

# Meet the Romans. The game

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The game has 3 stages:

## 1<sup>st</sup> stage: the couples of consuls

The children arrive to the library and start the game at the Latin Section, a space created for this purpose that has these elements:

- A book exhibition about the Romans
- A circular space with chairs so they can sit down
- A simple decoration to give the space certain atmosphere
- Quotes from Cicero. The number of them will be half the number of children, as each of them will be handed only half of a phrase

## Game development:

The activity starts with the explanation of where we are and the historical period where the action of the game is set. We talk to them about how were the books back then, show them parchments and let them write in wax tablets. Then, we explain them what the work of a librarian in ancient Rome.

After this introduction we start the process of making couples, that we call "couples of consuls". It's the form of government during the Republic of Rome, were 2 people were selected to watch over each other. Then we introduce them to Cicero and make them pick a parchment with half a quote from this author. The "couples of consuls" will then be created by the union of the 2 parts that'll form a quote.

By alphabetical order we'll call the first consul, who'll read his or her half quote. Whoever thinks this fits with their own half quote, will come forward defending

the idea in the quote. They'll pick one word of the phrase that they'll use as a nickname for the application (created using Kahoot).

We took a picture of the couples to immortalize their #momentoconsul. Using these we'll make a homage to Cicero in social media, specially in the blog entreBiblios (<https://bibliosblog.wordpress.com>), a blog created in managed between the school library of the Secondary School Jacinto Benavente and the public library Vega-La Camocha.

Time involved: 20'

### 2<sup>nd</sup> stage: Contest using Kahoot

We'll take the children to the computer room, where they'll have 1 computer for each couple of consuls. They'll sign in with their nickname and the code of the game; this will allow them to participate in the game we designed.

The game consists of a series of questions with 4 possible answers, only one of them correct. Each question has a time set for answering it, depending on how difficult it is. The questions are related to the history of Ancient Rome in the period between VIII and I centuries b. C.

Within the time set for each question the children can use the reference works: both online documents (videos, encyclopedias, search engines) and paper works.

The contest measures the correct answers and the time spent, so a draw is practically impossible.

Time involved: 30'

### 3<sup>rd</sup> stage: Cum laude

The couple of consuls with the highest score, along with the rest of the class, will go back to the public library where they'll be awarded the laurel of their triumph and a warm applause.



