# **Transition Timetable Hunt**



## **Objective**

- To help students orientate themselves around the school building and locate specific rooms.
- To provide opportunities for students to get to know each other by taking part in fun, team building activities.



### **Equipment**

- Enrich Blank Interactive Control Markers
- Map/floor plan of the school building (optional)
- Sample Timetable Activity Sheet



### **Preparation**

- Select a 'hidden' word that the students will collect letters for. There are 10 blank interactive markers, so the word can have up to 10 letters.
- Prepare a timetable, showing subjects and rooms.
  This can be done by using the school's existing timetable template or by adapting the Sample Timetable Activity Sheet.
- Write each of the letters from the 'hidden' word on one of the blank markers.
- Place a marker next to rooms that are shown on the sample timetable.
- The letters could be placed so that students build up the word by visiting each room in the sequence that they are shown on their timetable.
- Alternatively, the letters could be out of sequence so that students have the challenge of working out the word when they have collected all the letters.
- Identify a starting/finishing point for the activity.
- Students could do the activity in pairs or small groups.
- Provide each pair/group with a copy of the sample timetable and a pen/pencil.
- Provide each pair/group with a copy of the map/floor plan of the school building (if this is being used).



#### **Instructions**

- Students have to locate each of the rooms on their sample timetable.
- When students locate the room, they record the letter from the marker that is placed next to that room.
- When they have located each of the rooms and recorded each of the letters they must return to the starting point.
- At the starting point, they have to try to use the letters they have collected to spell the hidden word.



#### Other information

- Teachers can choose any word to be the 'hidden' word for this activity. There are 10 blank markers, so words can have a maximum of 10 letters.
- It may be helpful to tell students to visit the rooms in the order that they appear on their sample timetable, as this would replicate the experience of following a real timetable.