




GOOSECHASE


<https://www.goosechase.com/>


 **CATEGORY:** Action

 **GRADE AND SUBJECT:** For all subjects and for students over the age of 13.


 **SHORT DESCRIPTION:** Goosechase is an online platform that educators can use to create interactive scavenger hunts for students.

READING TIME: 4 minutes
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 **LEARNING GOALS:** It is not always easy for teachers to create engaging and stimulating lessons for students: Goosechase offers the possibility to create interactive activities in the form of scavenger hunts that can involve students more and teach them collaboration and teamwork.

 **MOMENTS OF NEED OF THE TOOL:** Goosechase is a useful tool for introducing concepts, letting students discover them step by step, but also for reviewing topics already studied, and memorizing them for longer. It also promotes social constructivist learning by allowing students to work collaboratively to expand their understanding.

 **LEVEL OF DIFFICULTY (RATING) AND AGE LEVEL:** Medium, 13+

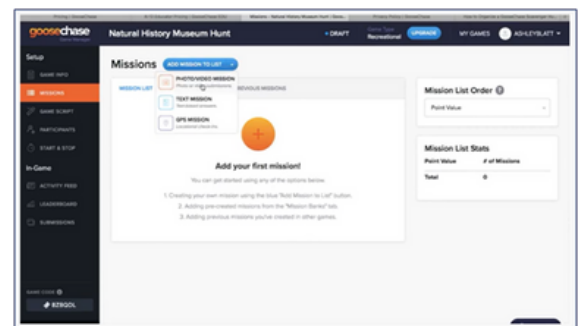
 **WHY USE THIS TOOL:** Goosechase allows students to learn more interactively and effectively, finding information for themselves or working in teams. The platform offers teachers the tool for interactive experiences and lessons and active learning techniques. Using Goosechase, teachers can create more engaging and immersive lessons, making learning highly impactful, increase collaboration with student engagement strategies, and take learning off-site with field trips, outdoor learning activities or virtual classrooms. Moreover, they can view stats, participant engagement and progress, and adapt teaching to their students' needs. Students can take photos or videos of scavenger hunt items, solve riddles, and word puzzles, and tag themselves at a GPS location, such as a historical monument.

TOOL DESCRIPTION: Goosechase is an online platform that allows the creation of digital scavenger hunts for students in the real world. It helps teachers create the game by accompanying each step with instructions that simplify the process. Teachers can access the games library, which has many educator-created scavenger hunts, but they can also customize games with photos/videos, questions, puzzles to solve, field trips, GPS “missions” for lesson plans, and more. Students can participate individually or in teams. They can also see a live leaderboard, which adds a competitive component to the activity. Goosechase can be used in classes to improve learning with a physical component, or for virtual and hybrid classrooms.

PREPARATION AND HOW TO USE THE TOOL: For organizers, it is necessary to create an account to use Goosechase, but it is optional for participants. There are multiple ways to use this tool: virtual teams, recreation, onboarding, campus orientation, etc. Teachers first create a new game with a basic description, then add missions and each mission is a scavenger hunt clue. They can customize the digital treasure hunts with activities according to their teaching objectives and these activities can include taking photos and creating videos or can be text-based, such as solving or completing puzzles. It also allows teachers to monitor all activities with a reporting dashboard analytics to measure students’ progress. Teachers can create teams and decide the start and end time for their treasure hunt, assigning each mission a point value, which is counted as the teams submit their assignments.

THE EXAMPLE: This video explains how to use Goosechase to create a scavenger hunt:
https://youtu.be/4NK_QQig8c0

RESOURCES NEEDED: Computer/Notebook/Mobile phone – Email address – Goosechase iOS or Android app – Interactive whiteboard – Internet connection



ADDITIONAL REFERENCES:

- What is GooseChase EDU? https://youtu.be/EtCrFS_46G0
- How To Create a Scavenger Hunt with GooseChase <https://youtu.be/6CyfDyHJ9uw>
- How to organize a Goosechase Experience <https://www.goosechase.com/how-it-works/organizing>

PROS AND CONS OF USING THE TOOL:

PROS Simple to use; customization; interactivity; gamification; highly engaging; fosters collaboration in any subject area; large game library available; monitoring students’ results.

CONS Internet connection required; Goosechase iOS or Android app needed; limit of five teams with one active game at a time in the free version; not great privacy policy and information tracking.

TEACHERS’ RECOMMENDATION RATE (SCORE): 3/5