



# THE GERMAN LANGUAGE ADVENTURE

## HOSTING REQUIREMENTS

### GENERAL REQUIREMENTS

- The target group is classes **between P7 and S2**.
- There is a **minimum of 80 and a maximum of 110** participating students, preferably from at least two schools in the area. This is mandatory if we are visiting schools that are further away.

### ROOMS

- The 14 activity stations are set up in **3 - 4 classrooms** (depending on size!) and in the **assembly hall**. Ideally, these rooms should be located in close proximity to each other as during the game pupils will constantly move back and forth between these rooms.
- The assembly hall is also used for the introduction and the prize giving and should seat all participants. A **projector and laptop** are needed to show a PowerPoint presentation.
- The team also needs **three tables in the assembly hall**.

### SCHOOL STAFF

- The relevant class teachers should get involved in the game, even if it is just in a supervisory role.
- **3 - 4 volunteers from S6** to assist our team to help the younger pupils.
- If German Educational Trainees / German Teaching Assistants are teaching at the school(s), they should get involved too.

### MATERIALS

- **30 clipboards** and **pencils** (one clipboard and pencil per team)
- (Stick-on) **name tags** for participants with their team numbers
- **Labels with team numbers** to label seats in assembly hall



## TIME

- The game runs for **approximately 2 hours**. Please allow **2 hours for set-up and 1 hour for take down**.
- The game is not 100% compatible with some schools' break times, but it is important for the game to be played without interruptions. Therefore we need you to make corresponding arrangements.
- In order to save time, we ask you to **divide the students into groups of four beforehand**.

## SUGGESTED SCHEDULE

Introduction:	20 minutes	in assembly hall
Game activities:	60-75 minutes	in assembly hall and classrooms
Interval:	15 minutes	
Prize giving	20 minutes	in assembly hall

Example (suitable for schools in Glasgow):

Set up:	Period 1 + Period 2
Game:	morning interval + Period 3 + Period 4 (morning interval postponed to fit into schedule above)

## TRAVEL ARRANGEMENTS

- If our team travels by train, the school needs to organize transport from and to the railway station.
- Since the game is very expensive for us to run, we have to ask the schools to make a contribution towards travel expenses and, where applicable, to overnight accommodation.