

Dissemination Action: POPLAIR Lichen Card Game 2016 in Schools

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Context:

- ❑ This action is integrated in the dissemination activities of the project POPLAIR, a scientific project funded by the European Union.

Objective:

- ❑ The main objective of the action is to introduce the students with the variety of lichen species and their relationships with the surrounding environment.



Methods:

- ❑ Students will gather in groups of 2 to 7 persons, and each group will play 5 times a card game that was developed by the project.
- ❑ After playing the 5 times, students will individually answer a small questionnaire. The questionnaire is anonymous.
- ❑ Age of the students: between 12 and 17.



Duration:

- ❑ The action will take approximately 35 minutes: 25 minutes for playing the 5 games (5 minutes each game) and 10 minutes for answering the questionnaire.

Good luck and have fun!

The teachers collaborating in the Action may request a certificate of their participation.