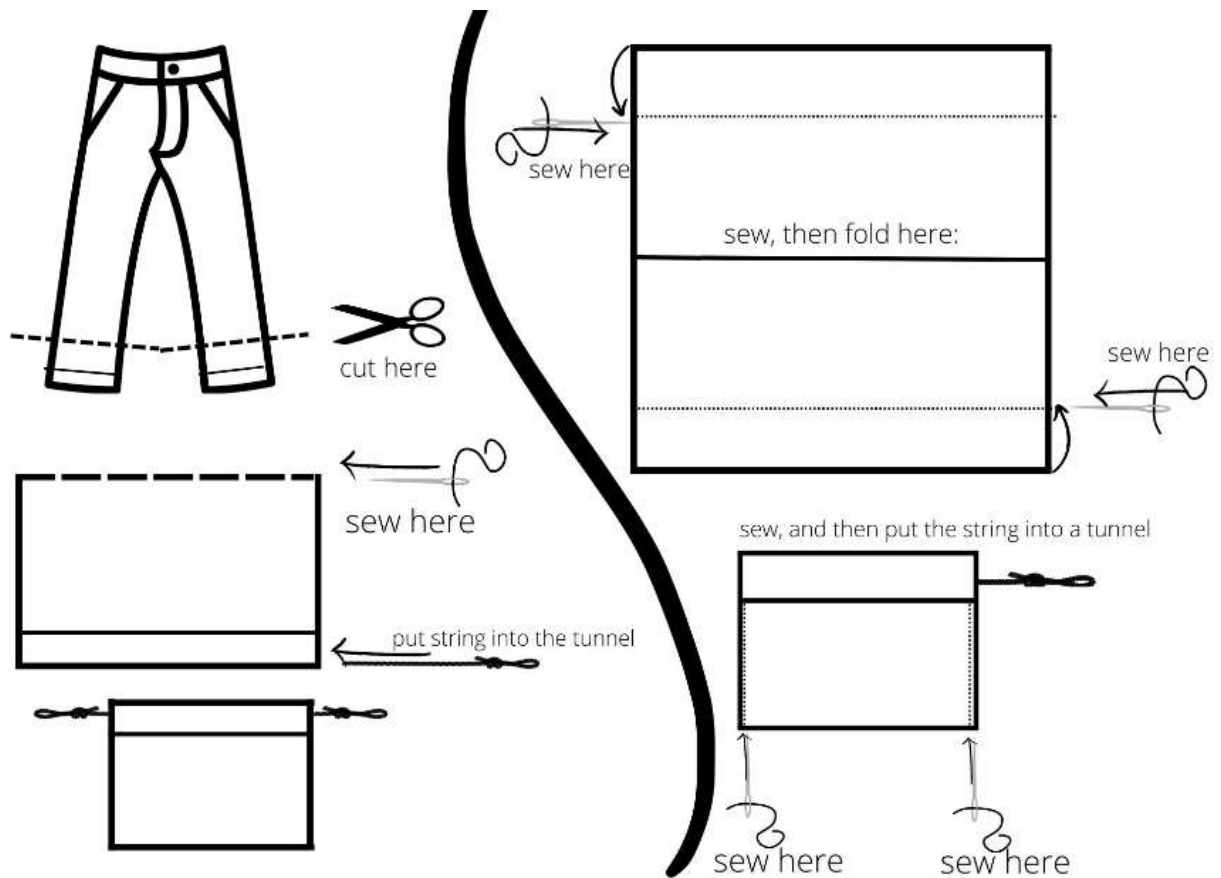
Knowledge about nature is also important, that is why one of the tasks is to decipher names of the trees to know how they look, what seeds they have or to know other things that description has. It is combined with learning a new code - very practical one and useful not only in scouts games: the morse code.



Next task is to do a little bag called "sakiewka sobieradka". This is a pouch for useful items, like: a needle, a strand, a safety pin, a button, a rubber, matches, stitches. Participants are learning how to use a piece of material or old sleeves or pantlegs to create something new. All they need to do with a square piece is to create a tunnel (by sewing) for string and then sew both sides together to do the bag of it and put the string to the tunnel. With pantleg they just have to sew the top part to close it and put the

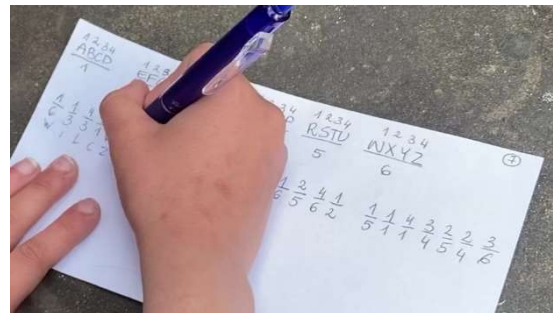


string through the natural tunnel (from old part of cloth). They can use it on a daily basis and learn nonconventional ways to repair something or to solve problems.



Picture 2: The process of making a small bag

As I adverted afore, this game aims to explore the word and get to know nature, so at the next point, kids are about to know how to find the north using clues only from surrounding (overstory, moss on the trunk, growth rings, anthill or location of the Pole Star). After that, the Elephant Hathi gives them next card with encoded law, only this time, this is another new code they have to learn and decode together.

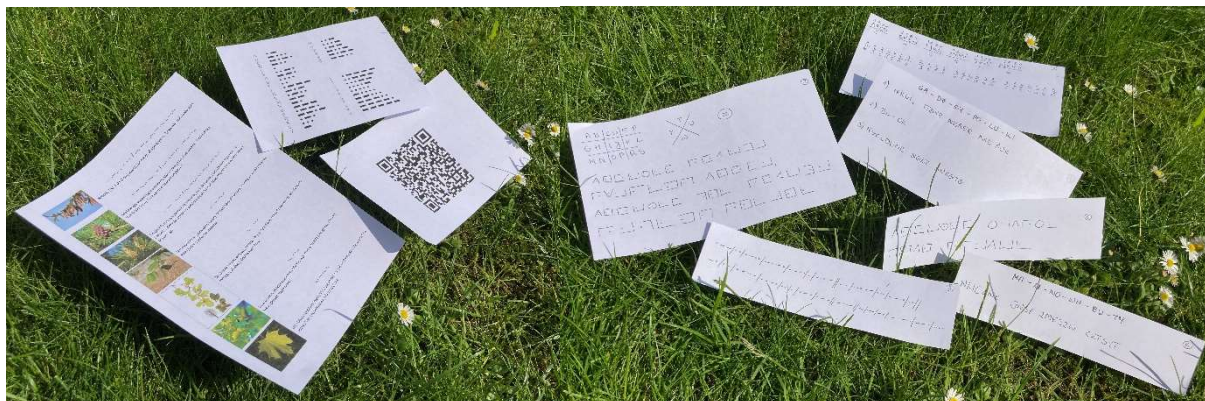


At the last point, participants have to solve a crossword puzzle with a tablet and QR code. They have to use their newest knowledge they gained during the game.



## 2.1. FLEXIBILITY OF THE GAME

This particular game is based on “The Jungle Book” and the map is based on my town, but after few changes and adaptations it can be used in any town and can have other specific topics, it can be used in any other opportunities, depending on the need (it can be longer or shorter, have more or less tasks of different types). Every task and photo is made by me (not the ciphers, just ideas). Games with QR codes are also created by me and they are in polish language.



My game is about scouting movement, but it can be used for teaching mathematics, languages, geography or another school subject or some specific topics during education process like; waste segregation or even grammar, it just has to be changed in a proper way.

## 3. CONCLUSIONS

Using modern technology to educate is not hard, it's easy and enjoyable. Numerous tasks that need to be deciphered, stimulate the grey cells to work and encourage the children to broaden their horizons. The puzzles make you think, improve concentration, train patience and improve memory and reduce the risk of dementia. The game is close to children's hearts because it uses modern technologies; some tasks can be solved virtually. These are crosswords that are available after scanning the Q R code. It not only combines learning with the gadget that teenagers like, but it is also an excellent perceptual training, as it is reflected in the later ability to observe, draw conclusions and achieve certain goals in adult life. Solving puzzles regularly helps to improve your learning and problem solving skills. Practical tasks give children independence, and even if they are unable to overcome difficulties the first time, this motivates them to keep fighting for the goal. The group's work on solving problems integrates the students and trains the ability to collaborate in the group.

### LITERATURE:

- *The Scout Method.* (2019). World Scouting. <https://www.scout.org/the-Scout-Method>

### Contacts

Wiktoria Gierlak  
University of Rzeszów, Institute of Pedagogy  
Ul. Ks. Jałowego 24, 35-310, Rzeszów, Poland  
E-mail: [wqierlak24@gmail.com](mailto:wqierlak24@gmail.com)