

2016

Zespół Szkół Ogólnokształcących
Nr 1 w Chorzowie

Author: Grażyna Widera



Erasmus+

Project: Getting to know, sharing
and enjoying our cultural heritage

[THE CITY GAME: IN THE FOOTSTEPS OF JULIUSZ LIGOŃ]

The first edition of a location-based game organized in Chorzów, devoted to Juliusz Ligoń, the patron of II Liceum Ogólnokształcące in Chorzów, a part of ZSO Nr 1.



The City Game: *In the Footsteps of Juliusz Ligoń*

The organizer of the City Game: The Association of Chorzów Enthusiasts in cooperation with Culture, Sport and Tourism Department of The Chorzów Town Hall and ZSO Nr 1.

The originator: Grażyna Widera, the Head Teacher of ZSO Nr 1 in Chorzów

The aim:

- ✿ to popularize the most eminent and illustrious citizens of the town.
- ✿ to induce lower secondary students to learn about Juliusz Ligoń: a humble blacksmith, but also an Upper Silesian social activist of the XIXth century, a Silesian folk poet and journalist.

The rules of the City Game:

- ✿ the contestants are five-member teams of lower secondary schools in Chorzów
- ✿ the participation in the Game is free
- ✿ the Game is held regardless of the weather conditions
- ✿ the Game starts from the playground of ZSO Nr1 at 11.30 on the 8th of December, the participants are required to report at the start at 11.15.
- ✿ the Game finishes in the Great Hall of the Chorzów Town Hall
- ✿ the organizers provide all the contestants with a hot meal
- ✿ all participants receive a commemorative diploma and nice gadgets.

The Game:

- ✿ Students start the Game from the playground of ZSO Nr 1 where each Team receives an envelope with a map and assigned tasks.
- ✿ Each Team must report at 4 checkpoints.

- ✿ At each checkpoint the contestants receive several elements of the puzzle (each Team a different set) to solve.
 1. Checkpoint 1 at Juliusz Ligoń Monument: Take a photograph of Juliusz Ligoń in such a way so as to promote his personality.
 2. Checkpoint 2 at The Information Office: The meeting with the Knights of the Order of the Holy Sepulchre of Chorzów. Compose a rhymed puzzle connected with the history of Chorzów.
 3. Checkpoint 3 at The Centre of Culture: Prepare a performance of one of Ligoń's poems and learn how to dance a Silesian folk dance (The Man with the Broom)
 4. Checkpoint 4 at the Museum: Prepare the timeline of Juliusz Ligoń's life.
- ✿ The Game finishes in the Great Hall of the Town Hall where the diplomas are presented to the contestants
- ✿ Afterwards all participants share a hot meal at the Chorzów Scouting Troop.