YoungArcHers

Game C

Accessibility story challenge

Disclaimer

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Content

Title of the game C: Accessibility story challenge

Description

- This game is related to the buildings in [each city's walks on the Young ArcHers' website](#). Teachers can also decide to select other buildings, such as the school building, buildings around the school neighbourhood or buildings in other cities.
- Students will be introduced to the concept of accessibility related to heritage buildings.
- Students will select one building to create an accessible story.
- Students will be asked to check if specific accessibility characteristics are available in the building. The following actions need to be taken into consideration:
  - Check how far is the closest public transportation stop and how long it takes to reach the building from the stop.
  - Check if there are any places around the building to sit.
  - Check if the entrance of the building is accessible to all users.
  - Check if there is any information on the web about the accessibility of the building.
  - Check if there is any person or department responsible for providing information about accessibility to visitors.
  - Check if wheelchairs are available for visitors who require them.
  - Identify which accessibility accommodations and services are available.

  ○ Identify if all users are welcome in the building.

- Students will identify accessibility problems and offer possible solutions.

- Students can present their building to their class and explain the detected accessibility problems, and possible solutions.

Learning Objectives

- Identify accessibility barriers associated with built environment.
- Describe accessibility barriers associated with built environment.
- Propose accessibility solutions related to built environment.
- Discuss inclusion and accessibility in relation to built environment.

Related curricular subject(s)

- History
- Language
- Arts

Age of students

- 10 and above

Duration (indicative)

- 90 minutes.

Level of difficulty

- Intermediate.

Method

- ICT

- Brainstorming and cooperative learning.

- Collaborative learning.

- Project based learning.

- Problem solving.

- Experiential learning.

- Research activity.

Instructions and preparatory actions for teachers

- Introduce basic concepts related to accessibility and building heritage.

- Select the building to run the accessibility check.

- Prepare icons related to accessibility services.

- This game can be played once, or over several rounds.

- This game can be played individually or as a group activity.

- This game can be played collaboratively or competitively.

Instructions and preparatory actions for students

- Learning, reading, researching about the accessibility of the building.

Step by step description of the tasks

- Recording form to check the accessibility of one selected building (it can be the school building or another building of their choice).
- Students will identify possible problems related to accessibility.
- Students will propose accessibility solutions related to the building.
- Students will create a postcard, a text, or an audio with recommendations to improve the accessibility of the selected building.

Digital Tools (if applicable)

- [Audio guides for each city's walks on the Young ArcHers' website](#)

- A text only version with all the characteristics relating to each building for screen reader users.

Other materials needed (if applicable)

- Accessibility icons

Advice for accessibility and inclusion

- Teachers familiarise themselves with concepts related to the importance of inclusive and accessible education.
- Ensure that all students contribute to the discussion in ways they can best express themselves, either orally, in writing or through drawing.
- Provide the assistance of a special education teacher where necessary.

Evaluation and feedback

- As part of the assessment, the teacher ensures that each of the students in the classroom contributes at least once to the game and the general discussion.

Resources

European Heritage Strategy for the 21st Century. (2017). Council of Europe. Retrieved February 28, 2023, from https://www.coe.int/en/web/culture-and-heritage/strategy-21

Growing Up with a Disability. (2020, August 26). AMI. Retrieved February 28, 2023, from https://www.ami.ca/category/you-cant-ask/media/growing-up-a-disability

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