

Guide to TeachOUT

– outdoor science game



What is TeachOUT?

TeachOUT is an app for creating educational outdoor task races. Teachers can create task stations and add content to the stations from home. The app has been developed specifically for outdoor science teaching and is based on science curricula, but it can be used for all subjects. It is simply up to the teacher to find exciting and subject-relevant content for the race. There is free access to use the app for the rest of 2022.

As the app has been developed specifically for educational use, only teachers can create and publish content in the app. The content can consist of activities such as treasure hunts, tasks and guides. You can use both sound, image and video in the station entries. At each station, "challenges" can be added in the form of questions, memory games, drawing tasks or tasks where the students must take a picture. The teacher decides how many points are to be awarded for finding items and how many are won for solving the individual tasks. Subsequently, the teacher can collect and share the results of the activity.

TeachOUT was developed as a part of the research project E-STEAM (Equality in Science, Technology, Engineering, Art and Mathematics). The project was developed by groups in Norway, Portugal and Slovenia, but the TeachOUT app is also designed for use in Denmark and other European countries.

About this activity

This activity is part of a series of activities developed by the Danish research project called *Natural Technology*. The purpose of the project is to investigate technology in combination with nature, such as the potential of smartphones in children and teenagers' experiences in nature. You can read more about the project here: <https://naturligteknik.dk/en/>

Natural Technology is affiliated with the interdisciplinary organization Center for Children and Nature and is supported by Nordea-fonden.

Natural Technology is anchored in the research program 'Future Technology, Culture and Learning', located at the Danish School of Education at Aarhus University.

How to Get Started

Registration

In order to create activities in TeachOUT, you must be a teacher and register on E-STEAM's platform. You register by sending an email to the contact person for your region:

<https://www.esteamproject.eu/teachout-contact>

Cathrine Johannessen from Magma Geopark in Norway is the contact person for the Nordic countries. To register, email her at cathrine@magma-geopark.com, sending:

1. Documentation confirming that you are a teacher
2. Which school or institution you work at
3. Information on how you intend to use TeachOUT in teaching

You will then receive an email with a password and a guide on how to log in to the Locatify platform, where you can create games, treasure hunts and other activities.



Create activities

Once you have been registered, you can start creating activities at <http://www.locatify.com/>.

TeachOUT has posted a total of 7 video guides on how to make your first game, create different activities such as treasure hunts, questions, photo and drawing challenges, and how to publish your activities.

1. Make your first game:
https://www.youtube.com/watch?v=7pUF7IB_9rY
2. Add treasures and content:
<https://www.youtube.com/watch?v=6rMaAxGEAWE>
3. Add questions and pictures:
<https://www.youtube.com/watch?v=MPoTuEHQCs0>
4. Add photo, drawing and memory challenges:
<https://www.youtube.com/watch?v=PpsNzMJWE-E>
5. Prepare to release the game:
<https://www.youtube.com/watch?v=oultltwz3XI>
6. Publish the game on the TeachOUT app:
<https://www.youtube.com/watch?v=kTzqnMVYK3Y>
7. View results from the game:
<https://www.youtube.com/watch?v=RYTEv40yUmA>

Experiences with TeachOUT? We want to hear from you!

If you decide to start using TeachOUT, we would love to hear from you about your experience, as it will be of great help to our project. How have you used the app? How does it work? What do you think of it?

Please feel free to contact us by email:
naturligteknik@edu.au.dk

