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Shakespeare treasure hunt

This hunting section provides information on responsible hunting, hunting methods, hunting clubs and wildlife treatment. This hunting guide will teach you about the different ideals of hunters, then you can decide how to approach hunting. Before you start planning a treasure hunt, you should probably choose your loot. The size and composition will determine where you hide it, and knowing the last stop along the route can make it easier to figure out where to put your clues. For example, if your treasure is the birthday cake, it won't go into the dirt. If it's a pile of sticker sheets, or chocolate kisses, or a new video game for all your partygoers to play, you put it in a plastic bag and hide it everywhere. If you go big with some hula hoops or a birthday present like a bike, behind the tomato plants it probably won't cut; you should go under the deck or in the garage. Ad Next, evaluate your garden: Where to hide the clues? Most yards offer at least a few decent locations, including under bushes, in low tree branches, inside coiled snakes and buried under some mulch. Clues should be relatively little to keep the children's attention, and the younger the children, the less the clues. Five to eight stops on the way to the treasure is enough [source: Martha Speaks]. You might want to put your clues in some kind of enclosure to protect them from the elements, too. Plastic Easter eggs or supermarket bags work fine, or you laminate if you have the time and equipment. When examining your garden, also keep an eye out for any obstacles your route should avoid, such as prickly rose bushes or anthills. So you have your destiny, and you have a hiding place for every clue. All you have to do in the planning phase is determine the order of the stops -- which clue is first, second, third, and so on. To make it easier, write all

this down. Take notes with the order of directions or draw a simple map of the yard and trace the route, marking clue locations. It will be nice to reference a visual layout when you go inside to create your directions. Keep up to date with the latest daily buzz with the BuzzFeed Daily newsletter! Photo: Art Deco Hungarian Setee,
 circa 1935, of The Golden Triangle Collectors with an eye for patina will have plenty to pore over at Chicago's 13th annual Merchandise International Antiques Fair. More than 120 dealers will exhibit everything from industrial furniture to folk art to Deco jewelry. Early risers have picked up tickets for Thomas O'Brien's keynote speech, but if you're a fan, come along for a signing of the latest book the designer, American Modern. A \$20 day pass also gives you access to Art Chicago and NEXT, two contemporary art fairs. Merchandise Mart International Antiques Fair, Chicago, April 30-May 3, with a preview on April 29; merchandisemartantiques.com merchandisemartantiques.com created and maintained by a third party and imported to this page to help users provide their email addresses. You can find more information about this and similar content at piano.io one challenge facing journalistic educators in this era of instant access Internet, getting students to leave the warm glow of their computer screens to perform primary source research. It seems that if they can't find something through Google it doesn't exist. As a journalism professor, however, I would be remiss if I didn't expose my students to research outside the web, and since I'm researching a book on ways in which game mechanics are expressed in everyday life I wondered if gamification would be a good way to do it. This led me to work with Alexa Pearce, a research librarian at New York University's Bobst Library who works with the Arthur L. Carter Journalism Institute, to create a mobile, interactive treasure hunt. All this was a continuation of another gamified higher education experiment that I tried earlier in the semester when I was grad students in my writing and reporting workshop wandering New York City's financial district to play a game created by Stray Boots. This time, the idea behind the hunt was to scavenge my graduate journalism students in parts of the library where they never set foot before, looking for bits of information that couldn't be located online. In the process students would learn something about Bobst Library and its vast repository of knowledge-her 2.5 million books in open stacks, 500,000 government documents, 80,000 audio and video recordings. I make it a rule to push my students to conduct face-to-face and/or phone interviews with living, breathing people-I require a minimum of two sources per story, and point at least one a week--and invite a research librarian to the class to conduct a seminar on research databases. In addition, I invite students to cover live events and hold a press conference each semester with an economist from the Conference Board, a think tank. For the first seven years I taught at NYU, I also assigned an in-class research test (the precursor to this interactive treasure hunt) that requires students to answer 10 questions without using the Internet. The test is not easy. Over the years, I've asked questions like, How many states are represented by the combined student group of New York City public schools? (150), How many languages are spoken in the five boroughs of New York City? (anywhere from 180 to 200, depending on how you define a language versus a dialect), and What is most popular T-shirt sold at NYU bookstore? (Champion grey T-shirt with NYU written in blue). I also asked what kind of reddish stone makes bobst Library's façade (sandstone), the number of members of the New York City Council (51), vice presidents who died in office (7), and represented in the last Summer Olympics (204 in 2008). For each answer, students had to provide an unassailable source, either a person (with contact information) or bibliographic source for a book or magazine. In the beginning it was relatively easy to gin up with questions that were not discoverable online, but during the second half of the aughts (2005-2010) the rate of information migrating to the web picked up significantly. It also became more common for the people who called my students for answers to point them out on websites. And then there were the complaints. For the third year in a row, I asked for the value of Columbia University's endowment (\$7.8 billion, give or take) an administrator, annoyed with fielding their questions, yelled at some students. After that, I limited the space to information in the library. But I thought a treasure hunt would be much more fun, and threw in an incentive: I shared the class that the students with the top three top scores could redeem their points for the right to buy their way out of a future assignment. This turned out to be a popular motivator. On a recent Tuesday morning, my students gathered in Bobst's hollow atrium. They all had to carry a smartphone with a preloaded QR code reader app. Alexa had paved up to 15 different tests because we didn't want a horde of students flooding the same location at once and hoping to make cheating, if not impossible at least very difficult. The test consisted of nine questions, each worth 1,000 points, and if a student asked for help or a hint it would cost 250 points. They had three hours to finish it. Students only got the first question. Alexa and I had designed the game so that students had to level up to get ahead. In other words, the only way to get to the next question was through a rather correct answer. For example, the first question may have been to wade into the stacks to find a volume associated with a specific call number. When the student found the book, there may be a note inside with the following clue that instructs her to go to page 28 and find the second word that starts with a c. The word could be simultaneous and the student might have to find it in the Oxford English Dictionary and identify its first recorded use, then email the reply to Alexa, who would reply with the following clue. We also threw in an acrostici who would send students a series of letters that would lead to a specific magazine (say, the New Yorker), then they consulted the Readers Guide to Periodical Literature to find the right microfilm, which they would have to scan. When they put on the article they were looking for they might make a PDF and to Alexa, who would send back the next clue, which could lead to listening to a speech by Amelia Earhart or Franklin Delano Roosevelt and filling out the blank to a one three minutes into the speech. Or maybe they had to venture into a special collection of rare cookbooks and take a picture of a recipe to text to Alexa, which back texts the next clue that could lead to a QR code hidden in the stacks, which might instruct them to go to the lower level of the library, where I was waiting with coffee, doughnuts and another clue. Over the years, scores on my research tests vary quite a bit, and the students seemed to feel a sense of anxiety about it. At this Bobst Library Research Treasure Hunt three students earned perfect scores--and happily collected their free pass on a future assignment, while most of the others lost points by buying hints or making careless errors. One student, for example, lost 100 points because she had a book based on her quote, but chose to look up the wrong word in the Oxford English Dictionary. Still, as a class, the scores were much higher than they ever were for the static research tests I used to give. I imagine the students could have learned all this from a tour of the library, but that's a passive way to learn and I bet they wouldn't have retained much. By adopting elements of game design, suddenly a challenging information exam becomes edutainment. And distinguishing yourself from the questions it is by no means dumbed down: It's a rigorous exam, but one in which students have fun, gain knowledge, develop a greater appreciation for what Bobst Library has to offer, and tend to preserve what they've learned. And there's no app for that. Adam L. Penenberg is a journalism professor at NYU and a contributing writer at Fast Company. Follow him on Twitter: @penenberg. [Image: Flickr user half-blood prince] prince]

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