



# a-A d!N

## Art-Based Learning of Heritage Languages through Didactic Innovation

### Mapping Poland's Legends

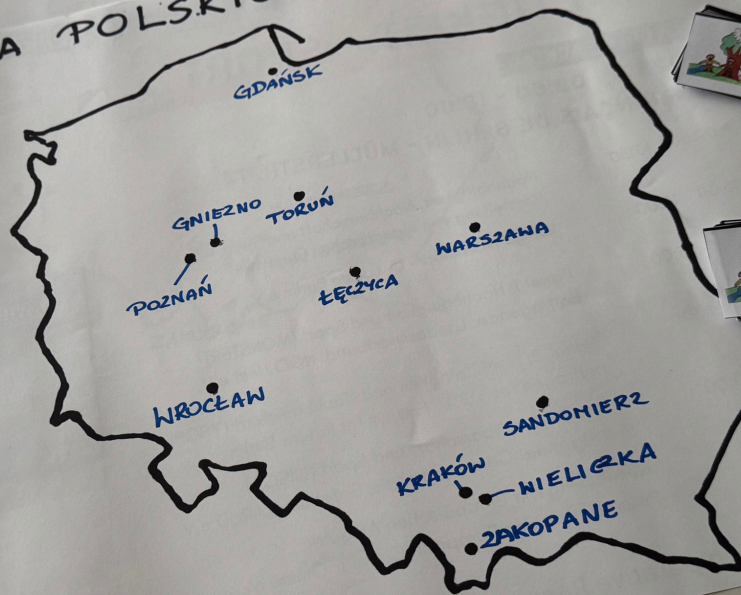
This educational game full of fun helps children to consolidate their knowledge of Poland's geography and the country's cultural heritage of legends! Players are handed a map of Poland's borders and, depending on their age, its major cities, together with cards that depict well-known legendary figures. They are then asked to find a name for each legend and to locate on the map the town with which it is associated.



POLSKIE LEGENDY  
MAPA POLSKICH LEGEND

MAPA POLSKICH LEGEND  
GDAŃSK

MAPA POLSKICH LEGEND  
GDAŃSK



# Mapping Poland's Legends

**Participants profile :** age 6 and above

**Maximum Number of Participants:** 20 (divided into 4 or 5 groups)

**Duration:** 1 hour

**Materials:** printed maps, printed pictures, glue

**Language Skills:** Vocabulary, reading, listening, spelling, syntax

**Other Skills:** Geography, cultural exploration,

**Levels:** B1 or above

**Developed by / Origin / Original language:** Katarzyna Wlusek, Comparative Research Network e. V. – Polish

# Mapping Poland's Legends

## Activity Step-by-Step



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### 1. Prepare the Map and Cards

- provide each group with a blank or semi-marked map of Poland. Prepare small illustrated cards with symbols representing key Polish legends (e.g., a dragon for Kraków, goats for Poznań)

### 2. Explain the Task

- find the correct city associated with the legend and place the card in that location
- as the hints can be given, legend titles, or short descriptions to aid recognition

### 3. Start the game

- give each group a stack of legend symbol cards
- optionally provide blank legend title cards where students can write the name of the legend

### 4. Scoring

- After placing all cards, go through the correct answers as a group
- Groups receive points for each correct city-symbol match, and bonus points for correctly naming the legend

### 5. Discussion

- Ask children to reflect on the legends they learned, which were most interesting
- What new cities or cultural facts they discovered

This game enhances cultural and geographical knowledge about the home country.

## Recommendations for educators and teachers



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- For Younger Children (6–9 years)
  - Use fewer legends and mark cities clearly.
  - Focus on matching symbols to cities with visual support.
- For Older Children or Teens
  - Remove city names from the map for added challenge.
  - Ask for additional information such as moral of the story or characters.
- Multilingual Contexts
  - Allow children to share legend names from the country of living.
- Incorporate a Discussion Phase
  - Use interactive virtual whiteboards (e.g. Miro) and digital maps.
  - Cards can be drag-and-drop elements and legends discussed in breakout rooms.

## Adaptation/Application of the method:



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### 1. For a Group with Varied Language Proficiency

- Pair or Group Work – Group students by similar language levels or mix levels to encourage peer support and collaboration
- Different Difficulty Levels – Provide simplified maps with marked cities for beginners, while more advanced groups work with unmarked maps or receive additional tasks such as describing the legend.
- Extended Tasks for Advanced Learners – Ask advanced students to write short descriptions of the legend or share its moral.

### 2. For Other Languages

- Translated Instructions – Provide game rules and legend summaries in multiple languages to support heritage or community language use

### 3. For Bilingual/Multilingual Options

- Cultural Exchange – Ask children to share a similar legend from their own culture and locate it on the same or separate map.

# ABOUT ALADIN

## PROJECT NAME

Art Based Learning of Language of Origin through Didactic Innovation

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## COORDINATOR

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