

Where am I?

EQUIPMENT

None.

DESCRIPTION

Students could be encouraged to close their eyes to help them visualise during this exercise.

BEFORE

This is a useful exercise for helping students become familiar with a new building.

The teacher (or a volunteer) describes a short journey around the site, starting from the classroom. Directions should be a little cryptic. (Eg: "Go through the door - turn left - walk past two doors on your right - turn right - walk as far as you can - turn left. Where am I?")

AFTER

Having played the game mentally, students could be encouraged to draw maps or route maps showing the same places.



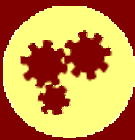
A further variation on the game invites students to describe a "journey" - but without using any words! Students must use gestures and mime.

Students have to guess where the journey has finished.

Successful "guessers" are invited to describe a journey to the rest of the group.

Once students are familiar with the exercise, the starting point can be moved - so that the journey does not begin in the classroom. (Eg: "Start outside the head's office - turn left" etc.)

Once students are very familiar with the exercise, it can be repeated from an unspecified starting point. Students have to guess both starting point and finishing point. (Eg: "I am starting somewhere indoors - turn left and go outside through the door in front of you - turn right straight away and go past three windows in a row" etc.)



LOGICAL



MUSICAL



INTRA-PERS.



LINGUISTIC



INTER-PERS.



NATURALIST



VISUAL