

# Tram-Odyssee



## Citygan

Die Teer  
müssen  
ihre Gru  
Punkte  
sammeln  
indem si  
den  
angezeic  
Halteste  
einen St  
holen.

## Objective of the game

On the city line network map, various stops are marked with two colors (glow pen).

The teens have to collect points for their group by getting a stamp from the marked stops.

Stops marked:

- yellow: these stops give 5 points
- orange: these stops give 15 points each
- In addition, all tram and bus line termini give 10 points.

## Material

- Approx. 10 blank stamp cards  
per group

- A city map (zone 10 of the city of Zurich)
- Money for a 24 h ticket (write on the teen program beforehand: e.g. take Fr. 5.- with you)
- Catering for the teens (also note on the teen program)

## **To the stamp cards**

Transfer the usual stamp cards of the SBB exactly on cardboard paper, and try your first copy (place for approx. 10 stamps). Tip: try it out on the orange and blue ticket validators!)

You can also get "play tickets for children" at the SBB. However, there is only room for four stamps on them.

To prevent the group from splitting up, it is important to staple the stamp cards together so that they cannot be taken apart unnoticed (e.g. several Bostitch staples crosswise over each other...)

## **Duration**

We played the game for three hours all over town. The teens enjoyed it and the majority would have played it for an hour longer.

## **Tips for evaluation**

We gave the teens writing utensils with which they immediately recorded the number of points of the respective stop via the stamp. This made it a lot easier to count the points (but increased the risk of "cheating").

>

[Tram Odyssey\\_YW](#)

## **Source reference:**

**Content:** Copyright BESJ, [www.besj.ch](http://www.besj.ch)

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**Cover:** Zurich Tram

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