



Conociendo mi País

con codigos QR

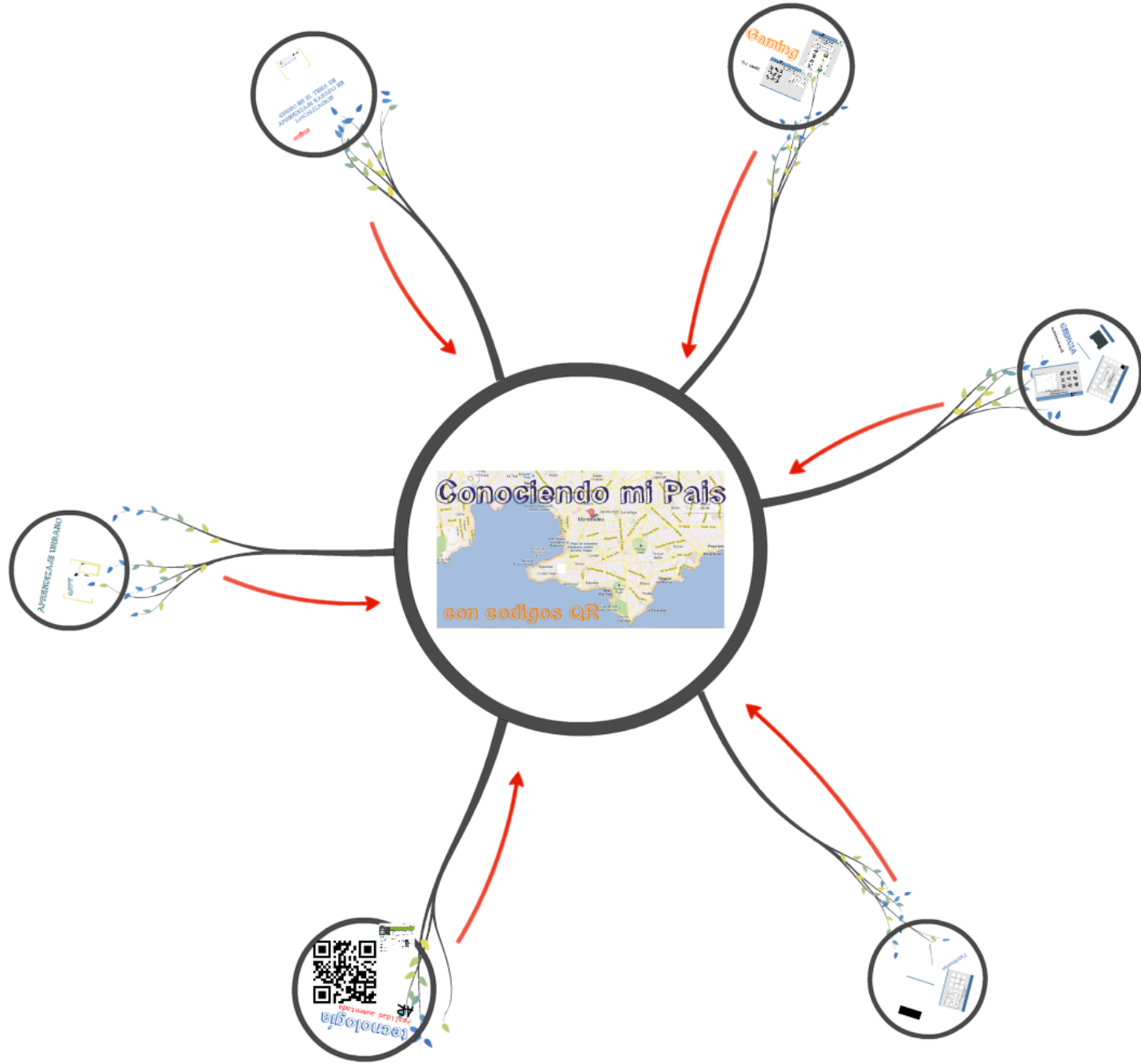
Conociendo mi País



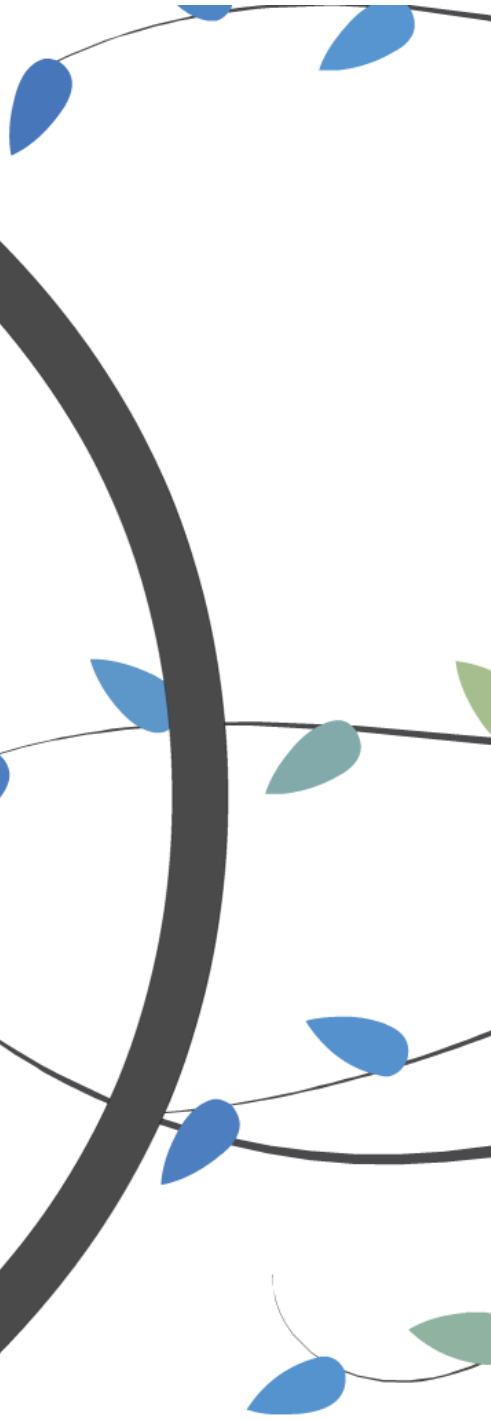
con códigos QR

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APRENDIZAJE URBANO



QRPT



פתח תקוה
קצב של עיר לב של מושבה

החוה החקלאית

"מתחברים לעיר..."



פתח תקוה
קצב של עיר לב של מושבה

החוה החקלאית

They Recommend:

- morla pedchazur
- morla pedchazur
- kfir sad
- morla pedchazur
- morla pedchazur
- morla pedchazur

About this place:

החוה החקלאית נמצאת במרכז פתח תקוה ברחוב קפלין שלושים וארבע. היא נוסדה בשנת 1934 ביוזמת רחוב כהן, אמם של יצחק רבין, רחל רבין יעקב. החווה החקלאית מגדלים ירקות, צמחי בר וחיית בית. החווה משמשת שם שדה ללימודי חקלאות הן לתלמידים והן למסגרות אחרות (אוכלוסיות מיוחדות) שבתי ספר פתח תקוה מגיעים לחווה ולומדים על חיסכון במים, גידול צמחים וירקות, למידה על תהליך גידול צמח ומבנה הצמח, טיפוח גן החי ועוד בנוסף התלהמידים משתלבים בעבודת שטח כמו הוצאת יבול, השקיית צמחים, שתילת צמחים וירקות ועוד... חאם ישלך ממון רב אתה יכול לרכוש פרחים צמחים ועוד... המקום יכול לשמש כעבודה בחקלאות

תמונות




פתח תקוה
קצב של עיר לב של מושבה

גן הנופלים 1

They Recommend:

- ilor young
- shir ko
- morla pedchazur
- kfir sade
- karina mazin

About this place:

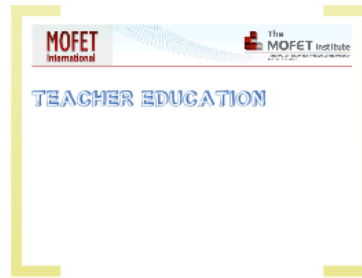
הגן ממוקם בשכונת אמ' המושבות ב'גן הבנים' ברחוב חדרה. האנדרטה הוקמה בתשס"ד-2004 להנצחת שלושת חיילי צה"ל שנחטפו בלבנון והושבו ארצה ב-30 לינואר 2004: בנימין אברהם ז"ל, עדי אביטן ז"ל ועומר סואעד ז"ל. ברקע בית הכנסת ע"ש בני אברהם ז"ל, שהוריו גרים בשכונה.

<http://youtu.be/4aTdastcOf0>

Images



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CURSO EN EL TEMA DE APRENDIZAJE BASADO EN LOCALIZACION

online





TEACHER EDUCATION

Gaming

TLV GAMES

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Naomi Shemer Sensual
A matching game

Instructions:

1. Scan a QR code.
2. After finishing the activity, match the appropriate picture to it.
3. Repeat for all QR codes on the left.

QR Code	Images
	
	
	
	

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ahavat zion orientation
A "BINGO" playing board

Instructions:

1. Choose a QR code, scan it and follow instruction.
2. After completing the station, mark it on your board.
3. According to the rules, complete a row, column or the whole board.
4. Shout "BINGO!"

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ahavat zion orientation

A "BINGO" playing board



Instructions:

1. Choose a QR code, scan it and follow instruction.
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Naomi Shemer Sensual

A matching game

Instructions:

1. Scan a QR code.
2. After finishing the activity, match the appropriate picture to it.
3. Repeat for all QR codes on the left.

QR Code



Images



CIENCIA

environment



WANDERING

START

ENVIRONMENTAL ZICHRON

A Memory Game

Items needed: food, soap and playing cards

1. Start on the 'Start' square.
2. Roll the dice and move the game piece the corresponding number of spaces.
3. If you land on a square with a QR code, scan it and answer the question on the card.
4. If you land on a square with a question mark, draw a card and answer the question.

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X-O Oranin botanical garden

A Tic-Tac-Toe game for 2 teams of 2

Instructions:

1. Decide which team is orange and which team is green.
2. Play one turn each. The orange team chooses a square (O) and the green team chooses a square (X).
3. Each team draws the grid in the square they chose, which team is allowed to draw next of the opponent of the team that drew the last square.
4. The team that chooses the grid in the square they chose, which team is allowed to draw next of the opponent of the team that drew the last square.
5. The team that manages to score three O's or X's in a row or gets the third diagonal completely wins.

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ENVIRONMENTAL ZICHRON

A Monopoly Game

Items needed: board, dice and playing tokens

1. Start on the "Start" square.
2. Roll the dice and move your playing token accordingly on the board.
3. Scan the QR code you landed on and complete the mission.
4. If you completed the mission, and the QR code isn't CLAIMED yet - CLAIM IT!
5. You win if at the end of the game you CLAIMED the most QR codes.



X-O Oranim botanical garden

A Tic-Tac-Toe game for 2 teams of 2



Instructions:

1. Decide which team is noughts and which team is crosses.
2. Play one turn each, the cross team chooses a square first, and draws an X on it, and the nought team draws an O on another square.
3. Each team scans the qr code in the square they chose, which leads them to a station, and goes to do that station.
4. The team that comes back with proof of the completion of the station is allowed to draw another O or X on a different square, and do the mission on that square.
5. The team that manages to score three X's or O's in a row, or gets the most stations complete wins.

Patrimonio



wandering

??????? ?????

A Tic-Tac-Toe game for 2 teams of 2

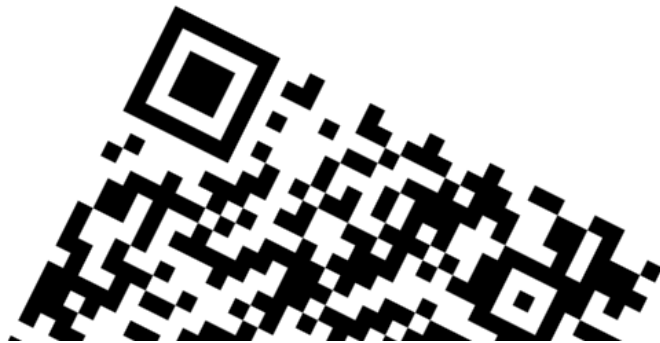
QR	QR	QR
QR	QR	QR
QR	QR	QR

Instructions:

1. Decide which team is North and which team is South.
2. Each team starts with the 1000 step counter & a set of 2000 steps.
3. Each team starts the QR code in the start QR code, which leads them to a station with points to do their work.
4. The winner is the team with the most points at the end of the game.
5. The team that finishes to win from A to C or C to A will get the most points to win.



Patrimonio



ISRAEL
ANTIQUITIES
AUTHORITY



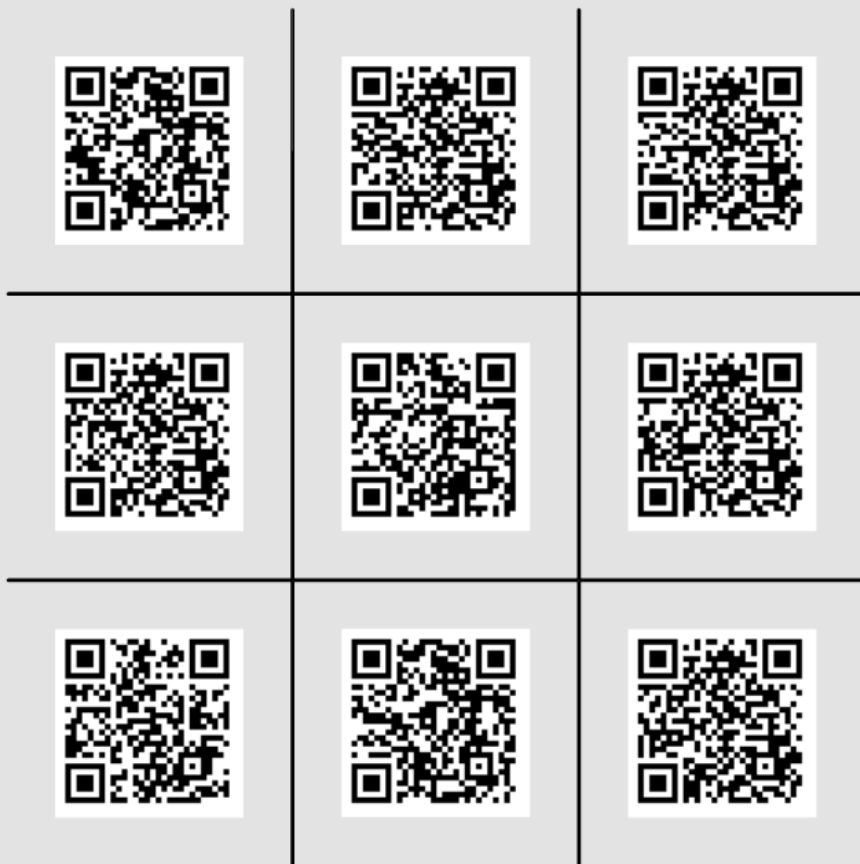
רשות
העתיקות



אטריומיה

??????? ?????

A Tic-Tac-Toe game for 2 teams of 2



Instructions:

1. Decide which team is noughts and which team is crosses.
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4. The team that comes back with proof of the completion of the station is allowed to draw another O or X on a different square, and do the mission on that square.
5. The team that manages to score three X's or O's in a row, or gets the most stations complete wins.

gets the most stations complete when

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tecnología

realidad aumentada

AR

