



Discovering Vaslui Town – Past and Present

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School subjects:

Geography, History, Civic Education, ICT

Level:

Lower to Upper Secondary (Ages 13–15)

Language:

English (as a common working language for the international teams)

Short description:

In this interactive walking tour of Vaslui, students from Romania, Croatia, Greece, and Cyprus work in mixed international teams to explore the town's history, culture, and key landmarks using the GooseChase digital application. Through real-world exploration and engaging digital challenges, students connect with the past and present of Vaslui while building teamwork and digital literacy.

Estimated time:

2 to 2.5 hours

Tags:

#History #Geography #CulturalAwareness #DigitalLearning #Teamwork #GooseChase
#WalkingTour #InterculturalLearning

Learning objectives:

- Explore and understand the historical and cultural significance of Vaslui.
- Develop collaboration and communication skills in international teams.
- Use digital tools to complete real-world learning tasks.
- Strengthen intercultural awareness and appreciation.
- Apply observation, critical thinking, and problem-solving in a real-life context.

Process:

Participants:

Students from Romania, Croatia, Greece and Cyprus, working in mixed-country teams.

Strategies:

Gamification, Experiential Learning, Collaborative Learning, Place-Based Education



Steps:

1. Introduction and Team Formation (15–20 minutes)
 - Students are grouped into international teams (6 students per group).
 - Brief tutorial on how to use the GooseChase app (installed beforehand on one device per team).
2. Walking Tour Launch (90–120 minutes)
 - Each team receives a mission list via GooseChase (e.g., “Find and photograph the statue of Stephen the Great”- de scris misiunile etc.).
 - Missions are a mix of photo challenges, short videos and creative tasks.
 - Teams explore Vaslui’s landmarks (e.g., Town Hall, museum, historic buildings, parks) guided by GPS and mission prompts in the app.
3. Wrap-Up and Reflection (20–30 minutes)
 - Back at the meeting point - school amphitheater, teams present one highlight from their adventure.
 - Teachers briefly summarize the cultural and historical insights discovered during the activity.
 - Optional: Award fun prizes for creativity, teamwork, or most points earned.

Digital applications:

- GooseChase – interactive scavenger hunt platform
- Google Maps – for navigation support
- Google Translate (optional) – for on-the-go communication with locals
- Canva (optional) – for post-tour digital posters or reflection slides

Useful Links:

- <https://www.goosechase.com/>
- <https://en.wikipedia.org/wiki/Vaslui>
- <https://www.canva.com/education/>
- <https://www.google.com/maps>

Conclusion:

This interactive lesson transforms the city of Vaslui into a living classroom where students not only learn about Romanian history and culture but also collaborate across borders, build friendships, and use digital tools in meaningful ways. By exploring both the past and present, they gain deeper insight into local identity and shared European heritage.

Proofs: