

## AR/VR Lesson Plan: "Find the Ring': Celebrating the Greek War of Independence through a Hunt Game" (2025)

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- **Date:** Mart 24, 2025
- **Subject / Topic:** Hunting Game / History (Modern Greek History)
- **Grade Level / Age Group:** Middle School (Ages 12–15)
- **Game Duration:** 2 hours
- **Location/Settings:** indoor and outdoor areas of the school

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### 1. Subject

Each year, our school organizes an educational hunting game to honor of Greece's National Independence Day (March 25)<sup>1</sup> focusing on a specific historical aspect of the Independence, such as the role of the shipping economy, the Greek Revolution in films, the Siege of Messolonghi, or the contribution of women etc.). Approximately 220 students participate in this event.

Last year, the scenario involved the "lost" ring of Nikolaos Skoufas, one of the founders of the secret organization "Filiki Eteria"<sup>2</sup>, which prepared for the revolution. The precious ring was ultimately found by the group of students who were the first to solve the puzzles and complete the activities.

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<sup>1</sup> The Greek Revolution (1821-1832) took place against the Ottoman Empire. It led to the establishment of the independent Greek state.

<sup>2</sup> Filiki Eteria: Friendship (or Solidarity) Company.

## 2. Learning Objectives

By the end of the hunting game, students will be able to:

- **Know (Knowledge):**
  - Explore aspects of the Greek Revolution that are not covered in school textbooks or receive limited attention.
  - Understand that history can be engaged and interactive through play
- **Do (skills):**
  - Utilize digital tools to solve puzzles and complete follow-up tasks.
  - Develop skills that have become less common today such as dyeing fabrics, creating knots, deciphering secret codes, and reading analog clocks etc.
- **Feel (Attitudes or engagement):**
  - Engage experientially with a historical period by taking on the roles of historical figures from the Greek Revolution.

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## 3. Materials & Tools

- **Digital Tools (AR/VR application or platform):**
  - Canva, Google Lens, QRC Generator, AI photo Generator, 3D Printer
  - The game's website<sup>3</sup> (includes instructions, educational material for preparation, a poster and a promotional video)
- **Devices needed:** Cell phones, computers, or tablets
- **Creative Materials:**
  - Markers, paper, glue and other creative supplies
  - Puzzles and follow-up tasks
- **Internet connection:** Required

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<sup>3</sup> <https://gymaei-reth.weebly.com/kappaupsilonnu942gammaiota-thetaetasigmaalphaupsilonrhoomicron973-2025.html>

- **Tasks:** The activities are assigned based on each class's progress in the game, totaling around 11-12 challenges.

#### 4. Hunt Game Procedure

Phases	Time	Description
<b>Phase 1:</b> <i>Start of the game</i>	10 min	In the schoolyard, all classes compete against each other to earn the first activity (in order of ranking)
<b>Phase 2:</b> <i>Main part of the game</i>	100 min	Each class organizes into subgroups to solve puzzle and complete their assigned activities (problem-solving, puzzles, creative tasks, role-playing etc.)
<b>Phase 3:</b> <i>End of the game</i>	15 min	A prize is awarded to the winning team in the schoolyard.

#### 5. Assessment

- **Formative:** Observe student engagement and creativity during the hunting game.
- **Summative:** Conduct a class discussion afterward about creativity, challenges faced, and the use of technology.

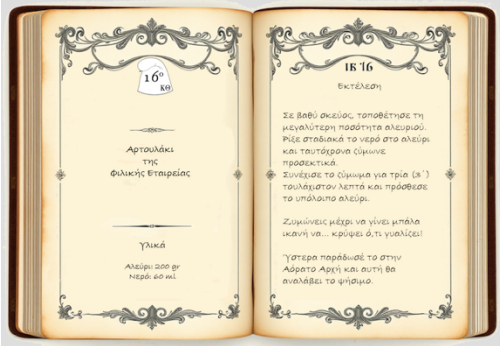

#### 6. Reflection



(Post-game notes and thoughts on the next hunting games)

- How did the hunting game enhance students' understanding of history, especially among teenagers?
- How effectively did students engage with the digital tools needed to solve the puzzles?

- Could the game incorporate more VR and AR activities without compromising its dynamic physical elements (e.g. running, dancing, manual activities)?

## 7. Some examples of using Digital Tools

	<p><b>Activity 3:</b></p> <p>Instructions written in a 19th century book. The digital image of the book was created using an <b>AI photo Generator</b>.</p> <p>Note: The instructions asked the students to make dough (flour and water were provided) based on special ratios in 19<sup>th</sup>-century measurement units. Then, they were to hide a message from “Filiki Eteria” inside the dough.</p>
	<p><b>Activity 10:</b></p> <p>Students had to identify this painting using <b>Google Lens</b>. Then, they had to represent it with their bodies and take a photo.</p> <p>Note: This painting was chosen because the Apostles, in addition to being Jesus' disciples, were also members of the <i>Filiki Eteria</i> (referred to as Apostles) who undertook secret missions just before the outbreak of the Greek Revolution.</p>

	<p><b>Activity 6:</b></p> <p>Image created with an <b>AI photo Generator</b> includes the Eiffel Tower and a <b>QR Code</b>. Scanning the QRC allows student to listen to Chris Isaak's song "Blue Hotel". The man's shirt features the Rolling Stones logo in the colors of the Greek flag.</p> <p>Note: The photo includes some elements that lead the students to the right answer. They must combine the colors of the Greek flag, the word "hotel", the Eiffel Tower and the image of the tongue to discover the name of a 19<sup>th</sup>-century Greek secret organization: the <b>"Hellénophone Hotel"</b> (Greek-speaking Hotel), established in Paris in 1811. In Greek, the word «γλώσσα» refers to both language and tongue.</p>
	<p>The "Treasure"</p> <p>The "lost" ring of Nikolaos Skoufas, created using a <b>3D printer</b>.</p> <p>Note: The ring was designed with the initials of his name (N, Σ) and then painted in gold color).</p>

## 8. Adjustment of the Practice for Other Countries in the Erasmus+ Program

Any historical event of local or national importance can inspire an educational treasure hunt.



### France –Martinique

#### Historical event suggestions:

- Discovery of Martinique (15th Century)
- Anniversary of the Abolition of Slavery (1848)
- The February 1831 Slave Uprising in Martinique



## Netherlands - Curaçao

### Historical event suggestions:

- Slave Revolt (1795)
- Abolition of Slavery (1863)
- History of Curaçao's Carnival



## Portugal - Madeira

### Historical event suggestions:

- Discovery of Madeira (15th Century)
- Sugarcane cultivation in Madeira's history
- Madeira in World War I



## Romania

### Historical event suggestions:

- Romanian War of Independence (1877-78)
- Moldavian Revolution of 1848
- Little Union (1859)