



**CREATE
FUTURE
GAMING**

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ERASMUS+
“Create Future Gaming “
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Gamified game

Target group: students 8-11 years old

"Discover Crâng Park" from Buzău, which integrates gamification elements:

Game name: "Explorers of the Grove"

Purpose of the game:

Students will learn about the history and beauties of Crâng Park in Buzău through a series of challenges and interactive activities, promoting team spirit, observation and puzzle solving.

Game Stages:

1. Introduction to Crâng Park

The teacher gives the children some essential information about the park, including its history, flora and fauna, but also about monuments such as the Obelisk.

2. Formation of teams:

Students are divided into 3 teams of explorers. Each team will have a simplified map of the park and will have to complete a series of missions at key points in the park.

Key points and challenges:

The Crâng obelisk

Challenge: The team must answer 3 questions about the Obelisk:

oWhat year was it erected?

oWhat does the monument represent?

oHow many steps does the monument have?

Gamification: For each correct answer, the team receives a sticker with



the symbol of the park (oak leaf).

Lake in Crâng

Challenge: A "treasure hunt" activity.

The team must find 5 objects (eg pebbles, leaves) that they associate with the stories about the lake.

Gamification: Each object found adds a point to the team and a



"seagull" sticker.

The forest from Crâng

Challenge: Observe nature!

Each team must find 10 elements from nature:

(eg acorns, oak leaves, inedible mushrooms).

Each team must take a picture of the whole team, in the Crang forest and all the elements found and show the picture at the end of the game.

Gamification:

Each item found adds 2 points to the team and

A "tree" sticker for the group photo with the found elements and



the Crang Forest.

1. Play area

Challenge: Balance game. Each team must cross a demarcated area while keeping their balance on a rope or logs.

The picture sent on wp is worth 5 points.

Gamification: If all team members complete the challenge, they



receive an "acrobat" sticker and 3 points.

The "Lion and Deer" village made by the sculptor C. Masson

Challenge: Each team must create a short story about what the statue could represent, guided by the image and symbolism.

Gamification: The most creative story gets 5 points and a "lion"



sticker.

The gazebo for orchestras

Challenge: The team has to sing a school song.

Gamification: The team that correctly interprets a stanza from the song and records it with the phone receives 4 points.

Video with the verse sung in front of the pavilion and sent to the lady's WP, with the name of the team, also receives a "music note"



sticker.

The statue of the first modern Romanian poet, Vasile Cârlova

Challenge: Each team must find out two things about Vasile Cârlova (eg what poem he wrote, what is his connection with Buzăul).

The title of a poem written by Vasile Carlova

.....

What is its connection with Buzaul?

.....

Gamification: For each correct answer, the team gets 3 points.

The picture of the team in front of the statue of the poet, sent on WP by the lady, with the name of the team, receives a "poet" sticker



"Rider attacked by a lion" statue

Challenge: Students must discuss in teams and answer the question: "What does it mean to be brave?" in connection with this statue.

Gamification: Each team gets 3 points and a "horse" sticker for a



creative answer.

The church at the entrance to Crâng

Challenge: The team must say a short prayer for the good of the team or community and explain why the church is important to local history.

Gamification: The team that delivers the most beautiful message



gets 4 points and a "heart" sticker.

Final Challenge: "Mystery Crangului"

All teams meet at the end and receive a multi-piece puzzle (each team collected one piece at each point).

The puzzle, when complete, reveals a secret map of Crâng Park.

The team that solves the puzzle is awarded the title of "Grand Explorer" of the Grove and wins the game.

Prizes:

- All students receive certificates of participation with the title "Explorer of the Grove".
- The winning team receives a small trophy or badge.

Required materials:

- Simplified maps of the park
- Thematic stickers (leaves, seagulls, trees, etc.)
- Secret map puzzle
- Natural elements to identify (e.g. leaves, stones, twigs)

Educational objectives:

- Developing team spirit and cooperation
- Improving observation and orientation skills
- Understanding and appreciation of local heritage (Parcul Crâng)

This game combines park exploration with learning through play, making the activity fun and educational at the same time.

Game made by Gina Posirca

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